DC HEROES™
ROLE PLAYING GAME

JUSTICE LEAGUE™ Sourcebook

By Ray Winninger

Justice League Sourcebook

The Justice League Sourcebook

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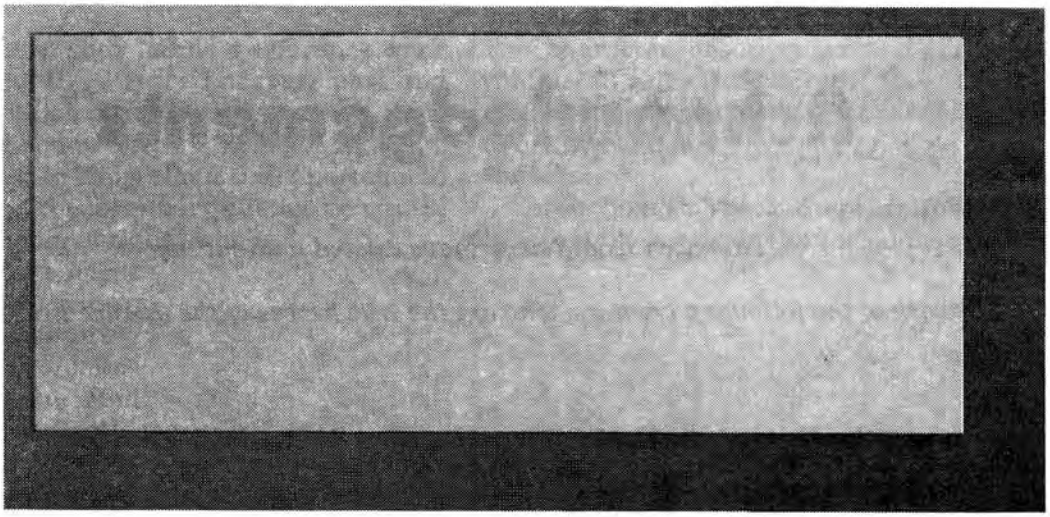

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Introduction

They're heroes. They fight crime. They've been around for more than twenty years. They're the world's greatest. They're the Justice League.

And now, they're a part of the DC HEROES Role-Playing Game.

At last, you hold in your hands a reference work that describes all of the Justice Leaguers past and present, their fiendish foes, their weapons, their equipment, their headquarters, and more. In short, everything you need to know about the superteam to end all superteams, the legendary Justice League of America/International is right in here.

These 128 printed pages are your gateway to exciting role-playing action, featuring all of your favorite Justice Leaguers, from the Red Tornado to the Blue Beetle, and from Aquaman to Zatanna. Now *you* can be a part of the Justice League legend.

This book is also one of our newly revised second edition sourcebooks, written to be fully compatible with the DC HEROES second edition boxed set, although most of the information contained herein can be used with the first edition rules set as well. See page 128 for more information about some specific rules changes.

How To Use This Book

This sourcebook is essentially a stylized "Who's Who of the Justice League." Although you won't find any full blown adventures within these pages, you will find everything you need to know to create your own adventures and campaigns featuring the legendary Justice League and its equally legendary opponents. Those of you who are new to adventure design might want to go back and reread pages 45-62 of the *Rules Manual* and the JLI adventure *Exposed!*, which came with the second edition boxed set, for some pointers.

Retroactive Continuity: A Brief Explanation

Those of you who have not followed DC Comics closely over the last few years might notice a few oddities within these pages. Take a look at the Superman entry, for instance. Superman's entry claims that he has never been an active member of the Justice League, though some of you probably remember quite a few old comics that seem to indicate otherwise. What's the deal here?

A few years ago, DC Comics published an epic mini-series known as the *Crisis on Infinite Earths,* with the intent of streamlining the in-house continuity of all of its titles. During the *Crisis,* a number of DC's heroes had their personal histories significantly revised. Superman and Wonder Woman, for instance, were said to have never joined the Justice League of America, and Earth-2, where many of the JLA's adventures took place, was said to have never even existed. All of this means that quite a few issues of the Justice League comics are no longer considered to have "really happened" in the current DC continuity. The character descriptions and histories in this volume all reflect the current "Post-*Crisis*" state of affairs, so some of you old-time readers will just have to bear with us.

Endnotes

Throughout this book, there are endnotes provided to help you track down the various comic books where the adventures we're telling you about took place. However, the publishing history of the Justice League may be somewhat confusing to you, so here is a brief rundown on what is what.

The Justice League of America as a group first appeared in *The Brave and the Bold* #28 (February/March 1960), where it ran for three issues before graduating to its own title. *Justice League of America* continued to be published for over 250 issues, with a couple of *Justice League of America Annuals* thrown in for good measure. The *Justice League of America* was canceled with issue #261, but just a couple of months later, *Justice League* #1 (without the "of America") hit the stands. *Justice League* ran for six issues before it was renamed *Justice League International*, starting at issue #7. *Justice League International* was published for about two years, and then spawned a spin-off title called *Justice League Europe*. As soon as *Justice League Europe* came out, *Justice League International* was renamed *Justice League America* (no "of"), starting with issue #25. In the meantime, there have been a few *Justice League International, Justice League America* and *Justice League Europe Annuals*, as well. Recently, there has also been the *Justice League International Special featuring Mister Miracle* and the *Justice League International Quarterly*. Hopefully, this will help you make sense of the different references to the Justice League comics that appear in the endnotes.

As for the other comic book titles we refer to, you'll just have to figure them out on your own.

You should also note that, upon occasion, this book will refer back to the DC HEROES second edition rule books, so have your copies handy.

Chapter One

A Capsule History

In November of 1940, the free world found itself deafened by the thunderous roar of German jackboots. France had just fallen, as had Poland, Holland, Denmark, and Belgium before it, while the Nazi war machine was finally beginning to intensify its campaign to strangle the life out of Britain.

The strength and power of the Axis forces seemed nigh-unstoppable. Any advantages possessed by those who fought for freedom, on the other hand, were much more abstract and elusive.

One such advantage was pinpointed by Franklin Delano Roosevelt, the President of the United States. Roosevelt recognized that the one true edge that the Allied Powers held over the fascists was in the realm of morality: quite simply, the Allies were right while the Axis were wrong. This realization led Roosevelt to recruit America's costumed heroes, the champions of American morality, to lead the fight against Axis tyranny. Acting upon the direct orders of the President, an agent of British Intelligence rounded up the "mystery men" known as the Flash, Green Lantern, Hawkman, Doctor Fate, and Hourman, and organized them into a single unified force that later became known as the Justice Society of America.[1]

During the Second World War, the JSA won more than its share of important battles on the home front and abroad. Its members foiled Nazi saboteurs, delivered supplies to war-torn England, and occasionally even managed to confront the enemy face-to-face. It soon became obvious, however, that the organization's real value was its symbolic significance. The Justice Society came to represent everything that the Allied powers themselves purported to represent: brotherhood, fair play, and spirited camaraderie. An alliance of heroes standing together to stomp out crime and the Nazi obscenity became a convenient metaphor for the alliance of nations hoping to do the same. The members of the Justice Society became the ideals to which the soldiers of the free world began to aspire, breathing a new wind into the Allied war effort.

The effectiveness of the Justice Society of America was so profound that the organization outlasted the war that drew its members together, the heroes themselves having long since become accustomed to the idea that the team was much more than the simple sum of its parts. Eventually, the JSA became a legitimate legend.

In the early 1950's, this legend abruptly dissolved when the original Justice Society disbanded under the specter of the mass paranoia called McCarthyism.

However, the spirit inhabiting the core of the legend was reborn several decades later.

The Earth of the DC Universe has been invaded from space upon innumerable occasions. One of the least known, yet ultimately most important of all the classic space invasions was conducted by the inhabitants of a small planet named Appellax.

The Appellaxian invasion, as you may or may not remember, was comprised of seven peculiar warriors who made their way to Earth inside giant meteors. Upon their arrival, the warriors (for the record: a stone man, a mercury blob, a creature of pure glass, a large yellow bird, a fire creature, a plant creature, and a diamond man) began mutating people into duplicates of themselves and wreaking havoc upon the landscape.

Five of the attacking Appellaxians drew five costumed heroes out to battle them. J'Onn J'Onzz took out the stone man, Aquaman thrashed the mercury blob, Black Canary shattered the glass man, Green Lantern (Hal Jordan) took down the bird, and the Flash (Barry Allen) extinguished the fire creature. All of the heroes were then captured by the wood man and turned into trees, but later they managed to escape, pummel the wood creature, and dart off to confront the final Appellaxian warrior in the Antarctic, arriving just in time to catch a glimpse of Superman polishing it off.[2]

Although interstellar invasion by militaristic aliens is always a serious manner, the real significance of the Appellaxian affair is that its events inspired J'Onn J'Onzz, Green Lantern, the Flash, Aquaman, and Black Canary to make a commitment to consolidate into the first permanent hero team to grace the Earth since the Justice Society had disbanded more than twenty-five years earlier. Like the members of the JSA before them, the young heroes quickly discovered the dividends of a cooperative effort. In honor of their illustrious predecessors, they christened their own team the Justice *League* of America.

Like the Justice Society, the Justice League would soon go on to become more important as a symbol than just a team of crime-crushers. The League came to represent the concepts of power through virtue, freedom, and universal acceptance. For a while, every little American boy wanted to grow up to become Aquaman or Green Lantern, every little American girl hoped to become Black Canary, and a wave of good will swept across the country. The League so successfully inspired various sectors of the American public that its efforts even managed to bring the old JSAers out of retirement for a brief reformation.[3]

Mind you, we're talking about the Justice League *of America* here. Justice League *International* is another story altogether, as you will soon see.

The first thing that every hero team needs is a good headquarters, and the Justice League was no exception. Immediately after J'Onn J'Onzz, Aquaman, Green Lantern, the Flash, and Black Canary founded the League, they set about locating a suitable base of operations. The Justice Society, as you may remember, had a headquarters located in a four-story brownstone on the outskirts of Gotham City for a time.[4]

The headquarters issue was responsible for the first dissent amongst the fledgling Justice Leaguers. The Flash wanted to set up shop in a sprawling mansion; while Aquaman favored a hidden Arctic retreat, and Green Lantern opted for a top secret "island base." The Flash's idea was the first that was officially nixed, due to budgetary considerations, although the others didn't really fare any better. The heroes all agreed that a good headquarters had to be somewhat accessible to all the members and the proposals put forth by Aquaman and Green Lantern both proved impractical on these grounds.

Almost by accident, the Justice League eventually found a headquarters, just outside the small town of Happy Harbor, Rhode Island. The "Secret Sanctuary" as the Leaguers eventually came to call their first headquarters, was discovered by the Leaguers on one of their first cases. The mountain attracted the heroes' attention after the natural silicon deposits laced throughout its infrastructure developed into a rudimentary computer memory and played back an image it had made of aliens who had visited the Earth many centuries earlier. While visiting the mountain upon this occasion, the Flash noticed that it was a natural candidate for a headquarters. The heroes agreed and began building the Sanctuary. By the time it was finished, the Secret Sanctuary was equipped with all the latest crime fighting apparatus and training equipment, as well as a complex satellite communications system that put the rest of the world within easy reach. In the beginning, the Justice Leaguers decided that they had better keep its location a secret from the rest of the world, though the heroes did provide various UN officials and world leaders with a secret radio frequency that could be used to summon the League at any time.

About one week after they moved into the Secret Sanctuary, the Justice League confronted its first official case when a giant alien starfish named Starro invaded Earth's seas and mind-controlled the Leaguers' neighbors in Happy Harbor (an invasion only slightly less noteworthy than that of the Appellaxians).[5] In the end, the Leaguers defeated Starro and his minions by coating the creatures with common garden lime, a weakness that was revealed by young Snapper Carr, one of Happy Harbor's most popular teenagers. For the role he played in the Starro affair, the heroes made Snapper an honorary Justice League member and invited him to attend League meetings and participate in official cases as a sort of "mascot."

Snapper's induction was followed by three others during the League's first year. First, Green Arrow joined the Justice League to battle Xandor of Dryanna, a galactic dictator;[6] then, the Atom of Ivy Town joined up to help the heroes battle Professor Amos Fortune;[7] and finally, the Batman of Gotham City was recruited. Total membership now stood at eight (nine counting Snapper), and the resulting increase in group strength allowed the Justice League to tackle more formidable foes. During this era they clashed with Despero,[8] Dr. Destiny,[9] Felix Faust,[10] and the demons Abnegazar, Rath, and Ghast,[11] all of whom would go on to become some of the League's most persistently dangerous opponents.

Less than one year later, the success of the earliest incarnation of the Justice League inspired the

Leaguers' young sidekicks to form their own hero team. Robin the Boy Wonder joined up with Kid Flash, Aqualad, Speedy, and the enigmatic Wonder Girl to found the Teen Titans.[12] Shortly thereafter, the android Red Tornado was added to the JLA roster.[13] The newly arrived Metamorpho became the first hero to turn down an offer to join the Justice League, after he helped the heroes battle the alien Unimaginable.[14]

The next event to affect the JLA was not a triumph, but a near tragedy. The villainous Joker somehow managed to trick hip young Snapper Carr into revealing some of the secrets of his superheroic idols. The Clown Prince of Crime then used this information to capture the Batman and turn the citizens of the United States against the Caped Crusader and his fellow Justice Leaguers. In the end, of course, the heroes exposed the Joker and regained the public confidence, but not before the location of their Secret Sanctuary and some of their operating parameters were exposed to the world.[15] Disturbed by how easily he was duped by an enemy of the League, Snapper resigned his position as group mascot after this case and returned to Happy Harbor.

Now that their headquarters had been discovered, the League decided to move out of the Secret Sanctuary and build a new base of operations. The heroes this time chose to construct a secret satellite 22,300 miles above the Earth's surface.[16] Using technology borrowed from the Guardians of the Universe, Green Lantern and his peers built a special teleporter into the satellite that could beam the heroes to and from all of Earth's major cities. The new satellite HQ also featured quarters for all the Justice Leaguers, a super-advanced alien computer system, advanced medical facilities, and other conveniences that were conspicuously absent from the Secret Sanctuary. The JLA experienced some difficulty getting the JLA Satellite's computers on line, but these problems were solved when the data banks were possessed by a strange alien called the Dharlu.[17]

The JLA began a new era when it moved aboard the JLA Satellite. From this point on, the Leaguers instituted the policy of leaving one or more members on constant rotating monitor duty, allowing the League to recognize and respond to even more global disasters and world-threatening villains. During this era, the Justice League battled the League of Assassins,[18] Hector Hammond,[19] the Injustice Gang,[20] and the Weaponers of Qward.[21] They also picked up three new members: the Elongated Man,[22] Zatanna,[23] and Firestorm the Nuclear Man.[24]

The combination of the formidable new crime-busting equipment aboard the satellite and the League's ever-expanding roster increased the organization's effectiveness and renewed public enthusiasm for the heroes and their efforts, allowing the Justice League to enter a sort of "golden age." Soon, the Justice Leaguers themselves had become international celebrities and were granted certain worldwide rights and privileges that were withheld from most of their peers within the superhero community. The United Nations, for example, officially sanctioned the Justice League during this era, granting its members the authority to operate in any UN member nation, while Interpol, an international law enforcement organization, granted the League access to its crime files.

Perhaps all of the attention that the Justice League was attracting was one of the reasons behind the temporary departure of Gotham's mysterious Batman. Batman left the JLA after he became disillusioned with the organization and its regulations about four years after the JLA Satellite was completed. He returned to Gotham City full time, where he founded a new hero team known as the Outsiders.[25] Only a year later, however, the Batman abruptly rejoined the Justice League and has remained a member ever since.[26]

Soon after Batman's rearrival, there was yet another massive alien invasion. This time, it was a group of lost aliens who were out to subjugate the Earth, but the JLA received enough of an advance warning to mobilize and end the alien threat before too many people even found out what was happening.[27]

During the alien invasion, the Justice League lost yet another headquarters (the aliens managed to destroy the JLA Satellite during their initial assault), but left everyone rather pleased with their overall performance. Everyone but Aquaman, that is. Just before the alien invasion, Aquaman became the League's rotating chairman. Frustrated by the dangerously low turnout that answered his Justice League summons to come forth and oppose the aliens, Aquaman invoked a carefully hidden clause in the JLA bylaws that enabled the current chairman to completely disband the organization at any time. He planned to replace the old Leaguers with new members who could afford to devote a full one hundred percent of their adventuring time to the Justice League and its endeavors. Almost immediately after the old League disbanded, Aquaman founded a new team comprised of a reformed Detroit street punk named Vibe; an African model named Vixen; Steel, the grandson of a famous hero from the 1940's; a mysterious street urchin known as Gypsy; and old stalwarts Elongated Man, Zatanna, and the Martian Manhunter.[28] The "new" Justice League then moved into a Detroit headquarters known as the Bunker and quickly became embroiled in a brutal struggle against the villainous Cadre.[29]

In the months that followed, Aquaman's team tested its mettle against Amazo,[30] weathered the *Crisis*,[31] and battled a suped-up Despero.[32] But in the end, the new Justice League went down in flames, both literally and symbolically. Once proven heroes

JUSTICE LEAGUE of AMERICA
ALL RIGHT, YOU SOLD US. NOW THE ONLY THING I'M WONDERING IS...
DO YOU THINK ANYONE ELSE WILL WANT TO JOIN?

like the Flash, Green Lantern and Black Canary had been replaced by the untested quantities of Vibe, Vixen, and Steel, the League began to lose a lot of its official sanctions and support. Once its support and sympathy had been stripped away, the League was left isolated and vulnerable. Just a few months after the new League was founded, longtime JLA foe Professor Ivo managed to murder Vibe and Steel, shattering the remaining Justice Leaguers' morale and prompting temporary chairman Martian Manhunter to disband the League permanently.[33]

The Martian Manhunter's vow to disband the Justice League lasted just two weeks. During G. Gordon Godfrey's propagandizing rampage across the United States and Darkseid's campaign to rob Earth of its "legends,"[34] it became obvious to the Manhunter and several of his costumed comrades that Earth truly needed some sort of organization to deal with the ever more frequent alien invasions and cosmic cataclysms. After Godfrey and his followers had been dispatched, the Martian Manhunter joined with Batman, Black Canary, Dr. Fate, Mr. Miracle, Guy Gardner, Captain Marvel, and the Blue Beetle to form yet another Justice League.[35]

This latest version of the League immediately called itself into question by dropping the "of America" from the end of its title, prompting US Government officials to closely scrutinize the new organization and its activities before granting the League any sort of official status. Shortly after it was founded, the latest League picked up Booster Gold and Dr. Light (the nice one, not the villain) as recruits, though Light and founding members Captain Marvel and Dr. Fate soon left the organization, after only brief stints in the rank-and-file.

Despite the presence of such relatively untested heroes as Blue Beetle, Booster Gold, and Mister Miracle on its rosters, the enigmatic Maxwell Lord somehow managed to secure the full sanction of the United Nations for the new League. In the process, he convinced nearly every member nation to construct a special Justice League embassy, giving the heroes an easily accessible base of operations in every corner of the globe. The group now calls itself Justice League International.[36]

Among the exploits of the new Justice League are a full scale invasion of the Soviet Union,[37] a diplomatic disaster in middle eastern Bialya,[38] and leading the battle in the war against the Dominator-organized alien invasion.[39]

With these incidents behind them, the League managed to garner enough public support to organize a second branch, Justice League Europe, headquartered in Paris, France.[40] This team consisted of Captain Atom, Animal Man, Power Girl, Metamorpho, Rocket Red, the Flash, the Elongated Man and Wonder Woman. To date, the JLE has fought hard struggles against Bialya's Queen Bee,[41] several members of the defunct Global Guardians (twice),[42] teamed up with their American counterparts to battle the mystic menace of the Gray Man,[43] and defeated the otherdimensional band of supervillains called the Extremists.[44] The team also added a new member, a mysterious French heroine known as the Crimson Fox.[45]

Meanwhile, Justice League America, as the original branch of the JLI has come to be known, has had its own problems to deal with, including a health club fiasco perpetrated by Booster Gold and Blue Beetle,[46] an encounter with Gnort's arch nemesis, the Scarlet Skier,[47] and a fearsome battle against Despero, who returned more powerful than ever.[48] Recently, Booster Gold left the JLI to form his own corporate-sponsored team of heroes, consisting of himself, Gypsy, Maxi-Man, Praxis, Echo, Vapor, and Reverb. They are now collectively known as the Conglomerate.[49]

The saga of the Justice League continues...

ENDNOTES

1. *DC Special #29, Secret Origins #31*
2. *Justice League of America #9, Secret Origins #32*
3. *The Flash #137 (1st series)*
4. *Who's Who #12*
5. *The Brave and the Bold #28*
6. *Justice League of America #4*
7. *Justice League of America #14*
8. *Justice League of America #1*
9. *Justice League of America #5*
10. *Justice League of America #10*
11. *Justice League of America #10-11*
12. *The Teen Titans #53 (1st series), Secret Origins Annual #3*
13. *Justice League of America #64*
14. *Justice League of America #42*
15. *Justice League of America #77*
16. *Justice League of America #78*
17. *Revealed in* Justice League of America #130
18. *Justice League of America #94*
19. *Justice League of America #104*
20. *Justice League of America #111*
21. *Justice League of America #125-126*
22. *Justice League of America #105*
23. *Justice League of America #161*
24. *Justice League of America #179*
25. *Batman and the Outsiders #1*
26. *Justice League of America #250*
27. *Justice League of America #228*
28. *Justice League of America Annual #2*
29. *Justice League of America #233-237*
30. *Justice League of America #241-243*
31. *Justice League of America #244-245*
32. *Justice League of America #251-254*
33. *Justice League of America #258-261*
34. *Legends #1-6*
35. *Legends #6*
36. *Justice League International #7*
37. *Justice League #2-3*
38. *Justice League International #17*
39. *Invasion! #1-3*
40. *Justice League International #24*
41. *Justice League Europe #4*
42. *Justice League Europe #2-3, Justice League Europe Annual #1*
43. *Justice League America #31-32, Justice League Europe #7-8*
44. *Justice League Europe #15-19*
45. *Justice League Europe #10*
46. *Justice League America #34-35*
47. *Justice League America #36*
48. *Justice League America #38-39*
49. *Justice League International Quarterly #1*

chapter Two

The LEAGUERS

In this chapter, we are going to explore each of the Justice League's thirty-seven members, past and present. Each entry is presented in the chronological order in which the Leaguer first joined the organization (as opposed to whatever their current status with the League may be), beginning with founding members Aquaman, Black Canary, the Flash, Green Lantern, and the Martian Manhunter.

Where does Zatanna come from? How fast was the Flash? Where does Green Lantern's Power Ring get its amazing abilities? This is where you'll find the answers.

AQUAMAN

DEX:	7	STR:	8	BODY:	8
INT:	8	WILL:	8	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6

INITIATIVE: 22[27] HERO POINTS: 100

- **Powers:**

Animal Control: 15, Control: 4, Speak With Animals: 8, Summon Animals: 12, Swimming: 7, Ultra Vision: 7, Water Freedom: 12

- **Skills:**

Vehicles: 6

- **Limitations:**

Miscellaneous: All Animal Powers only work on marine life.

- **Advantages:**

Connections: Atlantis (High), Justice League of America (High), Justice League International (High); Leadership; Lightning Reflexes

- **Drawbacks:**

Fatal Vulnerability to lack of contact with water after one hour (Aquaman partially compensates for this Drawback by wearing the Water Suit below); Arch Enemy (the Ocean Master); Forced Exile (early in his career only); Authority Figure (Atlantis, later in career)

- **Equipment:**

JLA Signal Device (See page 121)

WATER SUIT [BODY: 8, Sealed Systems: 15]

The Water Suit circulated salt water around Aquaman's body and allowed him to survive out of water for up to 24 hours at a time.

CAMOUFLAGE SUIT [BODY: 6, Thief (Stealth): 6]

Limitation: The suit's APs of Thief (Stealth) Subskill act as the OV/RV of any Perception Check to spot Aquaman underwater.

Aquaman only wears the camouflage suit on special missions.

- **Alter Ego:** Arthur Curry
- **Height:** 6'1" • **Weight:** 325 lbs.
- **Eyes:** Blue • **Hair:** Blonde
- **Motivation:**

Upholding the Good

- **Wealth:** 4

•**Occupation:** King of Atlantis
•**Quote:** "I'm expected to sit on that throne once again." *(Aquaman mini-series #4)*
•**Background:**

Aquaman is actually the son of an Atlantean queen, but he was left out on a rock to die when he was born. This seemingly barbaric act was done simply because the infant had blonde hair, which would have made him an outcast in Atlantean society, as blonde hair was considered a bad omen tracing back to the heritage of the legendary Atlantean villain, Shalako. Luckily for Aquaman, the real difference between himself and the Atlanteans who abandoned him was that he could mentally command sea creatures to do his bidding, while they could not. He survived and began to forage for food on his own.

While still a child, Aquaman discovered that he could telepathically command all the creatures of the sea. After a few years of fending for himself, Aquaman came across a lonely old lighthouse keeper named Arthur Curry and the two became fast friends. One day, Aquaman returned home and found the lighthouse deserted. Only a note from his adoptive father remained, which implicated the Atlanteans in the disappearance. The young man began searching the seas for his adoptive father's killers, found Atlantis, and was promptly imprisoned. With the help of a fellow prisoner, Vulko, Aquaman learned the Atlantean language while working on a chain gang. He also found his mother, who passed by the prison yard every day, but she did not recognize him, having been told that he had died at birth.

After his mother stopped passing by the prison yard every day, Aquaman broke loose and escaped from Atlantis. Aquaman then returned to the surface world, where he began using his extraordinary powers to fight pirates and other ocean-going menaces.[1]

Aquaman began patrolling the seas and bringing many criminals to justice. It was during this period that he helped found the JLA. Before long, he was joined in his underwater exploits by a fellow water-breather, who was dubbed Aqualad.[2]

Later, Aquaman returned to Atlantis to discover that the evil regime that had imprisoned him had been ended when the Atlanteans, inspired by Aquaman's escape, overthrew their oppressors.

When the newly-crowned Atlantean king learned of Aquaman's true heritage, he promptly informed the hero that the throne of Atlantis was rightfully his, and Aquaman became Atlantis' king.[3]

Just one year after the Appellaxian invasion, Aquaman met Mera, an exiled queen of an interdimensional water world and promptly married her.[4] Shortly thereafter, the two had a son, Arthur Jr.[5] A couple of years later, however, Aquaman and Mera were deposed by the despotic Karshon, who was later revealed to be the villainous Shark in disguise.[6] In the wake of the Shark's reign, Aquaman turned the throne of Atlantis over to his old friend, Vulko. Shortly thereafter, Arthur Jr. was brutally killed by an old foe of Aquaman's named Black Manta.[7]

The death of his son caused Aquaman so much grief that he abandoned Atlantis. It was he who disbanded the League after the alien invasion and reformed it shortly thereafter.[8]

Aquaman recently returned to Atlantis and helped his people to repel an invasion of alien jellyfish, after which he was proclaimed king once again.[9] He refused, preferring to let the Atlanteans elect a ruler. Tragically, Aquaman's wife, Mera, lost her life during this battle. Recently, Aquaman crossed paths with the JLI on the remote island of Kooey Kooey Kooey.[10]

•**Personality:**

Aquaman was by far the most serious and most driven member of the original JLA. Not truly part of Atlantean society, and not truly part of the surface world, he took refuge in his unswerving dedication to the fight against evil. This determination frequently blinded him to his gentler emotions, which was part of the reason that Mera left him shortly after Arthur Jr.'s death.[11]

ENDNOTES

1. The Legend of Aquaman Special #1
2. Adventure Comics #269
3. Aquaman #25 (2nd series)
4. Aquaman #18 (2nd series)
5. Aquaman #23 (2nd series)
6. Adventure Comics #444
7. Adventure Comics #452
8. Justice League of America Annual #2
9. Aquaman mini-series (1989) #1-5
10. Justice League America #33-34
11. Justice League of America Annual #2

BLACK CANARY II

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	75		

•Powers:
Sonic Beam: 8
•Skills:
Acrobatics: 6, Martial Artist: 8
•Advantages:
Area Knowledge (Seattle); Connections: Green Arrow (High), JLA (High), JLI (High)
•Drawbacks:
Secret Identity
•Equipment:
JLA Signal Device (see page 121)
•Alter Ego: Dinah Laurel Lance
•Height: 5'5" **•Weight:** 127 lbs.
•Eyes: Blue
•Hair: Black (wears blonde wig)
•Motivation: Seeking Justice
•Wealth: 5
•Occupation: Florist
•Quote: "Batman *belted* him — and I *missed* it? Oh, God, I'm depressed." *(Justice League #5)*
•Background:

The current Black Canary is the daughter of the heroine who used that code name to fight crime in Gotham City during and after World War II. The original Black Canary was a member of the Justice Society of America, and retired from heroing along with her comrades, when they refused to reveal their true identities to the House Un-American Activities Committee.[1] Shortly thereafter, Black Canary married her longtime colleague Larry Lance. The couple moved to Gotham's suburbs and had a daughter, Dinah Laurel Lance.

Young Dinah grew up surrounded by "uncles" with miraculous powers, and the knowledge that her mother had once been part of a heroic legend. Dinah dreamed of following in her mother's footsteps, but was told that the era of costumed heroes was over. Dinah's heroic ambitions were revived when Batman made his debut in Gotham, and she began secretly training herself in the martial arts, under the tutelage of Ted Grant, who had once been the original Wildcat. Eventually, her mother found out, and in the argument that followed, Dinah first manifested a sonic power that was eventually called her "canary cry." Dr. Fate speculated that the canary cry was due to mystical residue from Johnny Thunder's thunderbolt, or perhaps the original Green Lantern's Power Ring.[2]

Shortly thereafter, Dinah took over her mother's role as Black Canary and helped the Flash, Aquaman, Green Lantern, and the Martian Manhunter found the Justice League of America.[3] Through her membership in the Justice League, Dinah met Oliver Queen, otherwise known as the Green Arrow, and the two began a long romance that continues to this day.

Over the years, Dinah has been one of the few "constants" in the Justice League rank-and-file. After helping to found the League, she stayed with the group until Aquaman disbanded the original JLA.[4] Dinah was even a member of the latest incarnation of the League for a short while, though she became annoyed with her teammates (Guy Gardner in particular) and left active membership. She currently runs the *Sherwood Florist* flower shop in Seattle, Washington and frequently teams up with Green Arrow.[5] A recent series of traumatic events seems to have robbed her of her canary cry, and she now makes do with her formidable martial arts talents.

•Personality:

Dinah's personality seems to have two distinct facets. On the one hand, she is kind, compassionate, well-mannered and forgiving. But on the other, she is blunt, quick to anger, and fiercely determined. Not surprisingly, those individuals whom she likes get the former treatment, while those whom she doesn't like get the latter.

In any case, Black Canary is truly something special. Despite one or two personal shortcomings, she has still managed to garner the unparalleled universal respect of the entire superhero community.

ENDNOTES

1. America Vs. The Justice Society mini-series #2
2. Secret Origins #50
3. Secret Origins #32
4. Justice League of America Annual #2
5. The Longbow Hunters #1-3, Green Arrow #1-on

THE FLASH II — *DECEASED*

DEX:	7	STR:	4	BODY:	7
INT:	6	WILL:	5	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE: 46		HERO POINTS: 120			

•Powers:

Air Control: 8, Dimension Travel: 8, Dispersal: 12, Superspeed: 25

•Skills:

Gadgetry: 4, Scientist: 6

•Limitations:

Miscellaneous: All other Powers only work while Superspeed is in effect.

•Advantages:

Area Knowledge (Central City); Connections: JLA (High); Lightning Reflexes

•Drawbacks:

Married; Secret Identity

•Equipment:

JLA Signal Device (see page 121)

COSTUME STORAGE RING [BODY: 1, Shrinking: 10, R#: 2]

Limitation: Shrinking only works on the Flash's costume.

The Flash kept his costume shrunk down inside a signet ring when he wasn't wearing it.

•Alter Ego: Barry Henry Allen

•Height: 5'11" **•Weight:** 179 lbs.

•Eyes: Blue **•Hair:** Blond

•Motivation:

Upholding the Good

•Wealth: 5

•Occupation: Police Scientist

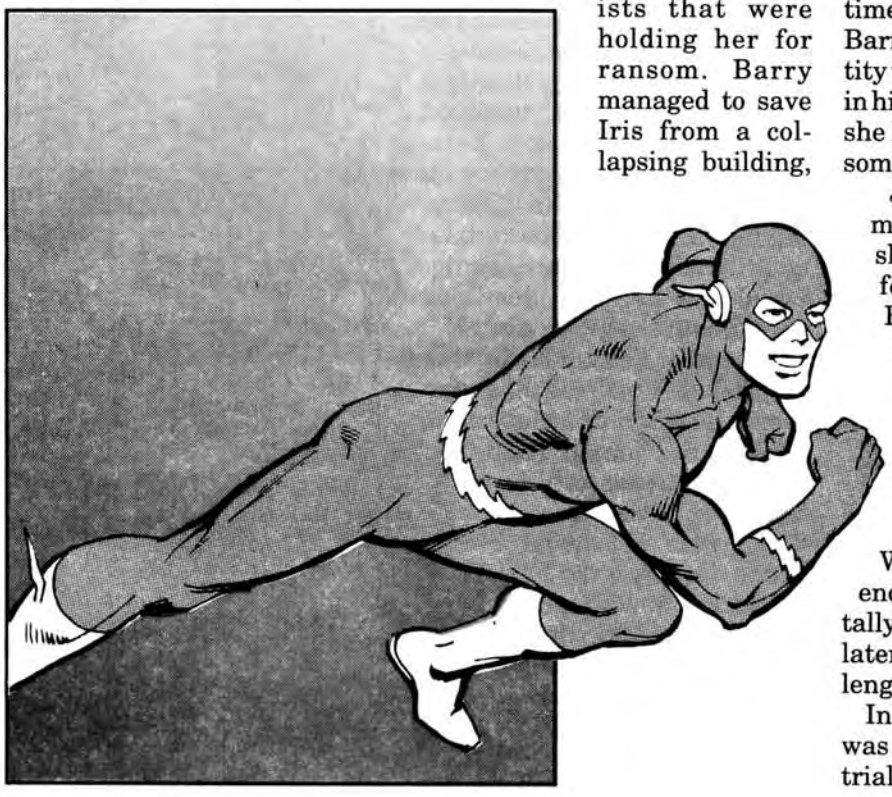
•Quote: "That's life in the fast lane, I suppose." *(Secret Origins #32)*

•Background:

Barry Allen was the second man to gain superspeed powers and fight evil under the name of the Flash. Curiously enough, Barry's story begins at its end.

While running at faster-than-light speeds in an effort to destroy the Anti-Monitor's anti-matter cannon, Barry was transformed into a living bolt of lightning and hurled backwards through time. This bolt of lightning struck Barry while he was working on an experiment late one night at the Central City Police Laboratory, and endowed him with phenomenal superspeed powers.[1]

Shortly after he realized the nature of his new powers, he was called upon to save his fiancée, Iris West, from a group of terrorists that were holding her for ransom. Barry managed to save Iris from a collapsing building, disarm the terrorists, and put out a fire, all so quickly that no one even realized he was there.



Having been a lifelong fan of the original Flash, Jay Garrick, Barry decided to put his new powers to good use as the new Flash. In his first public case, he brought the superslow thief known as the Turtle to justice.[2]

Soon, the Flash found himself busy fending off a veritable flood of costumed criminals, including such notables as Captain Cold, Heat Wave, the Trickster, Gorilla Grodd, Captain Boomerang, the Golden Glider, Professor Zoom, and many more. He also gained an ally when Iris West's nephew Wally became Kid Flash (see Flash III, page 49).

Barry took some time off from his regular battles with the "Flash's Rogues' Gallery" to help found the Justice League of America.[3] In fact, the Flash was the most enthusiastic proponent of the idea, and it was his arguments that convinced his fellow heroes to form the League.

Very shortly after the JLA was founded, Barry married his longtime sweetheart, Iris. Strangely, Barry revealed his secret identity to Iris on their wedding night in his sleep.[4] Iris did not tell Barry she knew he was the Flash until sometime later.

Just one year after their marriage, however, Iris was slain by the murderous Professor Zoom, the Reverse-Flash. When Barry fell in love once again and made plans to be married a second time a few months later, Zoom emerged once more and nearly succeeded in an attempt on the life of the Flash's new fiancée, Fiona Webb. During this second encounter, Zoom was accidentally killed by the Flash,[5] who was later arrested and put through a lengthy murder trial.[6]

In the end, of course, the Flash was acquitted; and just after his trial concluded, he disappeared

from the public eye. It turned out that his original wife, Iris West, was alive after all and living in the 30th century, where the Flash went to join her.[7]

A short time later, though, Barry returned to the present to aid the heroes who gathered to battle the Anti-Monitor during the *Crisis*. Sadly, Barry laid down his life for the universe during this, his final battle.[8] As he moved faster and faster in an attempt to destroy the Anti-Monitor's anti-matter cannon, the Flash was transformed into a living bolt of lightning and moved backwards through time, where he became the very lightning bolt that had originally given him his powers.[9]

•Personality:

The Flash was one of those rarities in life — a truly good and honest man. Barry was cooperative, caring, and fiercely dedicated to his noble ideals.

He was also remarkably creative in using his superspeed powers. No matter what kind of strange death traps his foes imprisoned him in, or what kind of criminal plots they concocted, Barry always managed to find some way to win.

ENDNOTES

1. *Secret Origins Annual #2*
2. *Showcase #4*
3. *Justice League of America #9, Secret Origins #32*
4. *The Flash #165*
5. *The Flash #234*
6. *The Flash #340*
7. *The Flash #350*
8. *Crisis On Infinite Earths #8*
9. *Secret Origins Annual #2*

GREEN LANTERN II

DEX: 8 STR: 4 BODY: 12 (4)
INT: 8 WILL: 25 MIND: 8
INFL: 6 AURA: 7 SPIRIT: 12
INITIATIVE: 24 HERO POINTS: 150

•Skills:

Martial Artist: 5, Scientist: 4, Vehicles: 10

•Advantages:

Buddy (Tom Kalmaku, early in career only); Connections: Green Lantern/John Stewart (High), JLA (High), JLI (Low); Iron Nerves

•Drawbacks:

Secret Identity; Arch Enemy (Sinestro, now deceased)

•Equipment:

POWER RING [INT: 10, BODY: 25, Comprehend Languages: 20, Flight: 40 Force Manipulation: 25, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Green Lantern's BODY is 12 APs while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP value: Green Lantern loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery; the Power Ring's BODY is only 6 while it is not being worn.

Power Battery [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

JLA Signal Device (see page 121)

•Alter Ego: Hal Jordan
•Height: 6'0" **•Weight:** 186 lbs.
•Eyes: Brown **•Hair:** Brown

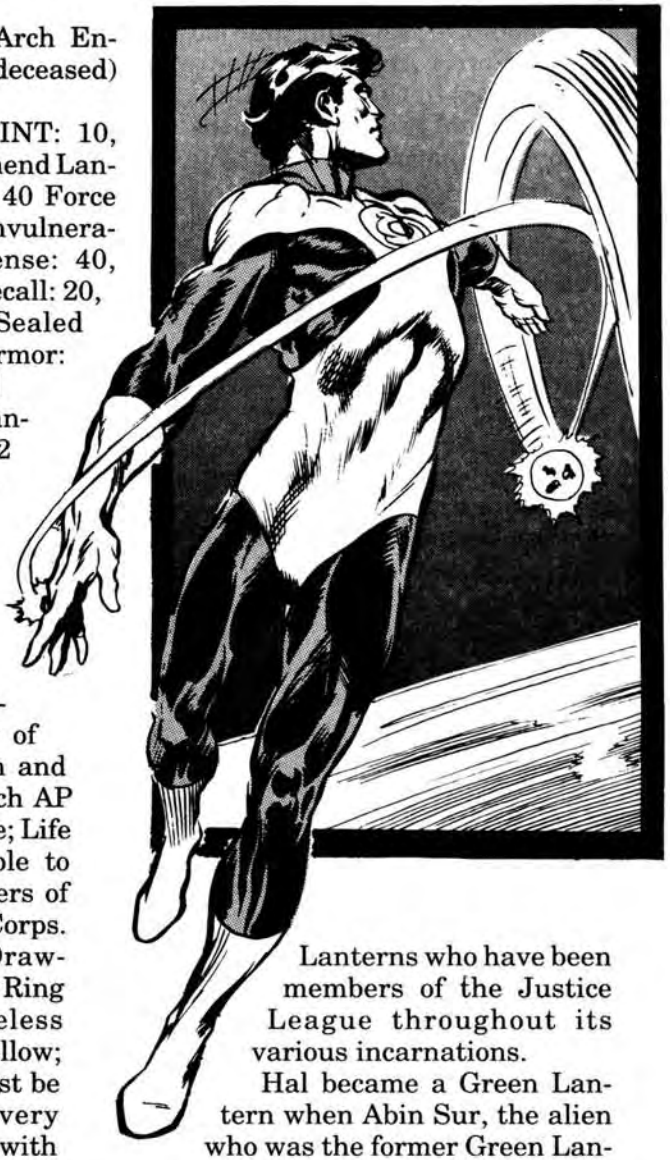
•Motivation:

Responsibility of Power

•Wealth: 3
•Occupation: Test Pilot
•Quote: "«Sigh» It *had* to be yellow, right?" *(Secret Origins #32)*

•Background:

Hal Jordan is one of three Green Lanterns who have been members of the Justice League throughout its various incarnations.



Hal became a Green Lantern when Abin Sur, the alien who was the former Green Lantern of the Earth's Space Sector #2814 crash-landed his spaceship deep in the Sierra Madre mountains. With his dying breath, Sur commanded his Power Ring to search out a fearless and worthy successor to replace him within the ranks of the legendary Green Lantern Corps. The Power Ring located nearby test pilot Hal Jordan and transported Hal to the site of the downed spacecraft, where Abin Sur quickly explained the situation, passed on his ring and uniform, and died.[1]

In the months that followed, Hal proved a natural-born hero. In no time at all, he was traveling into the anti-matter universe of Qward and battling bizarre alien arch-villains in the best tradition

of the Green Lantern Corps, while still holding down a full time job at the Ferris Aircraft Corporation located in Coast City, California. Then, just a few months after he became a Green Lantern, Hal helped quell the Appellaxian invasion and became one of the founding members of the Justice League of America.[2]

Jordan served with the Justice League until Aquaman disbanded the original League.[3] During his seven years of service, however, he did take two extended leaves of absence. The first came when Jordan, his fellow Justice Leaguer the Green Arrow (see page 18), and one of the Guardians of the Universe, the masters of the Green Lantern Corps, set out to hitchhike from coast to coast and see America.[4] Jordan's second extended absence came when the Guardians exiled him into deep space for a period of one year.[5]

Just after Aquaman disbanded the original Justice League, Hal Jordan passed his Power Ring and mask on to Detroit architect John Stewart and resigned his position as a Green Lantern so he could marry his long-time sweetheart Carol Ferris.[6] Before the marriage could take place, however, Carol became the evil villainess Star Sapphire and the wedding was off.[7]

Later, Hal became a Green Lantern once again and participated in the universal *Crisis*.[8] Recently, he briefly led an entire team of Green Lanterns who migrated to Earth[9] and was a key player in the infamous Manhunter/Millennium affair.[10] Hal has refused a number of invitations to join the current version of the Justice League.

•Personality:

Although Hal is a competent, sensitive, and experienced hero, he has had a bit of an ego problem in the past. While most of his fellow Justice Leaguers were rather modest and low-key when it came to publicizing and promoting their heroic activities, Jordan actually encouraged press coverage and attention. At one point, he even went so far as to establish an official Green Lantern Fan Club,[11] a step that most of the other Justice Leaguers would have found unthinkable.

Of course, like everyone else, Hal has mellowed a bit with age. At present, he has abandoned the brashness of his youth. At this point in time, you would be hard-pressed to find a more experienced, cooler-headed hero.

ENDNOTES

1. Showcase #22, Emerald Dawn #1
2. Justice League of America #9, Secret Origins #32
3. Justice League of America Annual #2
4. Green Lantern/Green Arrow #76
5. Green Lantern #152
6. Green Lantern #181
7. Green Lantern #191
8. Green Lantern #198
9. Green Lantern Corps #201-234
10. Millennium #1-10
11. Green Lantern #3

THE MARTIAN MANHUNTER

DEX:	7	STR:	18	BODY:	15
INT:	9	WILL:	9	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	145		

•Powers:

Chameleon: 10, Flight: 13, Invisibility: 10, Mind Probe: 6, Stretching: 6, Super Breath: 10, Telepathy: 6, Telescopic Vision: 8, X-Ray Vision: 8

•Skills:

Scientist: 6, Vehicles: 8, Weaponry: 5

•Limitations:

Miscellaneous: None of J'Onn's other Powers will function while his Invisibility is in effect.

•Advantages:

Connections: JLA (High), JLI (High); Leadership (*JLA* #256-on); Scholar (Mars)

•Drawbacks:

Serious Irrational Fear of Fire (Catastrophic prior to the events of the *Martian Manhunter* miniseries published in 1988); Loss Vulnerability: Fire, Range of 1 AP

•Equipment:

JLA Signal Device (see page 121)

•Alter Ego: J'Onn J'Onzz, John Jones
•Height: 6'7" **•Weight:** 250 lbs.
•Eyes: Blue **•Hair:** None
•Motivation:
Upholding the Good
•Wealth: 4
•Occupation: Detective/Hero
•Quote: "Do you see what a man is capable of — when he has his milk and cookies every day?" *(Justice League International #8)*
•Background:

Many years ago, there was a vicious plague that killed off an entire race of beings that inhabited the planet Mars. Only a single Martian survived the ravages of the sickness.

This last Martian was pulled out of time and space and transported to Earth as part of an experiment conducted by Dr. Saul Erdel of Middleton, Colorado. Once the creature arrived in his laboratory, Erdel nursed the Martian back to health and offered to send him back home; but the Martian, half insane due to the lingering effects of exposure to the plague, destroyed Erdel's teleportation machine before the good doctor could calm him down.

After subduing the alien, Erdel decided that the only way that he could cure the Martian of the psychic trauma inflicted upon him by the plague was to alter the alien's memories and replace them with a more comfortable past. A fan of old science fiction novels, Erdel crafted an elaborate melodramatic tale concerning an epic struggle for control over Mars and a mysterious Blue Flame, and then planted the entire fiction into the Martian's head as historical fact, obliterating all traces of the plague and the death of the Martian race. Erdel even gave the Martian a name: J'Onn J'Onzz.[1]

After he recovered, J'Onn J'Onzz adapted to his new Earthbound existence and began secretly operating as a superhero under the name Martian Manhunter. For a while, the Martian

even used his disguise powers to take on a secret "human" identity, that of John Jones, police detective.[2] When the Appellaxians invaded the Earth shortly thereafter, the Martian Manhunter was on hand to help stave them off and co-found the Justice League of America.[3]

The Martian Manhunter remained with the Justice League even after the League was reorganized by Aquaman.[4] J'Onzz himself then disbanded the Justice League during Darkseid's campaign to rob the Earth of its "legends," after watching Professor Ivo murder the fledgling Leaguers one-by-one.[5]

Shortly thereafter, the Martian Manhunter became a founding member of the League's latest incarnation, Justice League International,[6] a group which he currently oversees as leader.

J'Onn recently learned his true origins when he discovered that Dr. Erdel, whom he had believed was dead, was actually still alive. He is now busy trying to reconcile his Martian origins with his new life on Earth.[7]

•Personality:

J'Onn is a quiet, competent hero who has proven himself a more than capable leader. Over the years, his personality has gradually shifted and developed. In his earliest adventures with the League, J'Onn was an exotic alien visitor, unfamiliar with Earth's laws and customs. As he became more accustomed to his surroundings and grew closer to his fellow Justice Leaguers, J'Onn became the group stoic and straight man. Now, with his wisdom and experience, J'Onn has grown into a sort of father figure for the younger, undisciplined heroes that make up Justice League International.

Ever since he began hanging around with the JLI, the Manhunter has started to indulge his sharp wit, allowing himself the luxury of an occasional subtle joke and revealing a whole new

facet of his personality. His fellow members sometimes find it difficult to tell when he is joking and when he is being serious.

ENDNOTES

1. *Martian Manhunter mini-series #1-4*
2. *Detective Comics #225*
3. *Secret Origins #32, Justice League of America #9*
4. *Justice League of America #228, Justice League of America Annual #2*
5. *Justice League of America #258-261*
6. *Legends #6*
7. *Justice League International Annual #3*

GREEN ARROW

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	10	MIND:	7
INFL:	8	AURA:	6	SPIRIT:	8

INITIATIVE: 27 HERO POINTS: 100

•Skills:

Acrobatics: 6, Charisma: 8, Detective: 6, Martial Artist: 9, Thief: 8, Weaponry: 12 (13)

Green Arrow's Weaponry Skill was rated at 13 APs while he was a member of the Justice League. Since the events of *The Longbow Hunters,* his Skill has dropped to 12 APs.

•Advantages:

Area Knowledge (Star City, Seattle); Connections: Black Canary (High), City Hall/Star City (High), Green Lantern/Hal Jordan (High), Justice League of America (High); Lightning Reflexes; Sharp Eye

•Drawbacks:

Secret Identity

•Equipment:

Old Bow [STR: 8, BODY: 5]

Used prior to *The Longbow Hunters.*

New Bow [STR: 8, BODY: 4]

Used during and after *The Longbow Hunters.*

Arrows (x20) [BODY: 1, EV: 3]

For a complete listing of the trick arrows used by Green Arrow while he was in the Justice League, see Chapter Seven.

JLA Signal Device (see page 121)

•Alter Ego: Oliver Queen

•Height: 6'0" **•Weight:** 185 lbs.

•Eyes: Blue **•Hair:** Blond

•Motivation:

Thrill of Adventure (early in career only), Seeking Justice (thereafter)

•Wealth:

12/4/11/4/9/4 (in that order)

•Occupation: Assistant Florist

•Quote: "I'm tired of playing second fiddle to all you so-called super-stars! From now on, you won't have Green Arrow to kick around any more!" *(Justice League of America #181)*

•Background:

Millionaire playboy Oliver Queen spent the idle days of his youth watching Errol Flynn's swashbuckling exploits and teaching himself archery. Even after he grew up, he retained his love for adventure and his skill with the bow and arrow.

Oliver was traveling on the luxury liner Kristina with a stunt man who had specialized in archery, when a band of pirates seized control of the vessel and threw him overboard. Barely conscious, Oliver was fortunate enough to have been washed ashore on the beach of nearby Starfish Island, where he immediately became locked in a struggle for survival. Lacking in food and shelter, Oliver crafted a makeshift bow and an assortment of "trick" arrows and used his archery expertise to survive. Later, Ollie used his newfound skills to overpower a group of marijuana farmers, who had set up shop on Starfish Island, and returned to civilization.[1]

Returning home, Ollie learned that his anonymous capture of the criminals had garnered a great deal of publicity. On a whim, he decided to fashion himself a costume reminiscent of Robin Hood for a costume party. The party was crashed by a thief, whom Ollie managed to subdue almost by accident. His success led him to a decision to fight crime in the guise of Green Arrow.[2] A few weeks later, Green Arrow picked up a partner, when Queen met Roy Harper at an archery contest. When Roy proved his

mettle by collaring some thugs faster than Green Arrow himself, the Emerald Archer rewarded him by creating the identity of Speedy for Harper.[3]

After but a few forays against the forces of evil, Green Arrow received enough publicity to attract the attention of the fledgling Justice League of America, which promptly voted him in as the League's first non-founding member. In his first case with the Justice League, the Arrow battled against the villainy of Xandor of Dryanna.[4] Shortly after joining the JLA, Queen began a long romance with founding member Black Canary that continues to this day.

A couple of years later, Queen lost his millions when he was framed for mishandling Star City municipal bonds by John Deleon, a ruthless business rival.[5] This event prompted Oliver to travel around the country in search of hidden injustice with his JLA comrade Green Lantern and one of the Guardians of the Universe, the masters of the Green Lantern Corps.[6] A short time later, Queen briefly regained his wealth, but soon gave it up again.[7] He then quit the Justice League when he decided that his membership in the group was keeping him from fighting street crime,[8] but after a change of heart, rejoined[9] just in time for Aquaman to disband the League.[10]

Recently, Oliver has reexamined his operating methods and replaced his trick arrows with regular arrows. He also redesigned his costume to more closely resemble that of his childhood movie idol.[11]

To date, Green Arrow has not been involved in any Justice League International cases.

•Personality:

When he first started out as a superhero, Oliver Queen was a lovable hothead who often let his temper get the best of him. Queen's dedication to principle was always beyond question; it was his uncanny penchant for leaping into a problem headfirst without any prior consideration that was always Green Arrow's biggest shortcoming. The one thing that the Arrow could never stand was to sit by as an idle observer, even when circumstances warranted such, much to the frustration of his friends and fellow Justice Leaguers.

Recently, however, Oliver seems to have overcome his past faults. He is now strong and silent; sensitive and obsessed; tough, but fair. Queen currently seems to have brought his temper under complete control.

ENDNOTES

1. Adventure Comics #256, The Longbow Hunters #1
2. Secret Origins #38
3. Adventure Comics #262, Secret Origins #38
4. Justice League of America #4
5. Justice League of America #74
6. Green Lantern/Green Arrow #76
7. Green Arrow mini-series #1-4
8. Justice League of America #181
9. Justice League of America #200
10. Justice League of America Annual #2
11. The Longbow Hunters #1-3, Green Arrow #1-on

THE ATOM II

DEX:	6	STR:	6 (8)	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:			90

Atom's STR was only 6 APs for most of his career, reaching a level of 8 APs with *Power of the Atom* #1.

•Powers:

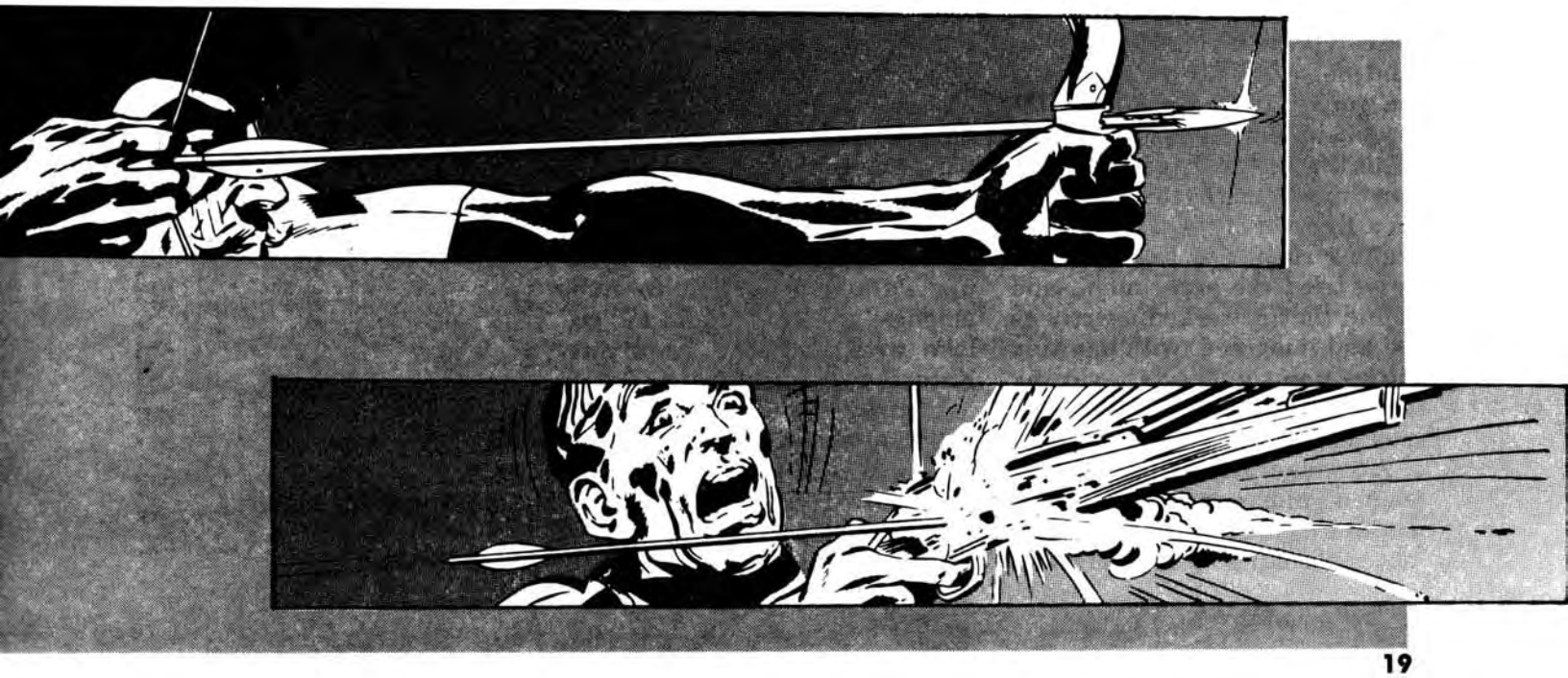
Density Increase: 5, Gliding: 6, Shrinking: 16, Teleportation: 22

•Skills:

Acrobatics: 6, Detective: 7, Gadgetry: 12, Martial Artist: 6, Scientist: 12, Weaponry: 6

•Bonuses:

Miscellaneous: While using his Shrinking Power, the Atom can negate the positive Column Shifts to his opponents' RVs against Physical Attacks (see Shrinking in the *Character Handbook*) by using his Density Control Power. Each active AP of Density Con-



trol nullifies one Column Shift to the opponent's RV.

•Limitations:

Miscellaneous: The Atom can only Teleport over phone lines; Miscellaneous: Gliding may only be used when 8 or more APs of Shrinking are in effect.

•Advantages:

Connections: Ivy University (High until *Sword of the Atom* era, currently Low), JLA (High); Genius; Insta-Change

•Drawbacks:

Married (*JLA* #157 - *Sword of the Atom Special* #1); Secret Identity (prior to *Sword of the Atom* era); Public Identity (*Power of the Atom* #1 - on)

•Equipment:

JLA Signal Device (see page 121)

•Alter Ego: Ray Palmer

•Height: 6'0"±

•Weight: 180 lbs. ±

•Eyes: Brown **•Hair:** Auburn

•Motivation:

Responsibility of Power

•Wealth: 5

•Occupation: Physics Professor

•Quote: "Where I come from, debts among warriors are paid with steel!" *(Power of the Atom #17)*

•Background:

While in college, Ray Palmer discovered a tiny fragment of white dwarf star material that had fallen to Earth. An astronomy and physics student doing research on the nature of size and matter, Ray theorized that if he were to grind a lens from this fragment and focus ultraviolet light through it, he could shrink anything struck by the light down to a fraction of its original size. Palmer rushed off to his laboratory, tried the experiment, and found that it worked exactly as he had imagined, with one tiny little catch: the objects he shrunk became unstable and exploded moments later.

A couple of days later, a disillusioned Palmer and some friends became trapped in a cave-in while out spelunking and Palmer was forced to risk instability and used the shrinking lens on himself in order to escape the cave and save the lives of his friends. However, Palmer didn't explode for some reason, and returned to his normal height. In fact, the shrinking lens worked on his body much better than he had expected, and he developed a set of control devices that gave him limited control over his weight as well as his size. Palmer later hypothesized that some unknown "x-factor" in his genetic makeup prevented his atoms from becoming unstable, though many scientists now believe that Palmer's ability to shrink was actually made possible by the "meta-gene" possessed by all humans.[1]

Keeping his discoveries a secret, Palmer created the secret identity of the Atom and embarked on a career of crime fighting in Ivy Town.

For a while, the new Atom operated strictly on his own, battling such nemeses as Chronos the Time Thief, the Computer Crooks, and the Floronic Man.

The Atom was voted in as the League's second non-founding member after a battle with the mysterious Mister Memory, who was later exposed as perennial JLA adversary Amos Fortune.[2]

The Atom later became a full-time physics professor at Ivy University, and married his longtime sweetheart Jean Loring,[3] though the couple was divorced only two years later.[4] Just before his divorce, the Atom traveled to the Amazon basin, where he discovered the Katarthans, a race of six inch tall aliens.[5] After he and Jean split up, Palmer returned to live amongst the aliens, and fell in love with Taren, a beautiful Katarthan princess.[6]

Just recently, the Katarthans and their village were wiped out by a horrible fire and the Atom returned to Ivy Town, only to find that one of his friends had written a book exposing Palmer's secret identity in his absence.[7]

After battling various foes, such as Strobe, Humbug, and Swarm, Palmer learned that a US Government agency had engineered the destruction of the Katarthans, in order to induce Palmer's return to the states.[8] He avenged the Katarthans by permanently reducing the agents responsible for the massacre to six inches in height.[9] Palmer returned to Ivy Town just long enough to bid his friends farewell, and then briefly went into hiding. Recently, he was approached by Amanda Waller, who convinced him to fake his own death, so he could secretly join the espionage unit known as the Suicide Squad.[10]

•Personality:

Ray Palmer is a hard-working, dedicated man. In fact, "dedicated" is hardly the word for it; "driven" is a little closer to the truth. Once Palmer starts working on a problem or puzzle, there is absolutely no stopping him. This single-minded pursuit of his goals is more than a little responsible for Palmer's shattered marriage, though it has occasionally come in handy to Palmer the crime fighter.

In spite of his obsessiveness, Ray is a level-headed hero and a basically likable human being.

ENDNOTES

1. *Showcase #34*
2. *Justice League of America #14*
3. *Justice League of America #157*
4. *Sword of the Atom Special #1*
5. *Sword of the Atom mini-series #1-4*
6. *Sword of the Atom Special #1*
7. *Secret Origins #29, Power of the Atom #1 - on*
8. *Power of the Atom #17*
9. *Power of the Atom #18*
10. *Suicide Squad #44*

THE BATMAN

DEX: 10 STR: 5 BODY: 6
INT: 12 WILL: 12 MIND: 12
INFL: 10 AURA: 8 SPIRIT: 10
INITIATIVE: 36 HERO POINTS: 150

•Skills: **linked*

Acrobatics: 10*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 10*, Military Science: 12*, Scientist: 12*, Thief: 10*, Vehicles: 10*, Weaponry: 10*

•Advantages:

Area Knowledge (Gotham City); Buddy (Alfred Pennyworth); Connections: Arkham Asylum (High), Gotham Police Department (High), Gotham Prison (High), Gotham University (High), Justice League of America (High), Justice League International (High), the Outsiders (High), Street (High), Superman (High); Connoisseur; Genius; Extensive Headquarters (the Batcave); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye

•Drawbacks:

Catastrophic Irrational Attraction to

justice; Mistrust (only during first year of career); Secret Identity; Traumatic Flashbacks (Crime Alley)

•**Equipment:**

JLA Signal Device (see page 121)

Batarang w/Rope [STR: 7, BODY: 8, Gliding: 2]

The rope is 4 APs long.

Infrared Flashlight & Goggles [BODY: 3, Thermal Vision: 12, R#: 2]

Laser Torch [BODY: 5, Heat Vision: 10, R#: 4]

Limitation: The torch has a range of 0 APs.

Micro-Cassette Recorder [BODY: 3, Recall: 10, R#: 2]

Limitation: The recorder only Recalls audio information.

Miniature Camera [BODY: 3, Recall: 3, R#: 2]

Limitation: The camera only Recalls visual information.

Plastic Explosives [BODY: 1, Bomb: 8, R#: 3]

Rebreather Apparatus [BODY: 3, Sealed Systems: 9, R#: 2]

Smoke Capsules (x4) [BODY: 1, Fog: 12]

10 AP ACD Omni-Gadgets (x3)

•**Alter Ego:** Bruce Wayne

•**Height:** 6'2" •**Weight:** 210 lbs.

•**Eyes:** Blue •**Hair:** Black

•**Motivation:** Seeking Justice

•**Wealth:** 20

•**Occupation:**

Billionaire Playboy

•**Quote:** "I'd also appreciate it if you would try to pay attention when I'm talking." *(Justice League #1)*

•**Background:**

On a cold night in Gotham City, eight-year-old Bruce Wayne and his parents were accosted by a mugger as they came out of a downtown movie theater. The mugger, a small-time hood named Joe Chill, shot and killed the elder Waynes after relieving them of their valuables, and disappeared into the night, leaving young Bruce crying over his fallen parents.[1]

Later that same night, Bruce vowed to avenge his parents' death by declaring an all-out war against crime.[2] He then spent the next fifteen years of his life developing his physical and intellectual skills to perfection, providing him with the weapons he would need to fulfill his vow. Just after he returned to Gotham City and turned himself loose on the underworld, Wayne was startled by a large bat that came crashing in through the window of his study. The bat inspired him to create the identity of the Batman, a cold, murky figure that would strike terror into the heart of Gotham's criminal underworld.[3]

In the years that followed, the Batman's one-man war on crime became the stuff from which legends are drawn. Before long, the hoods and mobsters that he battled in his earliest cases were replaced by villains of an altogether different sort, fiends like the murderous Joker, the cantankerous Penguin, and the enigmatic Riddler. Batman later gained an ally in his struggles when he took on Robin the Boy Wonder as his partner.[4]

At some point in time, the Batman met and joined the Justice League of America, though the exact circumstances which brought about these events are still rather mysterious (see the *Retroactive Continuity* section of the **Introduction** to this book). Batman later left the JLA when its members refused to travel to the small European nation of Markovia to rescue his friend Lucius Fox. Batman rejoined the organization after Aquaman disbanded and reformed the original League a short while thereafter.[5] During his brief leave of absence from the JLA, the Batman formed a new team of crime fighters known as the Outsiders.[6] The Caped Crusader was also a co-founder of the latest incarnation of the Justice League[7] and became its first leader,[8] a position that he relinquished to the Martian Manhunter after the League gained international status and became a high-profile political organization,[9] though the Batman remains an active member of the JLI to this day. Although many JLI members find Batman somewhat grim, none of them deny his value to the team.

•**Personality:**

Batman is a cold, avenging creature of the night, boyee. The Caped Crusader concerns himself only with his single-minded pursuit of justice and the vow he made on his parents' graves more than twenty years ago. The Batman simply cannot tolerate injustice in any way, shape, or form.

Batman's intense and dominating personality has always disturbed his fellow Justice Leaguers, but very few of them have ever resented his presence. Batman is by far the most experienced and tactically gifted hero alive, and his special skills have snatched the League and its members from the grip of disaster on innumerable occasions.

ENDNOTES

1. Detective Comics #27
2. All-Out War #1
3. Batman #404
4. Detective Comics #38
5. Justice League of America #250
6. Batman and the Outsiders #1
7. Legends #6
8. Justice League #1
9. Justice League International #7

THE ELONGATED MAN

DEX:	12	STR:	4	BODY:	8
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	70		

•**Powers:**

Danger Sense: 6, Stretching: 8

•**Skills:**

Detective: 6, Gadgetry: 4

•**Advantages:**

Connections: Justice League of America (High), Justice League Europe (High); Sharp Eye

•**Drawbacks:**

Married; Public Identity; Loss Vulnerability: Elongated Man must drink Gingold extract regularly in order to maintain his Powers: if he goes an entire week without drinking any Gingold, he loses his Stretching Power,

and his DEX and BODY are both reduced to 4 APs until he is able to drink some of the extract.

•**Equipment:**

JLA Signal Device (see page 121)

•**Alter Ego:** Ralph Dibny

•**Height:** 6'1"± •**Weight:** 178 lbs.

•**Eyes:** Blue •**Hair:** Red

•**Motivation:** Thrill of Adventure

•**Wealth:** 5

•**Occupation:** Detective

•**Quote:** "I goof on everybody! It's part of my charm!" *(Justice League Europe #9)*

•**Background:**

At the age of nine, Ralph Dibny visited a traveling sideshow and met one of the fabled rubber men of India. Ralph was so fascinated by the rubber man that he began seeking out other rubber men and asking them to discuss their secrets, an obsession which lasted into adulthood. Over the years, Ralph eventually began to realize that all of the rubber men drank a special imported soft drink named Gingold, and quickly deduced that it must be the Gingold which was giving them their special abilities. Ralph confirmed his hypothesis when he tried Gingold for himself and gained superhuman stretching powers.[1]

For a while, Ralph used his abilities to make a fortune in the entertainment industry as the amazing "Elongated Man," but after realizing that he was a formidable detective, Ralph revealed his true identity to the public, married socialite Sue Dearborn, and began traveling around the country in search of mysteries worthy of his special talents.[2] It was while seeking out such mysteries that he first met the Batman and finally received an invitation to join the Justice League of America. Ralph had been nominated for JLA membership several years earlier, but was unable to join, because he was still using his superpowers for profit in violation of the Justice League's bylaws.[3] In his first case with the JLA, Ralph disguised himself as one of Queen Zazzala's putty men in order to infiltrate one of T.O. Morrow's secret hideouts.[4] Ralph remained a Justice Leaguer even after Aquaman disbanded the original League after the ill-fated alien invasion.[5]

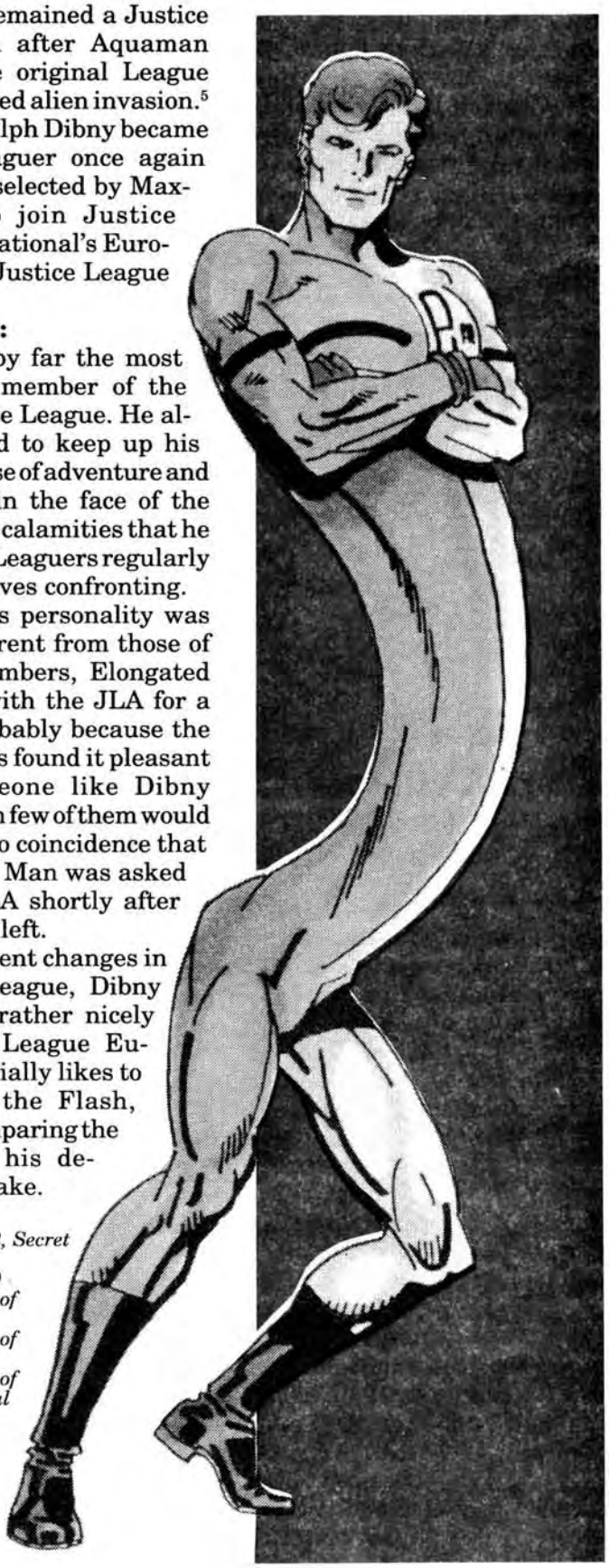
Recently, Ralph Dibny became a Justice Leaguer once again when he was selected by Maxwell Lord to join Justice League International's European branch, Justice League Europe.[6]

•**Personality:**

Ralph was by far the most light-hearted member of the original Justice League. He always managed to keep up his exuberant sense of adventure and humor, even in the face of the earth-shaking calamities that he and his fellow Leaguers regularly found themselves confronting.

Although his personality was radically different from those of his fellow members, Elongated Man stayed with the JLA for a long time, probably because the other Leaguers found it pleasant to have someone like Dibny around, though few of them would admit it. It's no coincidence that the Elongated Man was asked to join the JLA shortly after Snapper Carr left.

With the recent changes in the Justice League, Dibny should fit in rather nicely with Justice League Europe. He especially likes to poke fun at the Flash, negatively comparing the speedster to his deceased namesake.



ENDNOTES

1. *The Flash #112, Secret Origins #30*
2. *The Flash #119*
3. *Justice League of America #42*
4. *Justice League of America #105*
5. *Justice League of America Annual #2*
6. *Justice League International #24*

THE RED TORNADO II —
ORIGINAL ROBOT FORM

DEX: 8 STR: 9 BODY: 10
INT: 7 WILL: 7 MIND: 4
INFL: 4 AURA: 4 SPIRIT: 7
INITIATIVE: 21 HERO POINTS: 70

•Powers:
Air Control: 13, Flight: 10, Invulnerability: 13, Sealed Systems: 10, Telescopic Vision: 7

•Skills:
Gadgetry: 5, Scientist: 5

•Limitations:
Miscellaneous: Air Control has a Range of 1 AP.

•Advantages:
Buddy (Kathy Sutton); Connections: Justice League of America (High); Lightning Reflexes

•Drawbacks:
Secret Identity; Miscellaneous: The Red Tornado has a sort of "death wish" that often makes him want to sacrifice himself for others.

•Equipment:
JLA Signal Device (see page 121)

•Alter Ego: John Smith
•Height: 6'1" **•Weight:** 325 lbs.
•Eyes: Blue **•Hair:** None

•Motivation:
Upholding the Good

•Wealth: 4

•Occupation: Office Worker

THE RED TORNADO II —
CURRENT ELEMENTAL FORM

INT: 7 WILL: 7 MIND: 8
INFL: 9 AURA: 13 SPIRIT: 9
INITIATIVE: 29/24 HERO POINTS: 90

•Powers:
Air Animation: 19, Air Control: 19, Awareness: 9, Dimension Travel: 11, Flight: 15, Growth: 14, Invisibility: 9, Invulnerability: 12, Lightning: 9, Self Link (Spirit Travel): 12, Super Breath: 19, Telepathy: 9, Weather Control: 12

•Bonus:
Red Tornado's APs of Spirit Travel are added to his Initiative when he is not occupying his robotic body.

•Limitation:
Dimension Travel may only be used for travel.

•Advantages:
Connections: Firestorm (High), Captain Atom (High), Justice League of America (Low)

•Drawbacks:
Innocent; Unluck; Miscellaneous: Red Tornado is trying to relearn what it means to be human.

•**Equipment:**
BODY [*DEX: 7, STR: 9, BODY: 12*, R#: 3]
•**Height:** 6'3" •**Weight:** 350 lbs.
•**Eyes:** None •**Hair:** None
•**Motivation:**
Upholding the Good
•**Occupation:** Elemental
•**Quote:** "The explosion occurred as expected — and you thought me destroyed! Obviously, I was not!" *(Justice League of America #106)*
•**Background:**
The Red Tornado was an android constructed by the diabolical T.O. Morrow as part of a far-reaching scheme to destroy the Justice League of America.[1] Shortly after Morrow finished the android, its robotic body was occupied by both Ulthoon the Tornado Champion and a new Tornado Tyrant of Rann, short circuiting the Red Tornado's memory circuits and transforming it into a living, sentient creature.[2] After gaining free will, the Red Tornado wanted nothing to do with Morrow's criminal scheme and ended up helping the Justice Leaguers defeat the criminal scientist, instead of carrying out his original programming and killing them.

Several months later, the Red Tornado encountered the Justice League once again, and this time, he seemingly sacrificed his life to help the heroes defeat the villainous Iron Hand.[3] A few weeks later, however, the Leaguers discovered that the Red Tornado had actually survived the Iron Hand affair and invited him to join the JLA after he helped them defeat his creator, T.O. Morrow, once again.[4] The Red Tornado then remained with the Justice League until he again seemingly sacrificed his life, this time while battling the alien Nekron.[5]

A few months later, the Red Tornado was recreated by the Construct, a villain composed of sentient radio waves, and was used against his former teammates, although the Red Tornado eventually broke free from the Construct's control and single-handedly defeated the menace.[6] The Red Tornado rejoined the Justice League and remained a member until Aquaman disbanded the original League after the alien invasion.[7] During one of his adventures with the JLA during this era, the Tornado Champion and Tornado Tyrant were temporarily released from the Red Tornado's android shell during yet another encounter with T.O. Morrow, though the Tornado was eventually reintegrated into a single being by the young hero, Firestorm.[8]

Very little is known of the Red Tornado's life outside of the Justice League. For a while, he took on the "human" secret identity of John Smith, and befriended a young woman named Kathy Sutton and a little girl named Traya. His only recorded solo superheroic case involved yet another encounter with the evil Construct.[9]

The Red Tornado's android shell was apparently destroyed during the *Crisis on Infinite Earths*,[10] but this didn't keep him down for long. It seems that the Anti-Monitor's tampering had the effect of transforming the Red Tornado into a powerful incorporeal elemental force. In this form, the Red Tornado encountered Justice Leaguer Captain Atom and the Swamp Thing,[11] and became involved in the Elemental War, where he joined forces with Naiad, the newly-created water elemental.[12] At the end of this conflict, Firestorm created a new android shell for him. He recently approached Captain Atom for assistance in stabilizing his new form.[13]
•**Personality:**
The Red Tornado was originally an android, so when he first started in the JLA, he was frequently confused by his teammates' human emotions. His android origins also caused him to doubt his self-worth, as he believed he was inferior to true humans. Needless to say, he lightened up a bit after he met Kathy Sutton.

During the Elemental War, the "new" Red Tornado discovered that part of his makeup was human after all. He had Firestorm recreate his android body in order to give himself a form in which he could better learn about human nature.

ENDNOTES
1. *Justice League of America #64*
2. Revealed in *Justice League of America #193*
3. *Justice League of America #104*
4. *Justice League of America #106*
5. *Justice League of America #129*
6. *Justice League of America #146*
7. *Justice League of America Annual #2*
8. *Justice League of America #193*
9. *Red Tornado mini-series #1-4*
10. *Crisis On Infinite Earths #8*
11. *Captain Atom #16-17*
12. *Firestorm #90-93*
13. *Captain Atom #38*

ZATANNA

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	5	MIND:	6
INFL:	8	AURA:	14	SPIRIT:	11
INITIATIVE:	23	HERO POINTS:			75

•**Powers:** **Mystic Link*
Air Control: 10*, Earth Control: 10*, Flame Control: 10*, Flame Project: 10*, Ice Control: 10*, Plant Control: 10*, Sorcery: 16, Water Control: 10*, Weather Control: 10

Originally, Zatanna only had the Sorcery Power. In *JLA* #191, she lost her Sorcery Power and gained all of the other Powers listed. After *JLA* #257, she regained the Sorcery Power and can now use all of the above Powers at their listed levels.
•**Skills:**
Occultist: 9
•**Limitations:**
Miscellaneous: Zatanna must speak all of her spells aloud and backwards.
•**Advantages:**
Connections: Justice League of America (High), Mystical Community (High), John Constantine (Low)
•**Equipment:**
JLA Signal Device (see page 121)

- **Alter Ego:** Zatanna Zatara
- **Height:** 5'7" • **Weight:** 127 lbs.
- **Eyes:** Blue • **Hair:** Black
- **Motivation:** Upholding the Good
- **Wealth:** 4
- **Occupation:** Stage Magician, Adventurer
- **Quote:** "There's no sense to this! No logic!" *(Justice League of America #257)*
- **Background:**

Zatanna is the daughter of Zatara, the famous crime fighting stage magician, and Sindella, a member of the semi-mythical race *homo magi,* an offshoot of humanity that developed the ability to wield the forces of magic. When she was only eighteen years old, Zatanna's father was cursed by an evil elemental known as Allura. Since the nature of Allura's curse was such that both Zatanna and Zatara would die if the two ever set eyes on one another again, Zatara decided to leave Earth and travel among various mystical realms in order to protect his daughter. When she noticed her father was missing, however, Zatanna began a lengthy search for him, enlisting the aid of JLA members such as the Atom, Green Lantern, and the Elongated Man along the way. With the help of the Justice League, Zatanna finally located her father in the mystic dimension of Kharma and helped Allura's heroic counterpart to force her evil twin to remove the curse.[1]

Zatanna later joined the Justice League as a member after helping the JLA battle the Warlock of Ys, one of Green Lantern's old nemeses,[2] and remained a member until just before the Martian Manhunter dissolved the Justice League after Professor Ivo began systematically murdering its members.[3] Just before she left the JLA, Zatanna mystically merged with the "Godhead," the collective consciousness of all beings, living and dead, an event which she thought would change her life forever. When she next appeared, however, it became obvious that the Godhead incident really had very little effect on Zatanna[4] other than restoring some of the magical energies that she lost by overtaxing her powers fighting alongside the JLA.[5]

Zatanna's adventures outside of the Justice League have been few and far between. She and her father were part of a large collection of Earth's sorcerers assembled by John Constantine to battle the primordial Shadow Creature that threatened Heaven itself, a battle which cost Zatara his life.[6] Most recently, Zatanna has aided the Spectre against the alien sorcerer known as Wotan,[7] and battled Felix Faust alongside Dr. Mist.[8]

- **Personality:**

The thing that immediately strikes most people that meet Zatanna is her innocence, a direct result of the solitude in which she was raised. In fact, to this day Zatanna has not met and interacted with anyone who is not a member of Earth's mystical community or a superhero. She simply does not know much about basic human customs and habits.

For a short while after she united with the Godhead, Zatanna seemed wonderfully enlightened by the entire affair and at peace with the world. However, under circumstances which have yet to be revealed, she has returned to a semblance of her old self.

ENDNOTES

1. *Justice League of America #51*
2. *Justice League of America #161*
3. *Justice League of America #257*
4. *The Spectre #7*
5. *Justice League of America #191*
6. *Swamp Thing #50*
7. *The Spectre #7*
8. *Secret Origins #27*

FIRESTORM THE NUCLEAR MAN — *ORIGINAL INCARNATION*

DEX:	7	STR:	8	BODY:	10
INT:	4	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	70		

In this incarnation, Firestorm shared the Mental and Mystical attributes of Ron Raymond and Professor Martin Stein. Raymond's personality dominated the Firestorm entity, so you should use the Mental and Mystical Attributes listed above to defend against Mental and Mystical attacks; but Stein is fully conscious and can apply his Mental Attributes to problem solving, advising Raymond as he sees fit.

•Powers:

Dispersal: 9, Energy Absorption: 6, Energy Blast: 11, Flight: 7, Matter Manipulation: 11, Radar Sense: 10, Regeneration: 4, Sealed Systems: 15

•Limitations:

Miscellaneous: Firestorm cannot use his Energy Blast or Matter Manipulation Powers while he is Dispersed.

•Advantages:

Connections: Justice League of America (High), Vandemeer University (High); Insta-Change

•Drawbacks:

Secret Identity; Miscellaneous: Firestorm is a composite creature that is formed when Raymond and Stein merge together. Firestorm cannot be formed unless both men are within 13 APs distance of each other.

•Equipment:

JLA Signal Device (see page 121)

•Alter Egos: Ronnie Raymond & Martin Stein

•Height: 6'2" **•Weight:** 202 lbs.

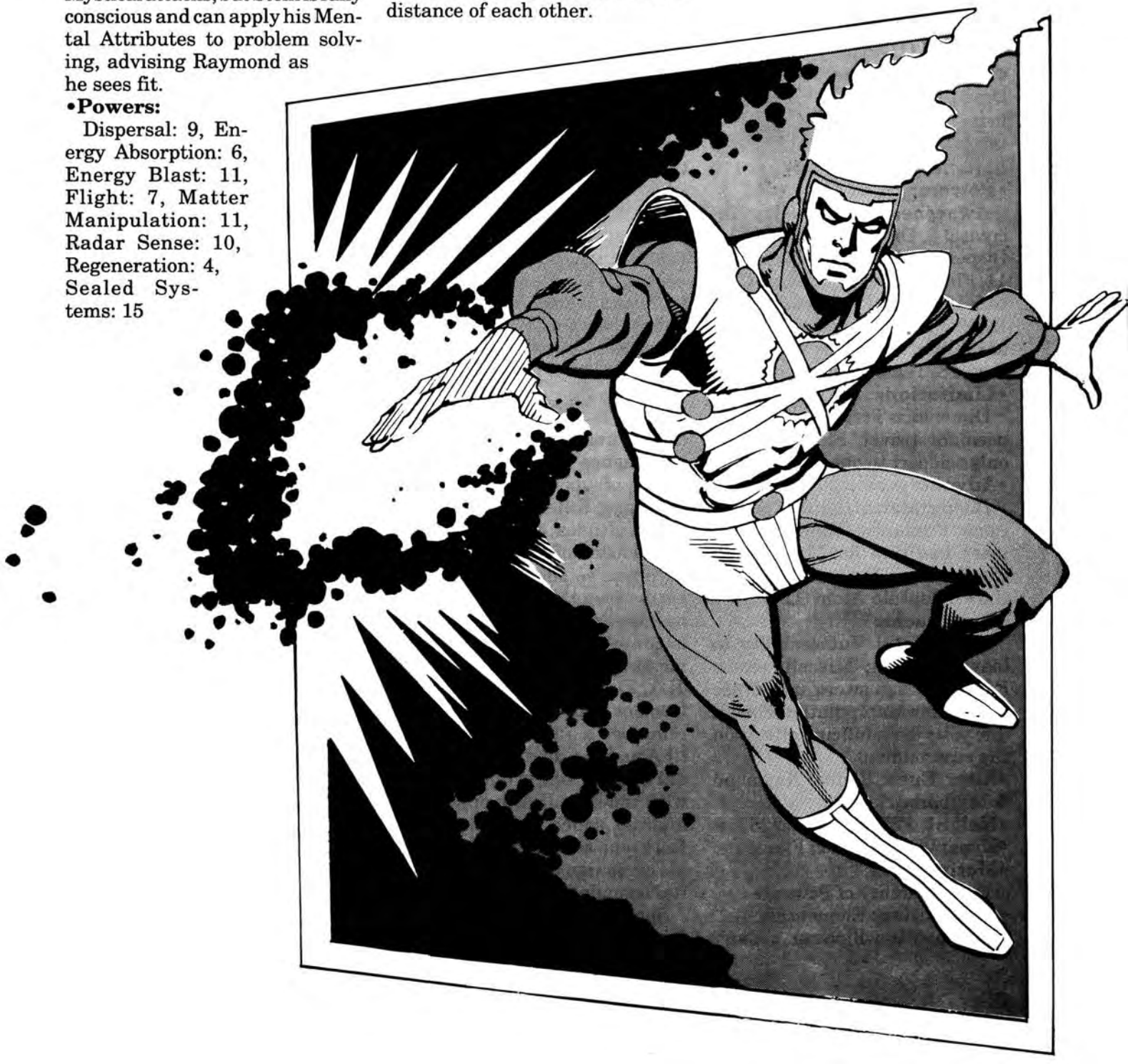
•Eyes: White **•Hair:** Flames

•Motivation:

Upholding the Good

RONNIE RAYMOND

DEX:	4	STR:	4	BODY:	4
INT:	4	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:	20		



•**Skills:**
Acrobatics: 2
•**Wealth:** 3
•**Occupation:** Student

MARTIN STEIN

DEX:	2	STR:	2	BODY:	3
INT:	8	WILL:	5	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	20		

•**Skills:**
Scientist: 8
•**Advantages:**
Connection: Scientific Community (High); Scholar (physics)
•**Wealth:** 5
•**Occupation:** Professor

FIRESTORM

CURRENT INCARNATION

DEX:	7	STR:	9	BODY:	12
INT:	9	WILL:	8	MIND:	8
INFL:	10	AURA:	12	SPIRIT:	9
INITIATIVE:	26	HERO POINTS:	110		

•**Powers:**
Awareness: 9, Density Increase: 8, Dimension Travel: 11, Dispersal: 16, Energy Absorption: 11, Flame Being: 15, Flame Control: 16, Flame Project: 20, Flash: 15, Flight: 15, Growth: 13, Invulnerability: 14, Matter Manipulation: 18, Teleportation: 25
•**Limitations:**
Dimension Travel may only be used for travel; Firestorm can only teleport to open flames.
•**Advantages:**
Buddy (Martin Stein); Connections: Firehawk (High), Vandemeer Institute for Metahuman Studies (Low), Soyuz (Low), Maya (Low), Captain Atom (Low)
•**Drawbacks:**
Guilt; Fatal Vulnerability to leaving Earth; Miscellaneous: Firestorm has sworn not to use his Matter Manipulation Power, due to its destabilizing effects on the environment.
•**Alter Egos:** Ronnie Raymond & Mikhail Arkadin
•**Height:** 6'5" •**Weight:** 225 lbs.
•**Eyes:** White •**Hair:** Flames
•**Motivation:**
Responsibility of Power
•**Occupation:** Elemental
•**Quote:** "No willpower... Can't break away! What's she *doing* to me?" *(Justice League of America #179)*

•**Background:**
The saga of Firestorm began at the opening of a new nuclear power plant just outside of New York City. Its designer was an ambitious physics professor named Martin Stein. Among those outside protesting the plant's opening was Ronnie Raymond, a student from a nearby high school. Within Ronnie's protest group was a terrorist who was not content to simply protest the plant's operation. He wanted to blow up the whole place, lock, stock, and controller rods. Both Raymond and Stein were caught in the bomb blast just as the plant was reaching its full operating capacity, and were fused together, creating an entity known as Firestorm the Nuclear Man. It was later learned that the creation of Firestorm was to have been the birth of the Earth's new fire elemental, but Raymond's presence threw the process out of balance. Using their newfound powers, Raymond and Stein captured the power plant bomber.[1]

After a couple more minor cases, Firestorm graduated to the big leagues and battled a wide variety of superpowered menaces, including Killer Frost, the Hyena, Multiplex, and Slipknot, the evil master of rope. The young hero was so successful in these early cases that he was noticed by Superman, who invited him to become the JLA's youngest member. In his first case with the JLA, Firestorm tackled the malevolent Satin Satan.[2] Firestorm remained a Justice Leaguer until Aquaman dissolved the original League,[3] and even teamed up with the new JLA to oppose the android called Brimstone that Darkseid sent to Earth during his campaign to rob the planet of its "legends."[4]

Shortly after the Legends affair, Martin Stein learned that he was dying of cancer, and convinced Ron Raymond to help him use Firestorm's abilities to destroy all of Earth's nuclear weapons. During the resulting confusion, Firestorm found himself caught up in a battle against the combined forces of the Suicide Squad, the newly-formed Justice League, and the Soviet nuclear hero, Pohzar. At the climactic moment of this battle, a nuclear weapon was detonated with both Firestorm and Pohzar at ground zero. Firestorm was reborn as a separate entity with a consciousness of his own, though Ron Raymond and Mikhail Arkadin (Pohzar), remained telepathically linked to Firestorm while he was active and still had to merge to form the creature.[5] It was recently revealed that Martin Stein also survived the atomic explosion, which cured his cancer but left him a total amnesiac.[6]

In the wake of the massive alien invasion masterminded by the Dominators, Firestorm learned that he was in fact Earth's fire elemental, a being of massive power. His human hosts were permanently submerged into Firestorm's consciousness as he took his place among Earth's mystical protectors.[7] It was in this form that he took part in the Elemental War, teaming up with the Swamp Thing to stop the rampage of Red Tornado and Naiad.[8]

•**Personality:**
Firestorm was another of the happy-go-lucky JLAers in the time honored tradition of the Elongated Man and honorary member Snapper Carr. Ron Raymond was a person who really enjoyed having super powers, and he let everybody know it. As a hero, the fun-loving Firestorm was overconfident, irrepressible, and easily excited.

The one mellowing influence upon Firestorm's personality was Professor Martin Stein's role as Raymond's subconscious advisor. Stein was a practical and pru-

dent thinker, and spent a lot of time cautioning young Ron about carelessness and overconfidence.

Since Firestorm has reformed, he has a completely different personality that is not subject to the whim of either Ron Raymond or Mikhail Arkadin, both of whom have been totally submerged in the elemental's subconscious. The new Firestorm is a cold and distant being who is struggling to understand his place in the world.

ENDNOTES

1. Firestorm the Nuclear Man #1
2. Justice League of America #179
3. Justice League Annual #2
4. Legends #2
5. Firestorm Annual #5
6. Firestorm #75
7. Firestorm #84
8. Firestorm #90-93

GYPSY

DEX:	6	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	35		

- **Powers:**
  Illusion: 10, Invisibility: 7
- **Skills:**
  Martial Artist: 4, Thief: 6
- **Limitations:**
  Minor Power Burnout on Illusion
- **Advantages:**
  Area Knowledge (Detroit streets); Connections: Justice League of America (High), Street (Low)
- **Drawbacks:**
  Age (Gypsy is only 15)
- **Equipment:**
  JLA Signal Ring (see page 121)
- **Alter Ego:** Cindy Reynolds
- **Height:** 5'6" • **Weight:** 110 lbs.
- **Eyes:** Blue • **Hair:** Black
- **Motivation:**
  Thrill of Adventure
- **Wealth:** 1
- **Occupation:** Street Urchin
- **Quote:** "I'll show *you* a dump, you... you... *pheasant*!" *(Justice League of America #247)*
- **Background:**

Gypsy was a young street urchin who inhabited the sector of Detroit in which the Justice League took up residence shortly after Aquaman disbanded the original League in the wake of the alien invasion.[1] Shortly after the JLAers moved into their new inner city HQ, Gypsy began using her camouflage powers to penetrate the League's defensive measures, in order to check out her new neighbors first hand. Out of curiosity, Gypsy began following the Justice Leaguers around, eventually stepping forward to aid the heroes against the menace of the Cadre, an act which netted her an offer to become a full-time Justice Leaguer herself.[2] Gypsy later participated in the League's struggles against the power-mad Anton Allegro[3] and a reactivated Amazo.[4]

The origin of Gypsy's powers and her true background remain a mystery. Just after the JLA broke up for good, Gypsy revealed that she was a runaway and returned to her family.[5] In his bid to wipe out the new JLA, Professor Ivo sent an android to destroy Gypsy, but she managed to find the conscience that was lurking deep within the android's programming and convinced it not to kill her. The android then saw her safely returned to her parents' keeping.

Gypsy's happiness was to be short-lived, however. One day while she was at school, several months after leaving the JLA, a vengeful Despero arrived at Gypsy's home and callously murdered her parents.[6] Gypsy would have been Despero's next victim, if it had not been for the timely intervention of J'Onn J'Onzz and the rest of Justice League America, who managed to halt Despero's insane rampage.[7] Devastated by the loss of her family, Gypsy returned to heroing as a member of Booster Gold's corporate-sponsored team of heroes, known as the Conglomerate, whom she views as her new family.[8]

- **Personality:**

Gypsy's most dominant personality trait is her curiosity. It led her to sneak into the JLA headquarters on several occasions, and she even went so far as to surreptitiously follow them on several cases. She seemed to be somewhat shy and reserved, because she never wanted to talk about herself or her background, and she never told anyone the true origin of her camouflage and illusion powers.

ENDNOTES

1. *Justice League of America Annual #2*
2. *Justice League of America #236*
3. *Justice League of America #237-239*
4. *Justice League of America #241-243*
5. *Justice League of America #259*
6. *Justice League America #38*
7. *Justice League America #39*
8. *Justice League International Quarterly #1*

STEEL — *DECEASED*

DEX:	6	STR:	9	BODY:	7
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	40		

- **Powers:**
  Density Increase: 1, Extended Hearing: 2, Skin Armor: 3, Thermal Vision: 5
- **Limitations:**
  Density Increase is Always On at full AP value.
- **Advantages:**
  Buddy (Dale Gunn); Connections: Justice League of America (High), US Military (High); Rich Family (Hank Heywood I)
- **Equipment:**
  JLA Signal Ring (see page 121)
- **Alter Ego:**
  Henry (Hank) Heywood III
- **Height:** 5'11" • **Weight:** 379 lbs.
- **Eyes:** Blue • **Hair:** Red
- **Motivation:** Unwanted Power
- **Wealth:** 6
- **Occupation:** Adventurer
- **Quote:** "I'm not that stupid and neither are you." *(Justice League of America #249)*
- **Background:**

Hank Heywood III was the grandson of the original Hank Heywood, who operated as the hero known as Commander Steel during the Second World War. When the younger Hank was in his mid-teens, his grandfather forced him to undergo the same series of painful operations that he himself had undergone in the early 1940s. Commander Steel wanted to spare his grandson the death that had befallen his son during the Viet Nam War by making him a superhuman. These operations replaced all of Heywood's bones with case-hardened steel supports and supplemented his musculature with hydraulic motors that increased his strength and stamina.

When the elder Heywood learned that the Justice League had disbanded and reformed, he offered the team the use of his "Bunker," a futuristic fortress that he had built in Detroit, on the condition that the team ac-

cept his grandson as a member and tutor him in the use of his superhuman abilities. Having just lost their satellite headquarters, the League quickly accepted Commander Steel's offer and jetted out to their new HQ.[1]

Although he harbored a great deal of resentment toward his grandfather for subjecting him to the painful enhancement operations, Steel proved an eager student and served the League well in its struggles against the Cadre,[2] Anton Allegro,[3] and Amazo.[4] Steel's feud with his grandfather came to a head during the *Crisis On Infinite Earths*, when the elder Heywood decided that the newly reformed Justice League was influencing Hank to rebel against his grandfather's wishes.[5] The Heywoods fought a terrific battle that ended when Steel was catapulted through a time warp to the far future. After an encounter with the JLA's old foe, the Lord of Time, Steel returned to the present and discovered that his grandfather had evicted the JLA from the Bunker.[6]

Sadly, Steel was killed by one of Professor Ivo's androids during the insane scientist's campaign to eliminate the Justice League, which followed in the wake of Darkseid's attempt to rob the Earth of its "legends."[7]

•Personality:

Steel was one of those inexperienced, volatile heroes. He would plunge into the thick of battle without really considering the possible repercussions. While he was tough enough to emerge unscathed most of the time, this overzealousness was what ultimately cost him his life.

Although he seemed eager enough to accept the advice of Aquaman and the Martian Manhunter when it came to heroics, Steel always had a hard time accepting authority and authority figures. This attitude isn't really surprising when you take into consideration his maniacal grandfather, who was obsessed with having his grandson remade into a cybernetic fighting machine in his own image.

ENDNOTES

1. Justice League of America Annual #2
2. Justice League of America #233-236
3. Justice League of America #237-239
4. Justice League of America #241-243
5. Justice League of America #244
6. Justice League of America #245-246
7. Justice League of America #260

VIBE — *DECEASED*

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	35		

•Powers:

Vibe: 8

•Skills:

Artist (break dancing): 3, Martial Artist: 5, Thief: 6

•Advantages:

Area Knowledge (Detroit streets); Connections: Justice League of America (High), Street (Low)

•Equipment:

JLA Signal Ring (see page 121)

•Alter Ego: Paco Ramone

•Height: 5'9" **•Weight:** 170 lbs.

•Eyes: Blue **•Hair:** Black

•Motivation:

Thrill of Adventure

•Wealth: 3

•Occupation: Former Gang Leader

•Quote: "Word's out on the street is chu guys are the Chustice League. I figure, guys like chu and me, we should be on the same crew." *(Justice League of America Annual #2)*

•Background:

Vibe's career as a Justice Leaguer was too short. It began shortly after Aquaman disbanded the original League. When young Paco Ramone heard that a new Justice League was forming in his own backyard of Detroit, he decided to give up his position as the leader of the El Lobos, a local street gang, to join the JLA and become a superhero.[1] This would have been impossible if it weren't for the fact that Vibe had been born with the metahuman ability to emit powerful vibratory shockwaves.

Vibe's presence on the team caused Aquaman and the Martian Manhunter to harbor some strong doubts about the new JLA, particularly after he got the League involved in a rumble with a rival gang called the Skulls over the El Lobos' turf.[2]

However, Vibe soon proved his mettle during the League's battles against Anton Allegro,[3] the Cadre,[4] and Amazo.[5] He stayed with the League during the *Crisis* adventure, when Commander Steel evicted the League from the Bunker,[6] and his powers played a vital role in defeating Despero.[7] During Darkseid's assault on Earth's "legends," Paco left his JLA comrades to seek the familiar solace of the streets. Vibe was attacked by one of Professor Ivo's androids, and despite a valiant effort, became the first Justice League member to be killed in the line of duty. The Martian Manhunter brought Vibe's body back to the League's mountain sanctuary, where Vibe was laid to rest in a cryogenic chamber.[8]

Vibe's brother recently developed a similar set of vibratory powers and joined Booster Gold's team of heroes, the Conglomerate, using the code name Reverb.[9]

•Personality:

Vibe was stamped out of the care-free, wisecracking mold. He was fun-loving, street smart, and uninhibited.

ENDNOTES

1. Justice League of America Annual #2
2. Justice League of America #233
3. Justice League of America #233-236
4. Justice League of America #237-239
5. Justice League of America #241-243
6. Justice League of America #246
7. Justice League of America #254
8. Justice League of America #258
9. Justice League International Quarterly #1

VIXEN

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	60		

•Skills:

Acrobatics: 8, Martial Artist: 6,

Thief (Stealth): 8

•Advantages:

Attractive; Connections: Justice League of America (High), Suicide Squad (High); Lightning Reflexes

•Drawbacks:

Minor Irrational Fear of the Tantu Totem releasing her "animal side;" Secret Identity

•Equipment:

Tantu Totem [BODY: 6, SPIRIT: 6, Animal Mimicry: 12, Danger Sense: 6]

Miscellaneous Drawbacks: The Totem may only be used by a member of the Jiwe family and must be used in the cause of justice; the Totem bestows the Serious Rage Drawback upon its user.

JLA Signal Ring (see page 121)

•Alter Ego: Mari Jiwe Macabe

•Height: 5'7" **•Weight:** 115 lbs.

•Eyes: Brown **•Hair:** Brown

•Motivation: Seeking Justice

•Wealth: 8

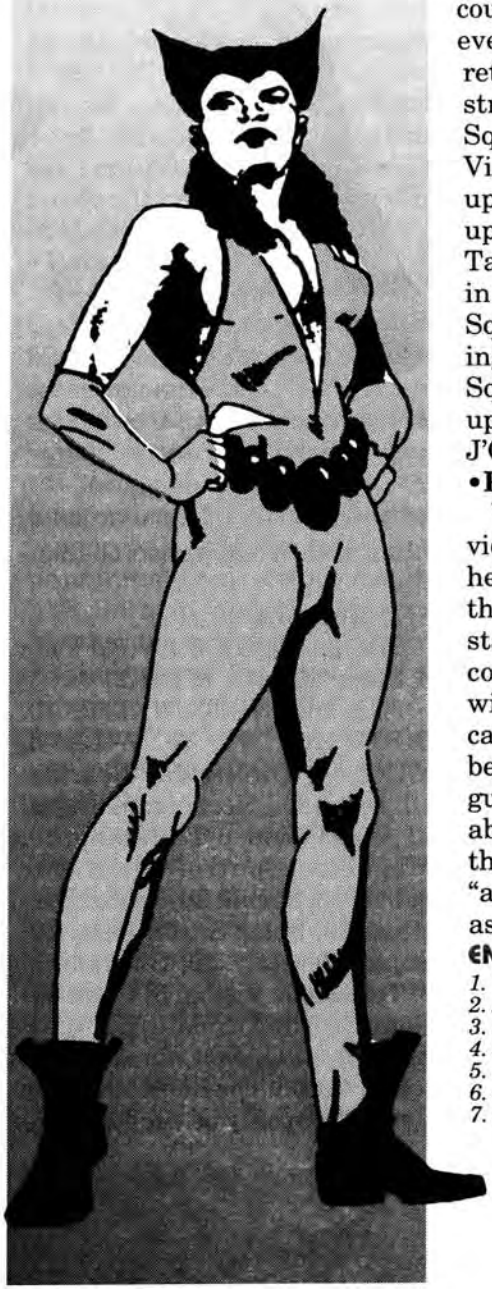
•Occupation: Fashion Model

•Quote: "Brother Rhinoceros, my enemy awaits justice. Lend me your strength!" *(Justice League of America #239)*

•Background:

Mari is the daughter of the Reverend Richard Jiwe, crusading African priest and heir to an ancient witch doctor known as Tantu. Tantu's real distinction is that he was given a formidable magic charm by a spider god (actually a race of benevolent aliens)[1] and charged with the mission of protecting the innocent from the evils of mankind. Needless to say, this "Tantu Totem" was passed on within the Jiwe family from generation to generation until it finally reached the humble hands of Mari's father, an event which caught the eye of Mari's uncle, General Maksai, who promptly murdered his half-brother and claimed the Totem for himself. Mari somehow managed to get the Tantu Totem and fled to America, where she created the costumed identity of Vixen. To support herself, she began a highly-successful career as a fashion model. In her first cases, Vixen teamed up with Superman to battle a gang of poachers,[2] and a madman known as Admiral Cerebrus.[3] Shortly thereafter, she was accepted for membership in Aquaman's newly reformed Justice League.[4]

Just after Mari joined the JLA, she was once again confronted by her villainous half-uncle, who was still trying to obtain possession of the Tantu Totem, a mission he eventually accomplished by kidnaping Mother Windom, one of the JLA's elderly neighbors. Since Maksai wasn't prepared to use the Totem in the cause of justice, however, its magic promptly turned him into a raging ox that attacked Vixen, causing him to impale himself on a sheet of shattered glass and allowing Mari to recover the Totem for herself.[5]



Mari then went on to participate in all of the League's cases, up to and including the clash with Professor Ivo that resulted in the deaths of Steel and Vibe. After these events, she decided to take the Martian Manhunter's dissolution of the JLA as her cue and retire from heroing.[6] A couple of months later, however, events forced her to come out of retirement to join the government strike team known as the Suicide Squad.[7] Since joining the Squad, Vixen has begun to rely more upon her own abilities and less upon those granted to her by the Tantu Totem. She has also fallen in love with the Bronze Tiger, the Squad's field commander. During a confrontation between the Squad and the JLI, Mari patched up things between herself and J'Onn J'Onzz.[8]

•Personality:

Vixen is a level-headed, individualistic, and highly-motivated heroine. She is a little fiercer than average heroes and always stays just a little aloof from her companions. Vixen remained with the Suicide Squad after the case that brought them together because she was plagued with guilt over some of the questionable things she had done when the Tantu Totem released her "animal side," a hidden avenging aspect of the Totem's powers.

ENDNOTES

1. Revealed in *Animal Man #10-12*
2. *Action Comics #521*
3. *DC Comics Presents #77*
4. *Justice League of America Annual #2*
5. *Justice League of America #239*
6. *Justice League of America #261*
7. *Suicide Squad #11*

BLUE BEETLE

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE: 23		HERO POINTS:			65

•**Skills:** **linked*

Acrobatics: 8*, Charisma: 6*, Detective: 7*, Gadgetry: 9, Martial Artist: 6, Scientist: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•**Advantages:**

Connections: Justice League International (High), STAR Labs (High); Genius; Intensive Training

•**Drawbacks:**

Minor Irrational Attraction to Attractive Women; Secret Identity

•**Equipment:**

BB Gun [BODY: 5, EV: 8, Flash: 8, Super Breath: 8, R#: 2]

THE BUG [DEX: 5, STR: 10, BODY: 10, INT: 10, WILL: 3, MIND: 0, Directional Hearing: 10, Extended Hearing: 6, Flight: 11, Full Vision: 6, Lightning: 10, Magnetic Control: 9, Radar Sense: 12, Recall: 20, Sealed Systems: 15, Solar Sustenance: 20, Super Hearing: 12, Swimming: 6, Telescopic Vision: 5, Ultra Vision: 10, Thief (Stealth): 8, 6 AP ABC Omni-Gadget, R#: 2]

Limitation: The Bug's Magnetic Control can only be used to magnetize its hull.

GLOVES [BODY: 1, Telepathy: 9]

Limitation: The Gloves' Telepathy Power enables Beetle to communicate with the Bug and manipulate all of its controls from a distance.

JLI Signal Device (see page 121)

•**Alter Ego:** Ted Kord

•**Height:** 5'11" •**Weight:** 184 lbs.

•**Eyes:** Blue •**Hair:** Auburn

•**Motivation:** Upholding the Good

•**Wealth:** 13/4

•**Occupation:** Repo Man

•**Quote:** "I'm a man of *action* — and *passion!*" *(Justice League International #26)*

•Background:

Ted Kord is the second hero to adopt the Blue Beetle moniker. The first, an archaeologist named Dan Garrett, received his powers from a mystic scarab that he found in the tomb of the Egyptian Pharaoh Kha-ef-Re, a long-dead high priest of the Egyptian gods. After a distinguished crime fighting career, Garrett seemingly expired on the shores of the mysterious Pago Island while helping young Ted Kord, one of Garrett's erstwhile students, prevent Kord's evil uncle Jarvis from taking over the world. Just before he died, Garrett extracted a promise from young Ted to carry on the crime-busting tradition of the Blue Beetle.[1]

Unfortunately, Garrett's mystic scarab was buried under several tons of rubble during his final battle on Pago Island, forcing Ted to come up with his own superheroic *modus operandi*. Since Ted was a world class inventor who owned a multi-million dollar electronics firm known as KORD Inc., this posed little problem. Before long, Ted had devised a whole arsenal of equipment, including the "BB Gun" and the awesome flying vessel known as "the Bug."

After a few early successes during an intense burst of crime fighting that followed the development of his equipment, Kord relaxed for a while and temporarily hung up his Beetle goggles in order to concentrate on building up his business interests. KORD Inc. eventually grew to rival STAR Labs itself, prompting the bored Beetle to come out of retirement.[2] During this second wave of activity, Beetle met some of his greatest nemeses, including: the Mad Men,[3] the deadly Overthrow,[4] and the mighty Carapax.[5] It was also during these golden years that Beetle became caught up in Darkseid's plan to rob the Earth of its "legends." At the end of this campaign, Beetle was among the heroes who decided to gather together and form a new Justice League to replace the long-standing institution that had been recently disbanded by the Martian Manhunter.[6]

Shortly after he helped found the new Justice League, Ted lost control of KORD, Inc. and the rest of his fortune, prompting him to leave his home in Chicago and move to New York City, where he now has a full-time commitment with the JLI. Ted and fellow Justice Leaguer/millionaire-gone-bust Booster Gold formed a superpowered repossession service known as "The Blue and the Gold" in order to conquer their joint financial woes.[7] When the League was given the island of Kooey Kooey Kooey as their landed holding, Beetle and Booster built a huge resort on the island called Club JLI. This particular money making scheme went bad when the island (a sentient entity) decided to move to a new location, destroying Club JLI in the process.[8]

•Personality:

Ted has perceptive faculties that are sharp enough to enable him to see the funny side of almost any situation. He long ago mastered the art of the wisecrack, which he practices frequently to the occasional dismay of his teammates. At their best, Beetle's humorous asides are infectious, prompting even serious heroes like Batman and the Martian Manhunter to respond in kind. At their worst, the jokes tend to infuriate friend and foe alike, a *faux pas* that Beetle has learned to sometimes turn to his advantage.

Since his pal Booster Gold left the JLI, Ted has been somewhat more subdued, having no one else in the League with whom he can exchange witty repartee.

ENDNOTES

1. Blue Beetle #1 (1st series)
2. Blue Beetle #1 (2nd series)
3. Blue Beetle #3 (2nd series)
4. Blue Beetle #15 (2nd series)
5. Blue Beetle #14 (2nd series)
6. Legends #6
7. Justice League International Annual #2
8. Justice League America #34-35

CAPTAIN MARVEL

DEX:	14	STR:	20	BODY:	14
INT:	4	WILL:	10	MIND:	7
INFL:	4	AURA:	7	SPIRIT:	7
INITIATIVE:	35	HERO POINTS:			85

•Powers:

Flight: 14, Invulnerability: 18, Superspeed: 13, Systemic Antidote: 10

•Advantages:

Connection: Justice League International (Low); Lightning Reflexes

•Drawbacks:

Age (15 years old); Secret Identity

•Equipment:

JLI Signal Device (see page 121)

•Height: 6'1" **•Weight:** 195 lbs.

BILLY BATSON

DEX:	3	STR:	2	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	10	HERO POINTS:			20

•Skills:

Thief: 2

•Advantages:

Connection: KWHZ-TV (High); Insta-Change; Scholar (Magic Tricks)

•Drawbacks:

Age (15 years old); Secret Identity

•Height: 5'4" **•Weight:** 107 lbs.
•Eyes: Blue **•Hair:** Black
•Motivation:

Upholding the Good

•Wealth: 4
•Occupation:

Television Reporter

•Quote: "Of course, I don't have any chest hair — but there's no reason to tell him that!" *(Justice League #4)*

•Background:

After Billy Batson's parents died in an automobile accident, his father's kindly Uncle Dudley became embroiled in a custody fight with Billy's mother's evil brother, the mad scientist Thaddeus Bodog Sivana. Uncle Dudley wanted to take care of Billy

and raise him in a wholesome American tradition of baseball and apple pie. Unknown to the court deciding the case, Thaddeus wanted to kill Billy for a big insurance payoff, which he would then use to finance his evil scientific experiments. The courts found more merit in Uncle Dudley's case and awarded him custody of Billy, but only on the condition that he get a legitimate job in order to support the lad, a dictum which would have forced Dudley to give up his career as a stage magician. Billy was so reluctant to force this sacrifice upon his beloved uncle that he voluntarily chose to live with Sivana instead.

Shortly after he moved into the Sivana estate, however, Billy discovered the man's eccentricities and fled. Finding himself on the same street corner where his parents had met their untimely end, Billy caught a glimpse of a mysterious shadowy figure and followed him down through a deserted subway tunnel and into a hidden mystic cave. Inside the cave, Billy learned that the mysterious stranger was none other than the elderly wizard Shazam, who promptly imbued the youngster with a tiny portion of the power of the ancient gods and charged him with the mission of fighting to champion the cause of goodness. This power would manifest itself whenever Billy spoke the wizard's name, temporarily transforming him into Captain Marvel.[1]

As Captain Marvel, Billy possessed the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury. Shazam explained that Billy had been given these powers in order to battle Black Adam, a former recipient of the Shazam powers who had just been released from limbo by Sivana.

After several setbacks, Captain Marvel managed to send Black Adam back to limbo and forced Sivana into hiding.[2] Shortly thereafter, Marvel became a founding member of the new Justice League during Darkseid's campaign to rob the Earth of its "legends."[3]

Billy left the Justice League after participating in only a few brief cases, fearing that the League's international status would be too large a responsibility for him to handle during this stage in his career.[4]

•**Personality:**

Although he possesses the "wisdom of Solomon" in his superhero identity, Billy is still just a kid at heart. He has a childlike sense of wonder, innocence, and a craving for milk and cookies. While he served with the League, Billy usually deferred to his more experienced comrades. He especially looked up to Batman, whom he viewed with a sense of awe, even when the Caped Crusader's blunt orders grated on the young hero's nerves.

ENDNOTES

1. Shazam: A New Beginning miniseries #1
2. Shazam: A New Beginning miniseries #4
3. Legends #6
4. Justice League International #7

DOCTOR FATE I

Dex:	7	Str:	4	Body:	10
Int:	9	Will:	6	Mind:	7
Infl:	7	Aura:	8	Spirit:	8

Initiative: 36 Hero Points: 150

•**Powers:** **Mystic Link*

Invulnerability: 15*, Telekinesis: 11*

•**Skills:**

Medicine: 7, Occultist: 16

•**Advantages:**

Connections: Infinity Inc. (High), Justice Society of America (High), Justice League International (High), Lords of Order (High), Mystical Community (High); Scholar (Archaeology)

•**Drawbacks:**

Married; Secret Identity

•**Equipment:**

Helmet of Nabu [BODY: 10, INT: 13, WILL: 18, MIND: 14, INFL: 16 AURA: 22 SPIRIT: 22, Awareness: 12, Magic Sense: 12, Sorcery: 40]

Miscellaneous Drawbacks: While Nelson is wearing the helmet, he is possessed by the spirit of Nabu, an ancient Egyptian wizard and Lord of Order; anyone other than Nelson who attempts to put on the helmet must have a SPIRIT of 6 APs or higher, or he will be driven insane.

•**Alter Ego:** Kent Nelson
•**Height:** 6'2" •**Weight:** 197 lbs.
•**Eyes:** Blue •**Hair:** Blond
•**Motivation:**

Responsibility of Power

•**Wealth:** 6
•**Occupation:** Lord of Order

DOCTOR FATE II

Dex:	7	Str:	4	Body:	9
Int:	10	Will:	17	Mind:	12
Infl:	11	Aura:	16	Spirit:	13

Initiative: 28 Hero Points: 65

•**Powers:** **Mystic Link*

Awareness: 8, Flight: 12*, Invulnerability: 15*, Magic Sense: 10, Sorcery: 20

•**Skills:**

Occultist: 10

•**Advantages:**

Buddy (Nabu); Connection: Justice League International (Low); Insta-Change; Pet (Petey the Demon)

•**Drawbacks:**

Miscellaneous: Dr. Fate is a composite being that is formed when Eric and Linda Strauss come in contact with each other.

•**Alter Egos:** Eric and Linda Strauss (see below)
•**Height:** 6'2" •**Weight:** 197 lbs.
•**Eyes:** White slits •**Helmet:** Yellow
•**Motivation:**

Responsibility of Power

•**Wealth:** 4
•**Occupation:** Sorcerer

ERIC STRAUSS — *DECEASED*

Dex:	3	Str:	3	Body:	3
Int:	4	Will:	5	Mind:	4
Infl:	6	Aura:	6	Spirit:	5

Initiative: 13 Hero Points: 20

•**Skills:**

Occultist: 4

•**Drawbacks:**
Age (Eric is really only 12 years old)
•**Height:** 5'11" •**Weight:** 180 lbs.
•**Eyes:** Brown •**Hair:** Brown

LINDA STRAUSS

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	4	MIND:	5
INFL:	8	AURA:	8	SPIRIT:	6
INITIATIVE:	14	HERO POINTS:			20

•**Skills:**
Occultist: 4
•**Height:** 5'5" •**Weight:** 115 lbs.
•**Eyes:** Blue •**Hair:** Blonde

DOCTOR FATE II 1/2

DEX:	3	STR:	2	BODY:	6
INT:	7	WILL:	6	MIND:	6
INFL:	7	AURA:	7	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			65

•**Powers:** **Mystic Link*
Awareness: 7, Flight: 11*, Invulnerability: 14*, Magic Sense: 9, Sorcery: 15
•**Skills:**
Occultist: 8
•**Advantages:**
Buddy (Nabu); Connection: Justice League International (Low); Pet (Petey the Demon)
•**Drawbacks:**
Miscellaneous: This Dr. Fate is formed by Linda Strauss alone, and is substantially less powerful than the Fate formed by the two Strausses.
•**Alter Egos:** Linda Strauss (see above)
•**Height:** 5'5" •**Weight:** 115 lbs.
•**Eyes:** White slits •**Helmet:** Yellow
•**Motivation:**
Responsibility of Power
•**Wealth:** 4
•**Occupation:**
Sorceress

•**Quote:** "Perhaps it would have been wiser to *ignore* our karma." *(Justice League #1)*

•**Background:**
There have actually been many Dr. Fates over the years, several of whom have served with the Justice League.

The first Dr. Fate was the famous Justice Society member and ageless hero of the Second World War. His name was Kent Nelson and he acquired his magical powers as a boy while exploring an ancient temple in the Mesopotamian Valley of Ur with his father. During this expedition, Kent stumbled upon the entombed body of a giant ancient wizard named Nabu the Wise, a being composed of pure energy who had actually migrated from the planet Cilea more than 500,000 years earlier. As fate would have it, Kent's entry into Nabu's chamber set off a chain of events which revived the ancient sorcerer, but killed Kent's father. With little else to live for after his father's un-

timely demise, Kent then accepted Nabu's offer to become a sorcerer's apprentice, and was instantly aged fifteen years to better facilitate his learning the arcane arts. When his training was complete, Kent was presented with a magical helmet, vastly augmenting his arcane abilities and released upon the world-at-large to battle injustice.[1]

Almost immediately after he left Nabu, Dr. Fate joined the Justice Society of America and the wartime All-Star Squadron.[2] During his tenure with these two esteemed institutions, Dr. Fate made two startling discoveries. First, he came to understand his place in the cosmos and learned that Nabu was actually one of the mystical Lords of Order, a race of old and powerful beings who guard the multiple dimensions from Chaos. Second, Kent slowly came to realize that the spirit of Nabu was inhabiting his mystic helmet and that it was he, not Nelson, who was controlling Dr. Fate. For a while, Nelson stopped wearing the mystic helmet (thus suffering a corresponding drop in power) as part of an effort to thwart Nabu's influence, but he eventually took it up again sometime after World War II.

Immune to the effects of aging due to the influence of the helmet, Nelson's career lasted well into the 1980's, long after most of his fellow All-Star Squadron members had grown old. By this time, however, Nelson's body finally began to wither and age due to the stress of his hundreds of battles against the forces of Chaos. Refusing to give up his struggle, Nabu surreptitiously recruited young Eric Strauss to become the next Dr. Fate, and used his sorcery to age Eric to adulthood. In the months that followed, Eric was captured by an evil Lord of Chaos, but was rescued when he learned that he could join with his stepmother Linda to form an even more powerful version of Dr. Fate. Shortly thereafter, Kent Nelson died and Nabu took possession of his body, from which he now serves as a friend and advisor to the Strausses.[3] In this current version, Dr. Fate no longer has a mystical helmet. Instead, his magical energies emanate from within his own body and his uniform springs up around his person whenever the Strausses unite to form him.

The Kent Nelson persona of Dr. Fate was one of the heroes that co-founded the Justice League during Darkseid's campaign to rob the Earth of its "legends." After participating in only one or two cases, however, he left regular duty and became a reserve member,[4] a commitment which is still kept by the Strausses' version. As of this writing, the only incident in which the Strausses' Dr. Fate has participated alongside the JLI was when the League traveled to the Manhunters' home world and destroyed it during the Millennium affair.[5] A third Dr. Fate, formed by Linda Strauss alone, assisted the JLI in its second battle against the Gray Man.[6] Eric Strauss recently died in battle on Apokolips,[7] but how this will affect the ongoing saga of Dr. Fate has yet to be revealed.

•Personality:

In her current form, Doctor Fate is formed by Linda Strauss, and has a personality that is entirely distinct from that of either of her predecessors. Linda was stunned when she tried to bring Eric back from the Afterworlds and he refused.[8] Now, she becomes Dr. Fate only when extremely dire circumstances warrant it, carrying on as Dr. Fate out of a sense of obligation to Eric's memory.

ENDNOTES

1. More Fun Comics #55
2. DC Special #29
3. Doctor Fate mini-series #1-4
4. Justice League #6
5. Justice League International #10
6. Justice League America #31-32, Justice League Europe #7-8
7. Dr. Fate #12
8. Dr. Fate #13

GUY GARDNER

DEX: 7 STR: 4 BODY: 12 (5)
INT: 3 WILL: 18 MIND: 6
INFL: 8 AURA: 3 SPIRIT: 8
INITIATIVE: 18 HERO POINTS: 70

•Advantages:

Connections: Green Lantern/Hal Jordan (Low), Justice League International (High); Iron Nerves

•Drawbacks:

Serious Rage

•Equipment:

POWER RING [BODY: 18, INT: 10, Comprehend Languages: 20, Flight: 40 Force Manipulation: 18, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Guy's BODY is 12 APs while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP value: Guy loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery; the Power Ring's BODY is only 6 while it is not being worn.

Power Battery [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

JLI Signal Device (see page 121)

•Alter Ego: Green Lantern
•Height: 6'0" **•Weight:** 184 lbs.
•Eyes: Blue **•Hair:** Red

•Motivation:

Thrill of Adventure

•Wealth: 4
•Occupation: Gym Teacher
•Quote: "You implyin' that I'm some kinda copy of that wimp *Jordan?* Why, I'm gonna break you in sixteen pieces for that!" *(Justice League America #28)*

•Background:

When Hal Jordan (see Green

Lantern, page 15) was selected by Abin Sur's Power Ring to become the next Green Lantern of Space Sector #2814, the Ring also located a Baltimore gym teacher named Guy Gardner and selected him as an equally worthwhile Green Lantern candidate.[1] The qualifications of both men were so similar, that in the end, Hal was selected over Guy simply because he was closer to the point where Abin Sur's starship had crash-landed. Guy was so obviously stamped out of the Green Lantern mold, however, that his presence did not escape the attentions of the Guardians of the Universe, who promptly appointed him Jordan's alternate.[2] A couple of years after Guy assumed this role, he was called upon to fill in as Green Lantern for a brief period, while Hal returned to Oa to have his Power Ring repaired. During his brief tenure as a Green Lantern, Guy performed admirably and is said to have had a pretty good time. Unfortunately, it turned out that Jordan's Power Battery needed repair, not his Power Ring, and the malfunctioning battery exploded in Guy's face, apparently killing him.[3]

However, Guy wasn't really dead. No, the powerful explosion simply blew him into another dimension, where he was later discovered by Hal and rescued.[4]

Guy spent the next two years in a coma, from which he was finally rescued by a radical faction of the Guardians of the Universe during the *Crisis On Infinite Earths*.[5] These Guardians believed that they could break the Anti-Monitor's power by destroying his base on Qward's moon, and picked Guy to be the instrument of their plan. Guy gathered together a group of cosmic menaces and led them in an assault on the moon. However, his years in a coma had dangerously imbalanced Guy's mind, and he was now a swaggering, aggressive caricature of his former self. Had his mission to the anti-matter universe succeeded, he would have almost single-handedly destroyed the entire universe. Fortunately, the Green Lantern Corps managed to prevent this disaster.[6]

Guy was allowed to keep his Power Ring and battery, but was placed under careful guard on the planet Maltus, where he was to be instructed in the finer points of being a Green Lantern. Guy did not take what he perceived as imprisonment very well, since he believed himself to be the last "true" Green Lantern. Escaping to Earth, he embarked on a somewhat dubious crime fighting career.[7]

After a couple of run-ins with a small contingent of Green Lanterns who had established themselves on Earth after the Guardians' recent migration to another plane of existence,[8] Guy was on hand during Darkseid's campaign to rob the Earth of its "legends," and he became one of the cofounders of the new Justice League.[9] During one of his first few cases with the JL, Guy got into a fist fight with the Batman, which induced a temporary personality change in Guy, bringing out his long-lost sensitive side to an almost overwhelming degree.[10] Guy spent the subsequent months of his Justice League tenure as a warm, caring and

basically nice guy. Another bump on the head has recently restored him to his old nasty but lovable self.[11]

Strangely enough, Guy has developed a special fondness for Icemaiden, and the two even went on a date, which ended disastrously, due more to Guy's rude behavior than anything else.[12]

•Personality:

Guy is consistently arrogant and antagonistic towards those around him. He never backs down in a fight, even if it is with his teammates. He does uphold the "hero code" to some degree (that is, he rescues innocents, refrains from taking actions that would permanently harm his opponents, and so on), but only because it is expected of him.

During his nice guy phase, Guy was a sweet, lovable, reserved, and quiet guy. He even went so far as to become close friends with Captain Marvel, whom he had previously mocked at every opportunity.

ENDNOTES

1. Secret Origins #7 (most current recounting)
2. Green Lantern #59
3. Green Lantern / Green Arrow #116
4. Green Lantern / Green Arrow #123
5. Green Lantern #193
6. Green Lantern #198
7. Green Lantern Corps #207
9. Green Lantern #200
9. Legends #6
10. Justice League #5
11. Justice League International #19
12. Justice League America #28

MISTER MIRACLE

DEX:	11	STR:	4	BODY:	6
INT:	10	WILL:	7	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	10

INITIATIVE: 31 HERO POINTS: 120

•Skills:

Acrobatics: 11, Gadgetry: 14, Martial Artist: 6, Military Science: 10, Thief: 13, Vehicles: 11

•Advantages:

Buddy (Oberon); Connections: Justice League International (High), New Genesis (High); Genius; Insta-Change; Iron Nerves; Lightning Reflexes; Luck; Scholar (military hardware/restraints)

•Drawbacks:

Married (more of a Drawback for Barda than Scott); Secret Identity

•Equipment:

Flight Discs [BODY: 12, Flight: 8]

11 AP ABCD Omni-Gadgets (x5)

JLI Signal Device (see page 121)

Mother Box (see the *Apokolips Sourcebook*, also available from Mayfair Games, for more information).

•Alter Ego: Scott Free

•**Height:** 6'0" •**Weight:** 185 lbs.
•**Eyes:** Blue •**Hair:** Black
•**Motivation:**
Thrill of Adventure
•**Wealth:** 5
•**Occupation:** Mechanic/Escape Artist
•**Quote:** "That may sound like it's just this side of impossible — but not when you've got your own Multi-Cube!" *(Mister Miracle #11)*

MANGA KHAN'S MISTER MIRACLE ROBOT

DEX:	2	STR:	4	BODY:	5
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	1
INITIATIVE:	6	RELIABILITY #:	2		

•**Background:**
Scott Free is the son of Highfather, ruler of the benevolent New Gods. Just after Scott was born, the good New Gods became involved in an all-out war with the Darkseid's evil New Gods. One of the stipulations of the truce that ended this war demanded that the leaders of the two factions swap custody of their sons. Highfather took Darkseid's son, Orion, while Scott Free was shipped off to Apokolips and Darkseid's minions.

Once he arrived on Apokolips, Scott was imprisoned in Granny Goodness' Happiness Home, where he was trained to become one of Darkseid's elite paratroopers. Eventually, Scott's predicament became so horrible that he escaped Apokolips with the help of Big Barda, a sympathetic palace guard, and Himon, a brilliant renegade scientist.[1]

With the help of the enigmatic Metron, Scott wound up on Earth. Of course, Granny Goodness wasn't very pleased by Scott's escape, and immediately dispatched a small army of Apokolips-trained thugs to bring him back. Scott's escape also violated the truce between the good and evil New Gods and reopened all of the old hostilities.

In the meantime, Scott met an aging circus performer named Thaddeus Brown, from whom he inherited the identity of Mister Miracle — Master Escape Artist.

Over the next several years, Scott, Barda (whom he later married),[2] and a dwarf named Oberon (Brown's old sidekick) fought off Granny's avenging minions while simultaneously making a comfortable living as circus performers. Eventually, Granny gave up hope of ever bringing Scott back to Apokolips and the good and evil New Gods once again patched up their differences.

Scott was recruited into the Justice League by the mysterious Maxwell Lord almost immediately after it was founded.[3] The exact circumstances surrounding his induction remain unclear. Mister Miracle soon proved himself one of the most resourceful and capable members of the JLI, and it was his intervention that thwarted the master plan of Metron's sentient computer.[4] Mister Miracle was captured by Manga Khan when the Cluster first arrived on Earth,[5] but was rescued by his JLI comrades just before he could be traded to Granny Goodness for a Boom Tube.[6]

Some months later, Scott found himself contractually obligated to Manga Khan and Funky Flashman, who forced him to participate in an intergalactic tour to promote his cleaning invention, the Miracle Mister.[7] This tour lasted several months, and ended up on Apokolips, where Scott was forced to battle the Female Furies once more.[8] After this debacle, Scott returned to Earth.[9]

Meanwhile, unbeknownst to Scott, Manga Khan had replaced him on Earth with a robot duplicate. Due to other pressing concerns, the members of Justice League America did not notice the substitution, and before the truth came out, the robot was blown up by Despero, causing the Leaguers to believe that Scott was dead.[10] Fortunately, this mixup was solved when the real Mister Miracle returned to Earth.[11]

•**Personality:**
There are two main facets to Scott Free's personality. The first is his obsession with escape: Scott's entire life is built around the concepts of escape and freedom. He and Barda are currently trying to escape from their notoriety and horrible pasts in order to live normal lives.

Scott's second overriding personality trait is his profound compassion. He cooperates with the JLI simply because it gives him an opportunity to use his extraordinary abilities to help people.

ENDNOTES

1. Mister Miracle #1 (1st series)
2. Mister Miracle #18 (1st series)
3. Justice League #1
4. Justice League International #12
5. Justice League International #15
6. Justice League International #21
7. Justice League International Special featuring Mister Miracle #1
8. Mister Miracle #17-18 (2nd series)
9. Mister Miracle #19 (2nd series)
10. Justice League America #39
11. Justice League America #42

DOCTOR LIGHT II

DEX:	6	STR:	3	BODY:	6
INT:	8	WILL:	5	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	40		

•**Powers:**
Energy Absorption: 18, Energy Blast: 14, Flash: 10, Flight: 9, Illusion: 7
•**Skills:**
Scientist: 8
•**Limitations:**
Miscellaneous: Energy Absorption only works on light energy.
•**Advantages:**
Connection: Justice League International (Low); Scholar (Astronomy)
•**Drawbacks:**
Loss Vulnerability: All Powers drop to 0 APs in the presence of total darkness; Secret Identity
•**Equipment:**
JLI Signal Device (see page 121)
•**Alter Ego:** Kimiyo Hoshi
•**Height:** 5'3" •**Weight:** 105 lbs.
•**Eyes:** Black •**Hair:** Black
•**Motivation:** Unwanted Power

•**Wealth:** 6
•**Occupation:** Scientist
•**Quote:** "I'm talking to it. I'm talking to myself. I'm losing my mind!" *(Justice League #1)*
•**Background:**

During the *Crisis On Infinite Earths*, Kimiyo Hoshi sat in a tiny laboratory in rural Japan, observing the cosmic catastrophe. Kimiyo happened to be observing the star Vega, when it erupted with fiery energy and imbued her with light-based superpowers.[1] She later learned that this seemingly impossible chain of events had been orchestrated by the being known as the Monitor. Inspired by the heroic actions of Earth's heroes during the *Crisis*, Kimiyo decided to use her powers for good, and helped the heroes of Earth destroy the Anti-Monitor.

Later, she was recruited into the Justice League by Maxwell Lord under mysterious circumstances.[2] After one case, however, she realized that Maxwell Lord had been manipulating her and left the group.[3] She now works at the JLI's Japanese embassy, doing scientific and medical research.[4]

•**Personality:**

It is difficult to get a real handle on Dr. Light's personality, since she had the shortest membership in Justice League history. She had a great deal of pride in herself, which kept her from staying with the League, when she felt that she had been maneuvered into the group without really earning her place.

ENDNOTES

1. Crisis On Infinite Earths #4
2. Justice League #1
3. Justice League #2
4. Justice League International Annual #3

BOOSTER GOLD

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:			70

•**Skills:**

Charisma: 7, Martial Artist: 5, Scientist: 4, Vehicles: 4

•**Advantages:**

Connections: U.S. Government (Low), Justice League International (High), Network Television (Low); Popularity

•**Drawbacks:**

Minor Irrational Attraction to Attractive Women and/or Money

•**Equipment:**

BOOSTER GOLD SUIT [*STR: 7, BODY:* 7, Energy Absorption: 2, Energy Blast: 6, Force Field: 15, Force Shield: 2, Power Reserve: 6, Telescopic Vision: 5, Thermal Vision: 7, R#: 2]

Limitations: The suit's Power Reserve can be used in conjunction with any of its Powers, except Telescopic Vision and Thermal Vision; Booster's Force Field can be projected at a distance, but loses 1 AP of effect for each AP of distance between itself and Booster.

LEGION FLIGHT RING [BODY: 5, Flight: 8, Super Ventriloquism: 65, Telepathy: 8]

Limitations: Super Ventriloquism is limited to emitting a distress call (which nobody in the 20th century can pick up); Telepathy is limited to maintaining mental contact with the ring.

JLI Signal Device (see page 121)

•**Alter Ego:** Michael Jon Carter
•**Height:** 6'5" •**Weight:** 215 lbs.
•**Eyes:** Blue •**Hair:** Blonde
•**Motivation:**

Thrill of Adventure

•**Wealth:** 3
•**Occupation:** Repo Man
•**Quote:** "Who do you think you're calling a foul-mouthed, immature misfit?" *(Justice League International #24)*
•**Background:**

Booster is actually a football star from Metropolis of the 25th century. At the height of his career, Michael Jon Carter was

busted for illegal gambling and barred from the sport. Destitute, he was forced to take a job as a night watchman at the famous Metropolis Space Museum, where he had a lot of time to study up on the heroes of the late 20th century and their nemeses. One evening, Mike hit upon the plan of actually *becoming* a late 20th century hero. With the help of a security robot named Skeets, he stole all of his special equipment from displays in the museum and used the time machine of Rip Hunter (another of the museum's displays) to jet himself back to the 1980s.[1]

Since Booster had done his homework, he was able to storm on to the heroing scene with a splash. In the first few months of his career, Booster was getting lucrative endorsement deals and huge licensing contracts.[2] In no time at all, Booster found himself firmly entrenched in the position of "America's most popular hero." Booster used all of this cash and attention to set up Booster Gold International, a gigantic holding company and tax shelter.

But as luck would have it, Booster's press agent turned out to be a top secret operative for the millennia-old race of intergalactic androids known as the Manhunters. While Booster was helping Earth's heroes protect the Chosen during the Millennium affair, his press agent secretly bankrupted BGI. By the time the smoke cleared, Booster was flat broke.[3]

Booster was inducted into the Justice League by the mysterious Maxwell Lord just a few months before he went bankrupt.[4] He later supplemented his Justice League income with the odd dollar earned by "The Blue and the Gold," a superpowered "repo" service that he established with Blue Beetle.[5]

When the island of Kooey Kooey Kooey was ceded to the JLI as a landed holding, Booster and Beetle built a huge resort and casino called Club JLI on the island. Their get-rich-quick scheme was foiled, however, when Major Disaster and Big Sir managed to break the casino's bank.[6] Booster and Beetle were assigned housecleaning chores by Maxwell Lord as a punishment for using JLI funds in this fiasco, a situation that so humiliated Booster that he promptly quit the JLI and struck out on his own.[7]

Over the next few weeks, he began recruiting heroes for a team of his own. Called the Conglomerate, the team consists of Booster Gold, Gypsy, Praxis, Maxi-Man, Vibe's brother Reverb, Echo, and Vapor.[8]

•Personality:

Booster's personality seems to go through changes with astonishing and unpredictable frequency. Sometimes he's energetic, dashing, hip, handsome, and cocky. Other times he's immature, hyperactive, and excitable. His mood swings between these two extremes without rhyme or reason at times.

For Booster, superheroing really is a business, and he'll use his powers and abilities to make a buck wherever and whenever possible; but he does have a genuine compassion for the innocent and downtrodden. Booster recently managed to alienate even his former best friend, Blue Beetle, by trying to recruit Gypsy for the Conglomerate during the funeral for Mister Miracle.[9]

ENDNOTES

1. Revealed in *Booster Gold #7*
2. *Booster Gold #1*
2. *Booster Gold #24*
3. *Justice League #4*
4. *Justice League International Annual #2*
6. *Justice League America #34-35*
7. *Justice League America #37*
8. *Justice League International Quarterly #1*

CAPTAIN ATOM

DEX:	7	STR:	22	BODY:	10
INT:	5	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	100		

•Powers:

Reflection/Deflection: 9, Energy Absorption: 12, Energy Blast: 16, Flight: 13, Sealed Systems: 20, Skin Armor: 5

•Skills:

Martial Artist: 4, Military Science: 5, Vehicles: 6, Weaponry: 5

•Bonuses:

Miscellaneous: Captain Atom's Energy Absorption Power is actually unlimited: if he ever chooses to absorb more than 12 APs of energy at one time, however, he is immediately bumped forward in time a number of APs equal to the APs of energy that he just absorbed.

•Advantages:

Connections: Justice League International (High), US Air Force (Low); Insta-Change; Scholar (1960's History and Trivia)

•Drawbacks:

Dark Secret (true origin); Secret Identity

•Equipment:

JLI Signal Device (see page 121)

•Alter Ego: Cameron Scott/ Nathaniel Adam

•Height: 6'4" **•Weight:** 200 lbs

•Eyes: Glowing **•Hair:** Silver

•Motivation: Unwanted Power

•Wealth: 4

•Occupation: Air Force Major

•Quote: "Well, I still feel awkward and out of place... but I don't think it shows as much." *(Justice League Europe #1)*

•Background:

In the sixties, Captain Nathaniel Adam, USAF, was tried and convicted of treason, despite his protests that he had been framed. The sentence for his supposed crime was death, but the Air Force offered Adam a full pardon if he would take part in a top secret research project. For the project, Adam had to allow himself to be wrapped up in a cocoon composed of an alien alloy captured from a crash-landed spacecraft. The entire cocoon was then placed on top of a Hydrogen bomb, which was promptly detonated. Apparently, the scientists were hoping to find out the exact resilience of the alloy. This experiment ended with Nathaniel Adam being utterly vaporized, and the alien alloy along with him.

Or so it seemed at the time. The bomb really only blew Adam through the "quantum field" nearly twenty years into the future, where he emerged endowed with superpowers, the result of tiny fragments of the alien alloy beneath his skin. After a startling reappearance, Adam was reunited with General Wade Eiling, the man who had presided over his original court martial board. Eiling offered Adam a deal: if he would work as a superpowered operative for the US Government, he would receive a full pardon for all of his earlier offenses; if not, he would be executed. The government then invented an elaborate background and history for Captain Atom that omitted all of his military connections and presented him to the unsuspecting public as the newest superhero sensation. From this point on, the Captain began using the name Cameron Scott in private, an identity that is part of the government's cover-up.[1]

Shortly after the latest incarnation of the Justice League went international, Uncle Sam decided that it wanted to have a man on the inside who could secretly keep the military posted on JLI activities. The ideal man for this job, of course, was Captain Atom, who was accepted into the League after some US Government bigwigs pulled a few strings.[2] Atom's brief career in the Justice League has been so distinguished that he was selected to command the army of Earth's heroes that repelled the Dominator's recent invasion.[3] Captain Atom currently heads up the European branch of the JLI.[4]

Recently, Captain Atom finally left the government's service, having come to a shaky agreement with General Eiling. In public, Captain Atom still clings to the government's invented cover history in order to avoid embarrassment, but his comrades in the JLI have been told the truth.[5] With the help of Blue Beetle, Booster Gold, and Mister Miracle, Captain Atom managed to solve the twenty-year-old mystery of his frame-up, clearing his name once and for all.[6]

For his superior performance leading the Earth's superhero forces against the Dominator invasion, Captain Atom was reinstated in the military and promoted to major.[7]

•Personality:

Captain Atom often betrays his military background by his soldier-like countenance and discipline. His true background comes in handy as the leader of Justice League Europe. While he tries to present an air of command, his insecurity often betrays itself in his actions.

Captain Atom's frequently tells bad jokes in times of stress, a quality that has not endeared him to his JLE subordinates.

ENDNOTES

1. *Captain Atom #1*
2. *Justice League International #7*
3. *Invasion! #2*
4. *Justice League International #24, Justice League Europe #1*
5. *Captain Atom Annual #1*
6. *Captain Atom #27-29*
7. *Invasion! #2*

ROCKET RED #13

DEX:	7	STR:	5	BODY:	6
INT:	4	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	60		

•Skills:

Gadgetry: 4, Military Science: 4, Weaponry: 5

•Advantages:

Connections: Justice League International (High), Soviet Government (High)

•Drawbacks:

Married

•**Equipment:**

ROCKET RED BATTLESUIT [*STR: 6, BODY: 9*, Energy Blast: 10, Flight: 12, Radar Sense: 10, Super Hearing: 12, Super Ventriloquism (radio): 15, Telepathy: 1, R#: 2]

Limitation: The suit's Telepathy may only be used to communicate with computers and other machines.

APOKOLIPS BATTLESUIT [*STR: 7, BODY: 10,* Energy Absorption: 4, Energy Blast: 16, Flight: 15, Force Field: 4, Skin Armor: 2, R#: 4]

Limitation: The suit's Force Field will only protect the wearer.

Miscellaneous Drawback: It is quite possible the Apokolips Battlesuit contains Powers and abilities that Dmitri has yet to discover.

JLI Signal Device (see page 121)

•**Alter Ego:** Dmitri Pushkin Gorki

•**Height:** 6'3" •**Weight:** 240 lbs.

•**Eyes:** Blue •**Hair:** Brown

•**Motivation:**

Responsibility of Power

•**Wealth:** 4

•**Occupation:** Soldier

•**Quote:** "Hokey Smokes! Am I not enough to make Calvin Fine green with envy?" *(Justice League International #20)*

•**Background:**

The Soviet Union has a team of armored soldiers known as the Rocket Red Brigade. The Rocket Reds perform all the functions in the USSR that superheroes perform in America. The technology for the Rocket Red battlesuit was given to the Soviets by the Green Lantern known as Kilowog. At the time, Kilowog thought that communism was a good idea and was appalled at America's metahuman superiority. Inside each suit is a special genetically engineered soldier, drafted by the Kremlin itself.

After the current incarnation of the Justice League went international, the Soviets insisted that the League accept a Soviet hero into its ranks to balance the American inclusion of Captain Atom before the Politburo would officially recognize the organization. JLI beneficiary Maxwell Lord didn't think that this was a bad idea, since he wanted to insure that the League wouldn't become a pawn of the US Government, so he invited the Soviet Government to assign one of the Rocket Reds to the team. The first Rocket Red that was assigned to the JLI turned out to be an evil Manhunter spy.[2] He was replaced by the Soviets when his duplicity was discovered. The second Rocket Red chosen was Dmitri Gorki,[3] who just happened to have met the Justice League a few months earlier when a group of Rocket Reds was called upon to prevent the League from entering the Soviet Union shortly after the new League was founded. Dmitri was kicked in the face by Black Canary on this occasion.[4]

Dmitri currently serves with the Justice League's new European branch.[5] During a recent adventure on Apokolips, he picked up a battlesuit that is far more powerful than the standard issue Rocket Red gear he was using.[6]

•**Personality:**

Dmitri is cheery, pleasant, easy-going, and more than a little naive. Dmitri is currently trying as hard as he can to assimilate as much western culture as possible. His problem is that his idea of culture is based more on TV cartoon shows than it is on real life.

Dmitri has a wife and two children living in Moscow, and part of his desire to join the JLE was to be closer to them.

ENDNOTES

1. Green Lantern Corps #208
2. Justice League International #9
3. Justice League International #11
4. Justice League #3
5. Justice League Europe #1
6. Justice League International #20

GREEN FLAME/FIRE

DEX: 5 STR: 3 BODY: 4
INT: 6 WILL: 5 MIND: 5
INFL: 6 AURA: 6 SPIRIT: 5
INITIATIVE: 19 HERO POINTS: 35

•Powers:
Flame Being: 5, Flame Project: 8, Flight: 8

•Skills:
Charisma: 8, Martial Artist: 6, Thief: 4, Weaponry: 4

•Limitations:
Serious Power Burnout on all Powers

•Advantages:
Attractive; Connections: Justice League International (High)

•Equipment:
JLI Signal Device (see page 121)

•Alter Ego: Beatriz DaCosta
•Height: 5'8" **•Weight:** 130 lbs.
•Eyes: Green **•Hair:** Green

•Motivation:
Thrill of Adventure

•Wealth: 5
•Occupation: Fashion Model
•Quote: "There's nothing wrong with a little exposure. Especially between two old friends." *(Justice League International #16)*

•Background:
Beatriz DaCosta's background is certainly colorful. She was once a famous Brazilian entertainer, but later became a top secret agent for Brazil's Espiaos Nacionales, the national cloak-and-dagger front. On one of her many cases for the ENB, Beatriz was trapped in a pyroplasmic explosion that endowed her with the unusual power of being able to exhale an eight-inch burst of fire.[1]

With her newfound powers, Beatriz became a superheroine and began operating under the name Green Fury, although she rapidly changed her name to the less dramatic Green Flame. For a long time, Green Flame was a loyal member of the Global Guardians. After the Guardians' dissolution, Flame and her best friend Icemaiden managed to get themselves inducted into the JLI, where they still serve today.[2] Later, the pair changed their names to simply "Fire" and "Ice." As a result of the Dominators' "gene bomb" that was released during the recent alien invasion, Fire's powers were dramatically increased, but are less reliable than they used to be.[3]

•Personality:
Fire is a very clever, pushy, and charming young woman. What she lacks in power she more than makes up for in pure cunning. She's probably a little more self-interested than most heroes, and has a well-developed sense of vanity.

ENDNOTES
1. Secret Origins #33
2. Justice League International #14
3. Invasion! #3, Justice League America #28

ICEMAIDEN/ICE

DEX: 6 STR: 3 BODY: 6
INT: 4 WILL: 5 MIND: 5
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 14 HERO POINTS: 35

•Powers:
Ice Production: 9

•Advantages:
Attractive; Connections: Justice League International (High)

•Equipment:
JLI Signal Device (see page 121)

•Alter Ego: Tora Olafsdotter
•Height: 5'7" **•Weight:** 115 lbs.
•Eyes: Blue **•Hair:** White

•Motivation:
Upholding the Good

•Wealth: 6
•Occupation: Fashion Model
•Quote: "Y'know, I never really understood why we can't just wear real clothes." *(Justice League America #31)*

•Background:
Tora is a member of a primitive isolated tribe of magic wielding Norsemen. She has had the uncanny ability to magically control the formation and flow of ice since birth. When she was in her late teens, Tora's tribe was discovered by an American explorer, who convinced her to return to civilization with him.[1] Later, she became a member of the Global Guardians; and when the Guardians broke up, she joined the JLI along with her friend Green Flame.[2] Later, the pair changed their names to simply "Fire" and "Ice." As a result of the Dominators' "gene bomb" that was released during the recent alien invasion, nothing really changed about Ice's powers.[3]

•Personality:
Tora is shy, but good-natured, a complete alien from the civilized world and its customs. Since her friend Fire has always served as her tutor, Tora has formed a somewhat unusual view of the modern world.

Ice is the only member of the JLI who has ever shown any compassion for Guy Gardner, and even agreed to go on a date with him. Needless to say, this occasion cured her of her misapprehensions about Guy.[4]

ENDNOTES
1. Secret Origins #33
2. Justice League International #14
3. Invasion! #3
4. Justice League America #28

GNORT

DEX: 5 STR: 2 BODY: 12(3)
INT: 1 WILL: 12 MIND: 4
INFL: 3 AURA: 2 SPIRIT: 3
INITIATIVE: 9 HERO POINTS: 35

•Advantages:
Connections: Justice League International (Low)

•Drawbacks:
Serious Irrational Attraction to stupidity.

•Equipment:
POWER RING [BODY: 12, INT: 10, Comprehend Languages: 20, Flight: 40 Force Manipulation: 12, Invulnerability: 18, Life Sense: 40, Omni-Power: 6, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Gnort's BODY is 12 APs while he is wearing the ring.

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP value: Gnort loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect other members of the Green Lan-

tern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery; the Power Ring's BODY is only 6 while it is not being worn.

Power Battery [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

Gnort does *not* have a JLI Signal Device, much to the relief of the JLI members.

•**Alter Ego:** Gnort Esplanade Gneesmacher
•**Height:** 5'10" •**Weight:** 195 lbs.
•**Eyes:** Black •**Fur:** Brown
•**Motivation:**
Nothing Better to Do
•**Wealth:** 0
•**Occupation:** Green Lantern
•**Quote:** "Where the heck am I, anyhoo?" *(Justice League International #14)*
•**Background:**

Gnort's uncle Gnewman was one of the most celebrated Green Lanterns that ever served the Guardians. When it became obvious to Gnewman that Gnort was so inept that he couldn't even keep a job as a pizza delivery man, Gnewman pulled a few strings and convinced his masters to accept Gnort as a Green Lantern. The Guardians only accepted Gnewman's nephew because they were looking for a very special Green Lantern to watch over Sector #2112, the one region in all of space that wasn't inhabited by any creatures larger than an amoeba.[1]

In fact, Gnort was so neglected as a Green Lantern that the Guardians forgot to notify him when they decided to leave the universe forever in order to father the next immortal race.[2] Gnort met Justice League International during the Manhunters' all-out effort to crush the Guardians and their plans.[3] The Leaguers quickly managed to ditch the ignorant Green Lantern, only to meet him yet again during Manga Khan's capture of Mr. Miracle.[4]

Gnort's got about as much right to call himself a Justice Leaguer as anybody else, but he's recently wandered off and gotten lost, meaning that he hasn't been around to participate in many of the League's most recent cases. He did show up at Mister Miracle's house once, though.[5]

Oh yeah, and there was the time that Gnort's arch enemy, the Scarlet Skier (actually the only criminal Gnort ever successfully captured) arrived on Earth and caused about two minutes' worth of trouble for the JLA.[6] Later, Gnort and the Scarlet Skier were both shipped off to the Antarctic as part of the JLI's "Justice League Antartica" scheme that didn't really work out.[7] No one is quite sure where Gnort and the Scarlet Skier are now.

•**Personality:**

One word: stupid. It describes Gnort perfectly. He has no real idea how to use his powers effectively, he has no real memory, and no powers of reason. In fact, Gnort frequently has to have his Power Ring (or "ring-a-ding," as he calls it) remind him where he is and what he is doing.

ENDNOTES

1. Secret Origins #34
2. Green Lantern #200
3. Justice League International #10
4. Justice League International #16
5. Mister Miracle #6
6. Justice League America #36
7. Justice League America Annual #4

ANIMAL MAN

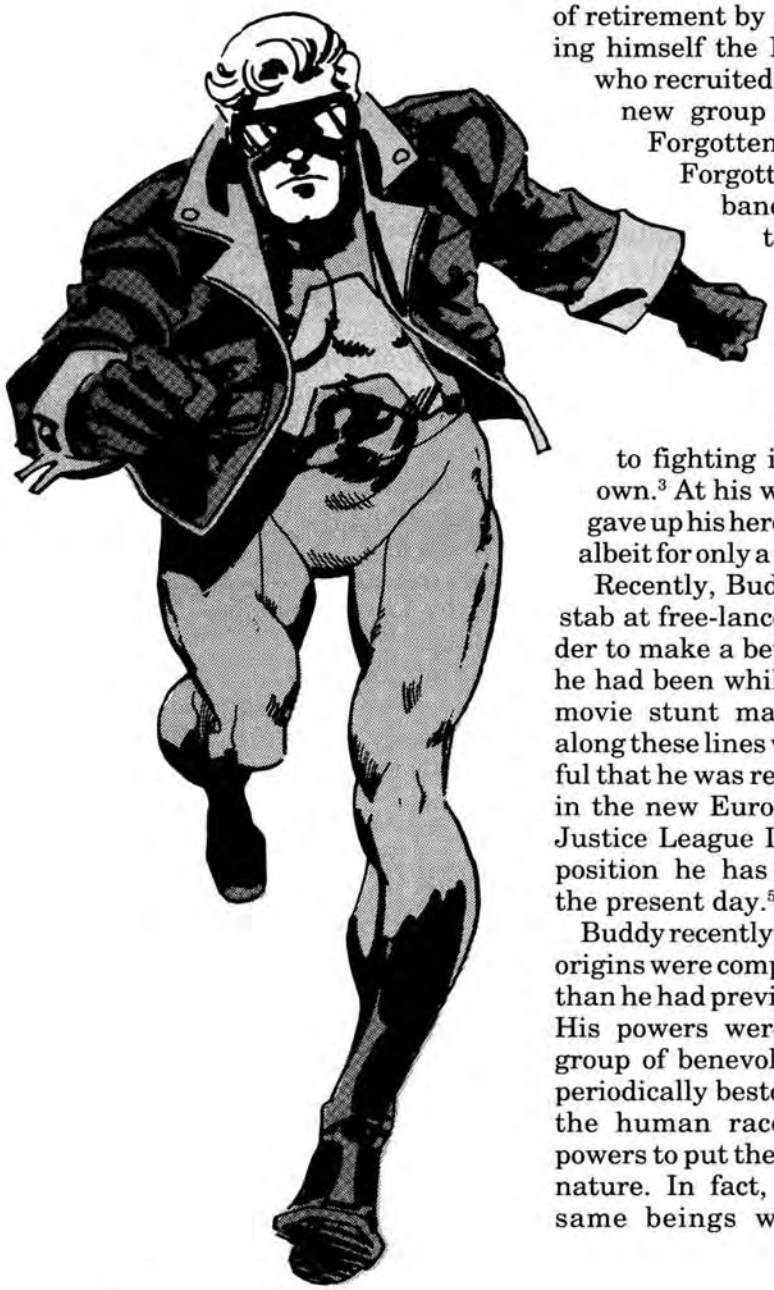
DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	45		

•**Powers:**
Animal Mimicry: 13
•**Advantages:**
Connections: Justice League International (High)
•**Drawbacks:**
Married; Secret Identity
•**Equipment:**
JLI Signal Device (see page 121)
•**Alter Ego:** Buddy Baker
•**Height:** 5'11" •**Weight:** 178 lbs.
•**Eyes:** Blue •**Hair:** Blonde
•**Motivation:**
Upholding the Good
•**Wealth:** 4
•**Occupation:** Movie stunt man/ Justice League member
•**Note:**

As of *Animal Man #19*, Buddy no longer has the Limitation that he can only mimic the abilities of animals that are within 8 APs of distance.

•**Quote:** "Uh... Hi. My name's Animal Man. All animals love me. Really. I wouldn't make something like that up." *(Justice League Europe #2)*
•**Background:**

Buddy Baker's body was altered by a bizarre form of radiation while he was investigating the ruins of an alien spacecraft that had crash-landed near his home. The next day, Buddy discovered that he was able to absorb the



special abilities and characteristics of any nearby animals and make use of them himself.[1] Armed with his newfound powers, he devised the costumed identity of Animal Man.

Originally, Animal Man hoped to use his powers only for monetary gain; but time and time again, he was drawn into conflict with a menacing array of superpowered menaces. Eventually, Animal Man simply decided to become a full-time hero. A couple of years later, however, Buddy married a woman named Ellen Frazier and retired his Animal Man identity for more than six years. He was finally brought out of retirement by a stranger calling himself the Immortal Man, who recruited Buddy to join a new group known as the Forgotten Heroes.[2] The Forgotten Heroes disbanded shortly after the Immortal Man **died** during the *Crisis On Infinite Earths*, and Animal Man went back to fighting injustice on his own.[3] At his wife's urging, he gave up his heroic career again, albeit for only a very short time.

Recently, Buddy took a brief stab at free-lance heroing in order to make a better living than he had been while working as a movie stunt man.[4] His efforts along these lines were so successful that he was recruited to serve in the new European branch of Justice League International, a position he has maintained to the present day.[5]

Buddy recently learned that his origins were completely different than he had previously believed.[6] His powers were the gift of a group of benevolent aliens who periodically bestow a member of the human race with animal powers to put them in touch with nature. In fact, they were the same beings who had given Vixen's ancestors the Tantu Totem.

Buddy suffered a terrible tragedy when his wife and children were brutally murdered while he was away on a case.[7] Buddy tracked down the killers and exacted vengeance,[8] but after a strange series of events, called *Crisis II* by some,[9] Animal Man met his maker and his family was restored to life.[10]

•Personality:

Buddy is good-hearted, likable, and kind. He is one of the only costumed heroes on Earth who has gone public to fight for the cause of animal rights, an issue he feels strongly about, although he questions the methods of many of the activists he works with.

•The Insect Rule:

We've just noticed that the Animal Mimicry Power description included in the *Character Handbook* doesn't allow Animal Man and other heroes with the Power (like Vixen, for instance) to make use of one of their most frequently used maneuvers: mimicking the proportional ability of an insect. Correct this by allowing a hero possessing Animal Mimicry to dedicate up to 7 APs of his Power to duplicating an insectile ability, up to a maximum of 7 APs (assume that all insects have "proportional abilities" of 7 APs). Therefore, an Animal Mimicry Character could absorb 7 APs of Strength from an ant, 7 APs of Cling from a spider, 7 APs of Jumping from a grasshopper, and so on. This option can only be invoked if there are suitable insects within range.

*EXAMPLE: Animal Man wants to mimic the proportional strength of a termite. In the **Rules Manual**, a termite has a STR of 0; but a man with the strength of a termite would be a very powerful individual. Assuming that there are termites in range, Animal Man can raise his STR to 7 at a temporary cost of 7 APs of his Animal Mimicry Power. He now has 6 APs left to mimic other abilities.*

ENDNOTES

1. Strange Adventures #199
2. DC Comics Presents #77-78
3. Crisis On Infinite Earths #10
4. Animal Man #1
5. Justice League Europe #1
6. Animal Man #10-12
7. Animal Man #20
8. Animal Man #21
9. Animal Man #22-24
10. Animal Man #25-26

THE FLASH III

DEX:	7	STR:	4	BODY:	7
INT:	5	WILL:	5	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	29	HERO POINTS:			55

•Powers:

Superspeed: 10

•Skills:

Scientist: 2, Vehicles: 6

•Limitations:

Miscellaneous: No matter how much the Flash pushes his Superspeed, he can never travel more than 10 APs per phase.

•Advantages:

Connections: Justice League International (High), New Titans (High); Lightning Reflexes

•Drawbacks:

Serious Irrational Attraction to food after using Superspeed for 4 or more consecutive phases.

•Equipment:

COSTUME STORAGE RING [BODY: 1, Shrinking: 10]

Limitation: The ring's Shrinking Power only works on the Flash's costume.

This is the same ring that Barry Allen wore (see page 14).

JLI Signal Device (see page 121)

•Alter Ego: Wally West

•Height: 5'10" **•Weight:** 179 lbs.

•Eyes: Blue **•Hair:** Red

•Motivation:

Responsibility of Power

•Wealth: 3

•Occupation: Unemployed

•Quote: "Let's see what you say when I dust you at the finish line!" *(Adventures of Superman #463)*

•Background:

Wally West was the nephew of Iris West, the woman who married Barry Allen, the second Flash (see page 14). Wally's first exposure to the world of superheroics came when he was elected president of the local Flash Fan Club in his hometown of Blue Valley. Little did Wally know at the time that he would soon be adventuring right alongside the Scarlet Speedster. After Iris arranged for Wally to meet his idol, the exact same accident that granted Barry Allen his powers befell Wally, endowing him with similar abilities. Soon the Flash took on Wally as a sidekick, and nicknamed him Kid Flash.[1] Throughout his career, Kid Flash adventured solo, alongside Barry, and with the Teen Titans, a group composed of his fellow Justice League sidekicks.[2]

Because he received his powers before he reached puberty, however, Wally's metabolism was greatly strained every time he hit his accelerated speeds. Eventually, this condition became so pronounced that the use of superspeed became painful, and Wally was forced to retire.[3] During the *Crisis On Infinite Earths*, however, Wally came out of retirement to help oppose the Anti-Monitor. In the course of this adventure, Wally's metabolism was altered, reducing the effectiveness of his powers, but eliminating their painful side effects. The *Crisis* also ultimately proved to be Barry Allen's last battle, prompting Wally to adopt his mentor's identity as a display of respect.[4]

Since weathering the *Crisis*, Wally has dropped his former affiliation with the Titans to start a new life. He was rich for a while after winning the state lottery,[5] but soon lost all of his money to mismanagement,[6] leaving him destitute. Wally was recruited into Justice League International to serve in Justice League Europe.[7] The Flash recently ran a race against Superman that was engineered by Mr. Mxyzptlk, and managed to beat the Man of Steel to the finish line.[8]

Wally's superspeed has been fairly unreliable over the course of his career, for which several explanations have been hypothesized: he may have a mental block from trying to live up to Barry Allen's reputation,[9] it may be that his powers actually somehow came from Allen himself,[10] or he may still be suffering from an overdose of Vandal Savage's superspeed drug "Velocity-9."[11] Whatever the truth is, the variable nature of his powers has not kept Wally from always performing to the best of his ability.

•Personality:

Wally tries to come off as suave, noncommittal, and worldly, but usually achieves the exact opposite effect.

Wally is also sensitive about comparisons between himself and Barry Allen, although he remembers his mentor with genuine fondness and tries to live up to his example.

ENDNOTES

1. The Flash #110 (1st series)
2. The Teen Titans #53
3. The New Teen Titans #39 (1st series)
4. Crisis On Infinite Earths # 12
5. Flash #1 (2nd series)
6. Flash #15 (2nd series)
7. Justice League Europe #1
8. Adventures of Superman #463
9. Secret Origins Annual #2
10. Flash #24 (2nd series)
11. Flash #14 (2nd series)

METAMORPHO

DEX:	6	STR:	10	BODY:	11
INT:	5	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:			90

•Powers:

Omni-Arm: 8, Molecular Chameleon: 12, Self Manipulation: 15

•Skills:

Charisma: 6

•Bonuses:

Miscellaneous: Metamorpho need not touch a substance to mimic it with his Molecular Chameleon Power.

•Advantages:

Connections: Justice League International (High), Stagg Industries (High); Rich Family (Simon & Sapphire Stagg)

•Drawbacks:

Married (kind of: see the following); Secret Identity; Strange

Appearance
•**Equipment:**
JLI Signal Device (see page 121)
•**Alter Ego:** Rex Mason
•**Height:** 6'1" •**Weight:** 200 lbs.
•**Eyes:** Black •**Hair:** None
•**Motivation:**
Thrill of Adventure
•**Wealth:** 4
•**Quote:** "Is my name really Rex? What kind of people would name their kid Rex?" *(Justice League Europe #5)*
•**Background:**

Rex Mason was a bold and dashing adventurer, who decided to undertake an assignment from millionaire industrialist Simon Stagg. Stagg wanted Mason to retrieve a mystical superweapon known as the Orb of Ra from its resting place in the Nile Valley. Mason wanted to marry Stagg's pretty young daughter, Sapphire, and thought that if he could return with the Orb, he might just impress Stagg enough that the old man would give his permission for the wedding.

Rex's plans were obstructed by Java, a Neanderthal Man who was thawed out of suspended animation. Trapped in a chamber and bathed by the Orb's weird radiation, Rex was forever altered into a freak who could change his molecular structure at will.[1]

As Metamorpho, Rex operated on his own for a while, and even turned down an offer to join the Justice League of America back in its heyday.[2] Later in his career, Rex joined up with Batman and became one of the Outsiders,[3] taking time off to finally marry Sapphire Stagg a couple of months later.[4] The happy couple was split up, however, when Metamorpho was disintegrated during the Manhunters' campaign to destroy the heroes of Earth.[5] But during the Dominator's recent interplanetary invasion, Rex's molecules were fused back together by the mysterious "gene-bomb," returning Metamorpho to life.[6]

Rex's recent "rebirth" was rather traumatic, and he suffered from near-total amnesia. His valiant service during the Dominator affair prompted Maxwell Lord to offer him a position with Justice League International's new European branch, which Rex accepted for lack of anything better to do.[7] Shortly thereafter, Sapphire Stagg Mason appeared at the League's Parisian embassy to be reunited with Metamorpho, followed by Java, who had married Sapphire himself when Metamorpho was declared dead. Java and Metamorpho fought, and the conflict snapped Metamorpho out of his amnesia. Simon Stagg arrived just in time to break up the fight and took Sapphire and Java back home.[8] Later, Metamorpho learned that he had a baby son and tried to take custody of the child, but reconsidered when he learned that the baby had uncontrollable superpowers.[9]

•**Personality:**

Metamorpho's resentment of his powers and appearance has caused him to alienate more than one of his teammates. His gruff mannerisms and outward displays of aggression are his way of coping with frustration.

Rex has just remembered that he is a hero named Metamorpho and recalled his real name, his wife, and his past . This recollection has led to a bit of resentment against his former colleagues in the Outsiders, whom he feels abandoned him when they found out he wasn't dead after all.

ENDNOTES

1. The Brave and the Bold #57
2. Justice League of America #42
3. Batman and the Outsiders #1
4. Batman and the Outsiders Annual #2
5. Millennium #7
6. Invasion! #3
7. Justice League Europe #1
8. Justice League Europe #5
9. Justice League Europe #11

POWER GIRL

DEX:	10	STR:	20	BODY:	15
INT:	9	WILL:	11	MIND:	15
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	30	HERO POINTS:	100		

•Powers:

Flight: 13, Recall: 18, Invulnerability: 15, Sealed Systems: 9, Superspeed: 11, Systemic Antidote: 15

•Skills:

Gadgetry: 6, Scientist: 9

•Advantages:

Connections: Infinity Inc. (Low), Doom Patrol (Low), Justice League International (High); Lightning Reflexes; Scholar (computer science, magic)

•Drawbacks:

Secret Identity; Uncertainty; Loss Vulnerability: magic, range of 0 APs

•Equipment:

JLI Signal Device (see page 121)

•Note:

The Attributes and Powers listed represent Power Girl's abilities after *Justice League Europe #9*. For her statistics before that occasion, see page 46 of the *Background / Roster Book*.

•Alter Ego: Kara, Karen Starr

•Height: 5'7" **•Weight:** 133

•Eyes: Blue **•Hair:** Blonde

•Motivation:

Upholding the Good

•Wealth: 7

•Occupation:

Computer Scientist

•Quote: "I don't *need* saving! I'm Power Girl! I *never* need saving!" *(Justice League Europe Annual #1)*

•Background:

Kara grew up thinking that she was yet another survivor from the planet Krypton. Recently, however, Kara learned that all of her childhood memories were simply implanted in her head by her grandfather, an ancient Atlantean sorcerer known as Arion. In fact, Kara was actually an ancient Atlantean herself. When she was very young, Arion was forced to use his sorcery to give her astounding powers and remove her from Atlantis because his arch-enemy, Garn Daanuth, had devised a scheme for broadcasting his evil magic through the infant Kara's body. Arion placed Kara in a magic crystal and set her afloat in the time stream, aiming her at the late twentieth century and implanting the false memories into her mind in order to help her fit into her new surroundings.[1]

When Kara arrived in the 20th Century, she was discovered and adopted by a couple who raised her as Karen Starr. Today, as Karen, she owns and operates StarrWare Inc., a firm that specializes in the development of customized scientific computer software. In her heroing togs, Karen has adventured alongside of Infinity Inc,[2] fought the forces of Chaos both alone[3] and alongside the Doom Patrol.[4] After the Dominator invasion, she was recruited into the European branch of Justice League International.[5]

Power Girl was severely injured in the JLI's second battle with the Gray Man, and required surgery to be saved. The operation prevented her death, but drastically reduced her powers.[6] Shortly thereafter, she began wearing a sleek new costume.[7]

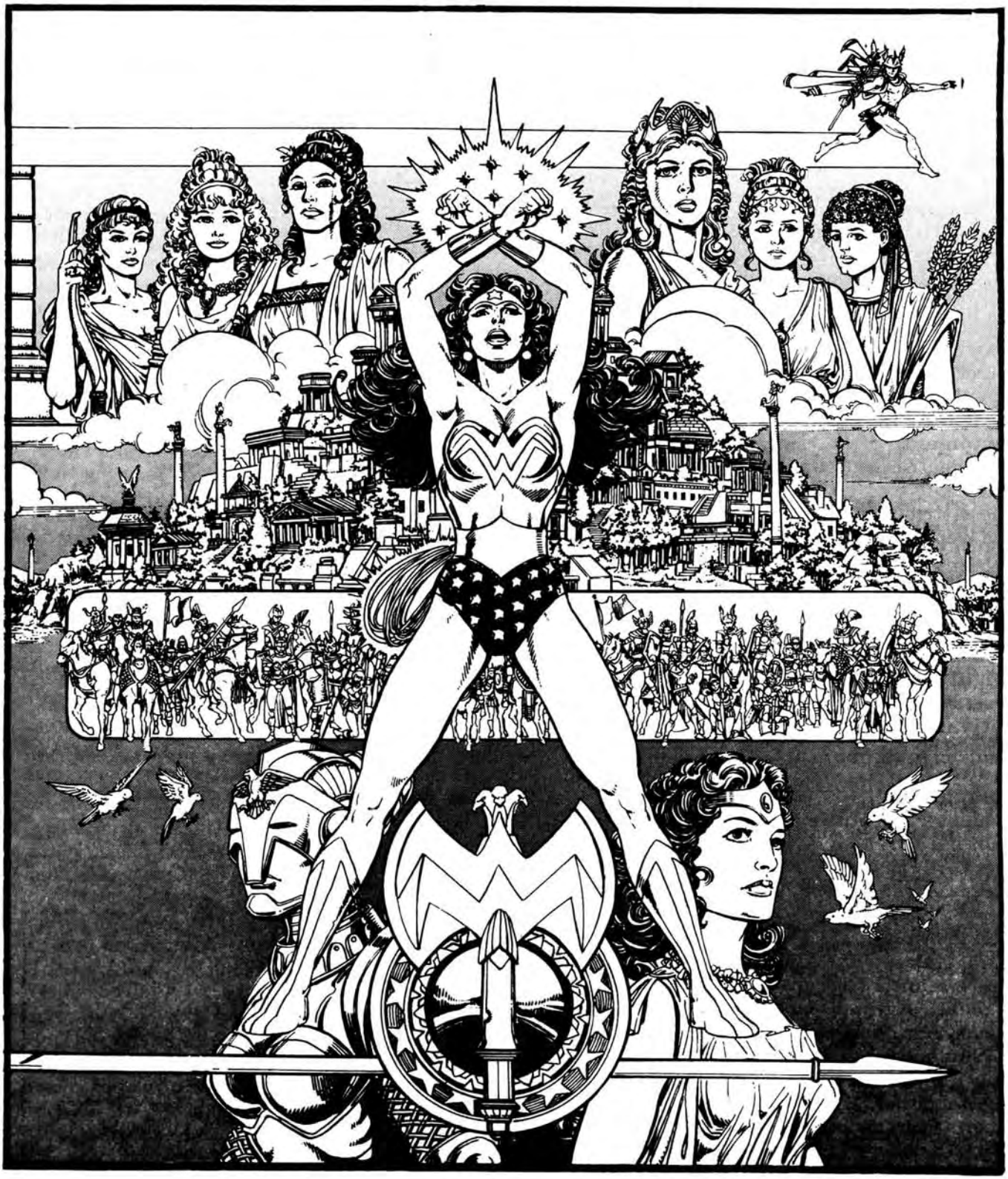
•Personality:

Power Girl has a personality that is, well, powerful. She is perhaps the most forceful person in the JLE, and often comes into conflict with Captain Atom over what she perceives as his lack of strong leadership. On some occasions, she has even taken it upon herself to lead her teammates on missions without authorization.

A devout feminist, she takes rapid steps to quell any outbursts of sexism that she spots among her male counterparts.

ENDNOTES

1. Secret Origins #11
2. Infinity Inc. #1-on
3. Power Girl mini-series #1-4
4. Doom Patrol #13-14
5. Justice League Europe #1
6. Justice League Europe #9
7. Justice League Europe #15



WONDER WOMAN

DEX:	13	STR:	16	BODY:	13
INT:	9	WILL:	12	MIND:	10
INFL:	10	AURA:	9	SPIRIT:	10
INITIATIVE:	36	HERO POINTS:			150

•Powers:

Directional Hearing: 4, Flight: 14, Running: 7, Swimming: 6, Telescopic Vision: 3

•Skills:

Acrobatics: 11, Animal Handling: 8, Charisma (Persuasion): 12, Martial Artist: 12, Military Science (Tracking): 10, Weaponry: 13

•Advantages:

Area Knowledge (Themyscira); Attractive; Buddy (Julia Kapatelis); Connections: Gods of Olympus (Low), Justice League International (High), Superman (High), Themyscira (High), United Nations (Low), US Army (Low); Iron Nerves; Lightning Reflexes; Scholar (ancient Greek and Themysciran languages, Greek mythology)

•Drawbacks:

Public Identity; Miscellaneous: Diana still does not fully comprehend the world outside of Paradise Island; Miscellaneous: Diana's RV drops to 4 against Physical Killing Combat, but she may use her Martial Artist Skill to augment it as normal.

•Equipment:

Lasso of Truth [STR: 15, BODY: 35, Animal Control: 15, Control: 15]

Limitations: Animal Control is only usable to ward off beasts; Control only allows Wonder Woman to force a lassoed target to tell the truth or sleep.

The lasso is 4 APs long.

BRACELETS [BODY: 30]

SANDALS OF HERMES [STR: 8, BODY: 8, Teleportation: 23]

Limitation: The Sandals can only Teleport the wearer from Paradise Island to man's world and back.

Tiara [BODY: 12, EV: 7, Gliding: 1]

Miscellaneous Drawback: Wonder Woman automatically enters Killing Combat if she throws her razor sharp tiara at a living target.

JLI Signal Device (see page 121)

•Alter Ego: Princess Diana of Themyscira

•Height: 5'11" **•Weight:** 135 lbs.

•Eyes: Blue **•Hair:** Black

•Motivation: Upholding the Good

•Wealth: 5

•Occupation: Themysciran Ambassador

•Quote: "Who do you think you are? You're nothing! A man!" *(Wonder Woman #39)*

•Background:

Princess Diana is the reincarnated spirit of a cave woman who was brutally beaten to death by her husband during pregnancy, or perhaps she is the reincarnated spirit of the unborn child. In any case, Diana was born on the island of Themyscira (also known as "Paradise Island") located in the Caribbean Sea and home to a race of female warriors known as the Amazons. The Amazons are the servants of the Greek Goddess Athena. They were removed to isolated Paradise Island long ago as partial penance for their failure to lead the world of men into a new age of peace and prosperity.

In recent years, the Amazons were ordered by their goddesses to select a champion to venture out into man's world and oppose the forces of the war god Ares, who had gone mad with battle lust. To choose their champion, the Amazons held an all-encompassing tournament which was finally won by Princess Diana, the daughter of Hippolyte, the Amazon queen. Diana then struck out into the world at large and accomplished her mission after a lengthy series of trials and tribulations. After she reached the new world, Diana was quickly befriended by a Harvard classics professor named Julia Kapatelis, who eventually proved instrumental in Ares' defeat.[1]

After Ares was finally defeated, Diana was instructed to remain in the world of men in order to act as the Themysciran ambassador to the Man's World.[2] Under her guidance, the first outsiders were finally permitted to visit Paradise Island, among them Diana's friend Julia.[3] As part of her mission to the outside world, Diana has taken it upon herself to work for peace and prosperity in all corners of the globe. After careful consideration, she recently decided that joining the new European branch of Justice League International might put her in a better position to fulfill this mission, but insisted in participating only on a part-time basis.[4]

•Personality:

Diana is sweet, innocent, and deeply caring. But beneath her exterior lies the heart and mind of a fearsome warrior, either of which she can summon forth at any time. Combat is always Wonder Woman's last recourse and she always tries to handle any physical confrontations as quickly and painlessly as possible.

She is still quite new to man's civilization, and frequently finds herself confused by the actions and attitudes of her teammates. Fortunately, she has the resiliency needed to cope with this confusion.

ENDNOTES

1. Wonder Woman #1 (second series)
2. Wonder Woman #14
3. Wonder Woman Annual #1
4. Justice League Europe #1

THE HUNTRESS

DEX:	7	STR:	3	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	35		

- **Skills:** **linked*
  Acrobatics: 7*, Detective: 5*, Martial Artist: 7*, Thief: 7*, Weaponry: 7*
- **Advantages:**
  Connections: Justice League International (High), Organized Crime (Low); Intensive Training; Lightning Reflexes
- **Drawbacks:**
  Secret Identity
- **Equipment:**
  Hand Crossbow [BODY: 5, EV: 5, Ammo: 3, R#: 2]
  Knives (x2) [BODY: 3, EV: 3]
  Bonus: The Huntress' knives are balanced for throwing.
  5 AP C Omni-Gadgets (x3)
  JLI Signal Device (see page 121)
- **Alter Ego:** Helena Bertinelli
  Height: 5'7" **Weight:** 115 lbs.
  Eyes: Blue **Hair:** Black
- **Motivation:**
  Seeking Justice
- **Wealth:** 8
- **Occupation:** Vigilante
- **Quote:** "I'm used to back-alleys and mob hit men — to me, this seems like science fiction." *(Justice League America #31)*
- **Background:**

Helena Bertinelli's father was a powerful Mafioso. In order to separate Helena from the perils inherent in his business, Helena's father had her shipped off to boarding schools from the earliest possible age. Upon one of her infrequent visits home from these

schools, Helena watched mob assassins gun down her entire family. Enraged by her loss, Helena underwent rigorous physical and personal training so she could create the identity of the Huntress to avenge her parents' deaths.[1]

In her heroic identity, Helena ran into Justice League International shortly after Justice Leaguer Blue Beetle succumbed to psychological programming embedded in his psyche by the villainous Queen Bee, and began attacking his teammates.[2] Shortly after helping the League subdue the Beetle, Helena helped Mister Miracle, Big Barda, and Fire recover Barda's Mega-Rod from the clutches of a young hoodlum who had stolen it.[3] Her performance on these two occasions so impressed Maxwell Lord that he extended an invitation to the Huntress to join the JLI herself. She declined, but a subtle push from Max's telepathic powers made her change her mind. The first case she participated on with the JLI was the battle against Dr. Teasdale and the Gray Man.[4]

•Personality:

All her life, Helena has been rather cold and distant, thanks to her early separation from her parents. As a heroine, she maintains this reserved posture.

Although she is certainly no killer, Helena is somewhat use to her father's brand of justice and uses a bit rougher hand in dealing with criminals than most of her fellow Leaguers, a quality that Batman admires.

ENDNOTES

1. The Huntress #1
2. Justice League America #26
3. Justice League America #30
4. Justice League America #31-32, Justice League Europe #7-8

THE CRIMSON FOX

DEX:	6	STR:	3	BODY:	4
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	50		

•Skills: **linked*

Acrobatics: 6*, Charisma: 7*, Detective: 6*, Martial Artist: 6*, Military Science (Tracking): 6*, Thief: 6*, Weaponry: 6*

•Advantages:

Area Knowledge (Paris); Attractive; Connections: Publishing Industry (High), JLI (High); Intensive Training; Lightning Reflexes; Scholar (publishing)

•Drawbacks:

Secret Identity

•Equipment:

COSTUME [BODY: 2, Claws: 7, Cling: 4]

JLI Signal Device (see page 121)

•Alter Ego: Vivian D'Aramis

•Motivation: Seeking Justice

•Occupation: Publishing Executive

•Wealth: 8

•Quote: "You know, usually, when I am being zis *impudent* and *seductive*, zee men, zey respond!" *(Justice League Europe #10)*

•Background:

No one is quite sure where the Crimson Fox (or La Renard Rouge) comes from or why she decided to become a crime fighter. She made her debut in Paris shortly after Justice League Europe moved into its Parisian embassy.[1] Catherine Cobert suggested that adding a French heroine to the JLE's roster might help the group's local reputation, but this idea was not acted upon for several weeks, due to other pressing matters.

The JLE officially met the Crimson Fox when a globe full of money was hijacked from a fundraiser to help relieve the suffering caused in the wake of the Dominators' invasion. The thieves attempted to carry the globe away with a helicopter, but the Crimson Fox managed halt their escape. Unfortunately, this involved crashing the helicopter into the side of the JLE embassy (into Captain Atom's room, to be precise). Captain Atom wanted to charge her with breaking and entering, public endangerment, and grand theft, but after Batman, who had been present at the fundraiser in his secret identity of Bruce Wayne, had vouched for her, Captain Atom apologized and the Crimson Fox was offered JLE membership.[2]

Since then, the Crimson Fox has proved herself a valuable member of the team, assisting in battles against a scruffy yellow cat,[3] the Global Guardians,[4] and the alien Extremists.[5] In her secret identity as a publishing executive, she managed to block the publication of a magazine article that would have revealed many of the JLI's secrets to the world.[6]

•Personality:

Like the fox she has named herself after, the Crimson Fox likes to play with her quarry before finishing them off. In fights, she continually taunts her foes, trying to unnerve them and gain the upper hand.

She is also a shameless flirt, with Captain Atom being the most frequent recipient of her innuendoes and not-so-subtle passes.

ENDNOTES

1. Justice League Europe #6
2. Justice League Europe #10
3. Justice League Europe #13
4. Justice League Europe Annual #1
5. Justice League Europe #15-18
6. Justice League America #38

Chapter Three

How It Works

In this chapter, you will find an overview of the Leagues' rules and bylaws, both past and present. Gamemasters running Justice League campaigns and adventures should find all of the campaign background they need in the pages that follow.

Just after they formed the Justice League of America, the founding membership penned the League's official charter, a document that was extensively revised over time.

The new JLI also has a comprehensive set of regulations, though its members enforce them less rigorously than their predecessors.

The Justice League of America

We'll begin with the Justice League's original charter and its revisions. The original charter was a two page printed document that was distributed to all the League's members. By the time the Martian Manhunter disbanded the JLA during Darkseid's campaign against Earth's "legends,"[1] the size of the charter had swelled to more than five pages.

The original charter's first priority was to firmly establish the League's purpose and goals. According to the charter, the Justice League existed to protect the Earth from security threats that were beyond the capabilities of conventional law enforcement and civil defense organizations. Later, a special clause was added to the charter that specifically stipulated that the Justice League should handle all extraterrestrial interference or exploitation in and around the Earth. The charter also required the Justice Leaguers to participate annually in an unspecified number of charity benefits and fundraisers.[2]

Notice how the League's avowed purpose makes reference to "the Earth." Even though the organization was named the Justice League *of America*, the Justice Leaguers always operated in the best interests of the entire world and tried to avoid political confrontations.

The purpose went on to specifically prohibit the Leaguers from using their unusual capabilities for monetary or political gain, and prevented the League as a whole from interfering in international affairs and disputes. Later, clauses were added prohibiting the Leaguers from abridging the civil rights of individuals (as proscribed in the Bill of Rights of the American Constitution), extending the League's political neutrality out into deep space, and prohibiting the Justice Leaguers from breaking local laws. Any League member who broke any of these rules faced immediate expulsion, subject to a two-thirds majority vote of his fellow members. Barry Allen's membership was reviewed in this way during his trial (see the Flash, page 14).[3]

Shortly after it was founded, the Justice League of America was officially recognized by the General Assembly of the United Nations. But the UN recognition received by the old JLA did not carry nearly as much weight as the official UN backing bestowed upon the new Justice League International. The United Nations simply authorized the JLA members to travel and operate freely within any UN member nation without the hassle of passports and visas. In addition, the United Nations Security Council was given a signaling device that enabled it to summon the Justice Leaguers; and, in exchange, the Council agreed to meet with the League whenever the heroes felt it necessary. In game terms, all of this means that each and every member of the Justice League of America automatically received a low-level Connection with the United Nations.

The Justice League was also officially recognized as a peace keeping force by the esteemed Guardians of the Universe, the ancient masters of the Green Lantern Corps (see Green Lantern, page 15). Whenever the JLA was tackling a case that had attracted the Guardians' attention, its members could count on the Guardians' full aid and support.[4] Upon occasion, the Guardians would even come forward to assign the Justice Leaguers a mission.

Throughout most of its existence, the original Justice League received its funding from a trust fund that was established by the Wayne Foundation of Gotham City. Before Batman joined the JLA, however, there was no official funding available and the members were forced to make do with their own resources. After the Martian Manhunter disbanded the original League, the trust fund was rolled over back into the Wayne Foundation coffers. The Wayne Foundation *did not* revoke its support of the JLA while Batman was absent from the League between *Batman and the Outsiders* #1 and *Justice League of America* #250. In game terms, assume that the JLA (as an organization) had a Wealth rating of 10 APs during the time that the Wayne Foundation trust was active. Any purchases made with this Wealth rating had to be approved by a majority of active members, and the JLA had to use its Wealth to make Upkeep rolls as though it were a separate Character. Hero Points gained for charitable contributions would have been divided up between active members as the Players saw fit.

Much of the original charter consisted of elaborate rules establishing requirements for membership and limitations upon the League's active roster. Originally, the League's bylaws called for active members to hold a special meeting each December to appoint one new member for the year.[5] Originally, potential inductees were nominated by active members and then accepted into the League by unanimous vote; but later, as the size of the League grew, the recruits were nominated by a five-person Membership Committee and then approved by the active membership.[6]

After the JLA was officially recognized by the United Nations, the charter was revised to limit the active membership to twelve, in accordance with an agreement signed by the UN aimed at curbing the Justice League's power. Later still, the Leaguers dropped the policy of inducting only one new member each year, giving the active membership the power to instate new members at any time by unanimous vote.

In order to have been considered for active Justice League membership, an applicant had to be an adult, full time crime fighter (this term was purposefully left vague), distinguished by at least one year of public service. Applicants must also have been residents of the Earth. Note that the active membership had the power to waive any and all of these requirements by unanimous vote on a case-by-case basis.[7]

Each new member was awarded a Justice League Signal Device (see page 121), a membership plaque (reproduced on page 58), and a plastic identity card. In addition, all new members were awarded with a gold key to the Secret Sanctuary while the fortress was still in use,[8] and new members had their bio-patterns punched into the JLA computer, which handled the Oan transporter system in the JLA Satellite of later days.

All members were granted free access to the League's current headquarters, including full living quarters in the JLA Satellite in later years, and a free $1,000,000 life insurance policy compliments of the United Nations. Active membership also allowed its recipients full voting privileges.

Members were required to attend regular meetings and keep detailed logs of all their activities with the Justice League for the League's extensive archives. Any Leaguer forced to miss one of the regular meetings was required to file a videotaped excuse.[9] In addition, each member was required to participate in the cleaning and maintenance of the League headquarters,[10] and any member requesting a leave of absence was required to file a 72-hour advanced notice in order to give the current chairman time to contact alternates.

The Justice Leaguer charter also provided for "alternate" status members. Alternate members were reserves who were called up for active duty if and when the League found its strength depleted. They were issued signal devices and given the power to call emergency meetings, but were not granted any of the other privileges of membership. Anyone who fit the qualifications for membership and aided the JLA in a case was given the opportunity to become an alternate member. Selected alternates then received one month in which to accept or reject alternate status. Those who declined were given "Honorary" status instead (see below). Alternates could ask to be removed from the rolls at any time; and those who missed three consecutive summons were automatically removed. There was no limit placed upon the number of alternate members that the League could maintain at any one time.

Zatanna began her career in the JLA as an alternate member. Metamorpho was another former alternate.[11] In game terms, all alternates had a high-level Connection with the Justice League.

"Honorary" memberships were given out to individuals who assisted the JLA in a mission, but declined or were not qualified for alternate status. Honorary members were entitled to attend JLA social functions, but had no other responsibilities or privileges. An honorary member could be stripped of this status by a two thirds majority vote of the active membership.

At its height, the League's honorary members included: Snapper Carr, who resigned his honorary status in *JLA* #77; Adam Strange, who was not eligible for alternate status due to his off-planet residency; Batgirl, Sargon the Sorcerer, and Superman, all of whom declined alternate status; the Phantom Stranger, who was not available for alternate status; and John Stewart of the Green Lantern Corps. In game terms, all honorary members had a low-level Connection with the Justice League.

The League's original charter held that its members were not required to reveal their civilian identities to their comrades. But over the years, various members of the League began stumbling upon each others' identities, prompting a change in policy for added security.[12] Eventually, Justice League bylaws were altered to require all new members to immediately reveal their day-to-day identities to their fellow Leaguers. Alternates and honorary members were not bound by this clause.

Shortly after the JLA Satellite was constructed, the Justice League instituted a policy requiring each of its members to take regular turns manning the advanced surveillance equipment aboard the satellite. Each active member would serve a rotating 24-hour shift, two thirds of which were spent directly monitoring the equipment. Members who missed shifts were required to contact their own replacements.

The Leaguer on Monitor Duty essentially served as a sophisticated sentry. If he detected a crime or disaster

worthy of the League's attention, he would summon the appropriate Justice Leaguers and dispatch them to deal with the crisis.

The League's original charter called upon the active members to elect a chairman from amongst themselves at the beginning of each calendar year. Later, the charter was altered, beginning a policy of rotating chairmanships. In its later years, the League would assign each active member a month in the upcoming calendar year, during which he would serve as League chairman, with some members taking multiple monthly assignments in order to fill the gaps. The chairman's main responsibilities were to conduct the regular meetings, and coordinate all Justice League activities during his month.

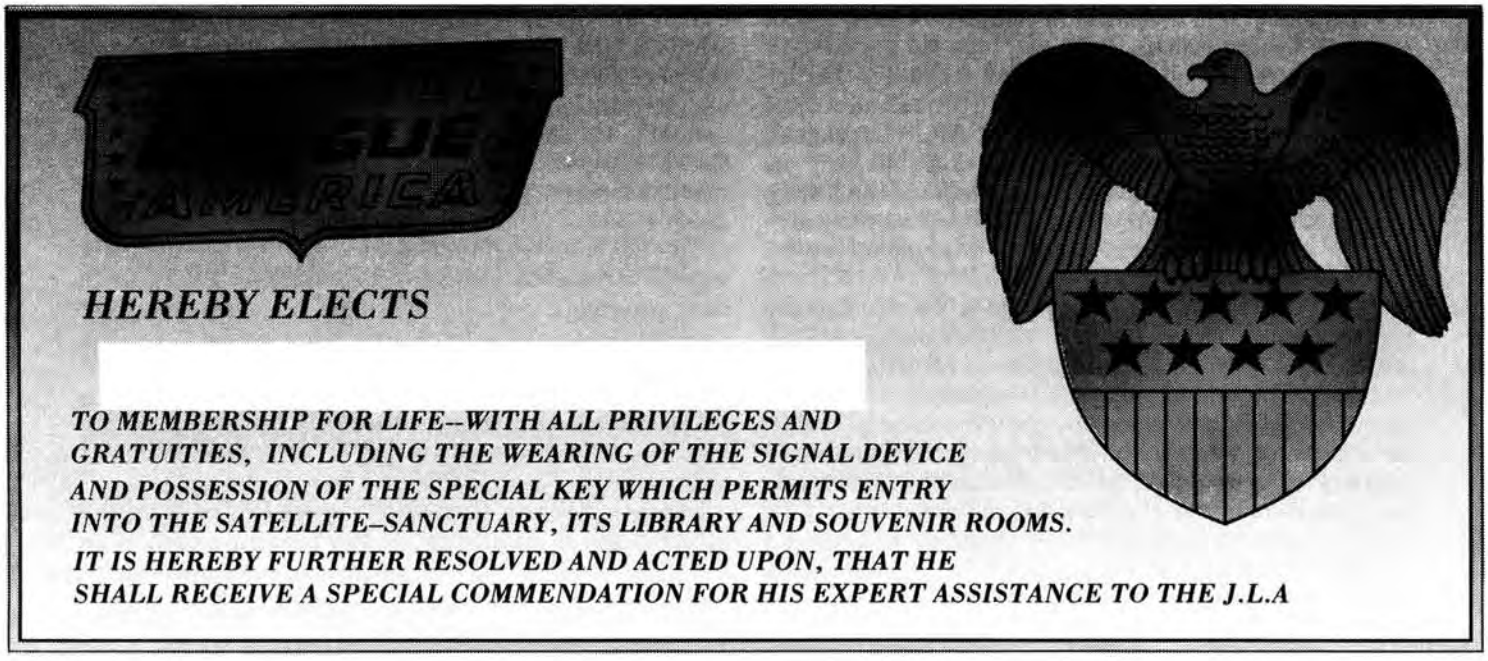
All active Justice Leaguers met on the last Saturday of each month in order to discuss organizational business. While the group was still headquartered in the Secret Sanctuary, the fortress doors would open automatically for all scheduled meetings.[13] The monthly chairman would preside over these meetings, and any members who could not attend were required to videotape an excuse for the League's files.[14]

Any active Justice Leaguer could request a leave of absence by notifying the current chairman with a 72-hour advanced notice. Members on leave were required to present the League with annual summaries of their activities in order to remain in good standing. Mandatory leaves were granted to any members who missed three consecutive regular meetings. A Justice Leaguer on leave could be reinstated immediately simply by notifying the current chairman of his desire to return to active duty.

Any member who formally resigned from the Justice League automatically severed all ties with the organization. He could never be reinstated. Exactly what constituted a formal resignation, however, was left purposefully vague. Apparently, Green Arrow's waving his arms and loudly announcing, "I quit!" wasn't good enough, since he did so twice and wound up rejoining the League both times.

The original Justice League charter allowed for two disciplinary measures of varying severity: suspension and expulsion. Grounds for suspension included: deliberate dereliction of duty, "conduct unbecoming a Justice League member," and willfully disobeying the League's current chairman. Indictments for suspension could be brought forth by any active member, though a majority vote of active members was necessary for conviction. Suspension would typically last for one year, although a two thirds majority vote of the active membership could lift an outstanding suspension at any time. No Justice Leaguers were ever suspended under these provisions.

Grounds for expulsion included: conviction of a crime, committing a crime in the sight of a fellow Justice Leaguer regardless of conviction, deliberate betrayal of classified JLA secrets, and the accumulation of three suspensions. Expulsion indictments could be brought forward by any active member, but a two-thirds majority vote was necessary for conviction. Green Arrow underwent an expulsion trial early in his career, but was declared innocent.[15]



The earliest Justice League charter included a clause that allowed the active membership to dissolve the League by unanimous vote.[16] Later, the charter was expanded to include a passage that allowed the current rotating chairman to disband the League at will, a clause that was invoked by Aquaman when he disbanded the old League and reorganized a team of replacements in the wake of the alien invasion.[17] The Martian Manhunter later invoked this same clause to dissolve the League for good.

According to the charter, ownership of all Justice League property would revert to the Wayne Foundation in the event of dissolution. Thus, Bruce Wayne technically "owns" both the Secret Sanctuary currently inhabited by the new Doom Patrol and the wreckage of the JLA Satellite.

Justice League International

Okay, with all of that said, let's move on into the contemporary era. Unlike its illustrious predecessor, the JLI... well, let's just say that the JLI doesn't really *believe* in rules.

As for the JLI's charter, well, there really isn't one. Due to the machinations of Maxwell Lord, the United Nations recognized and empowered the new Justice League shortly after it was founded;[19] but at present, there are no real restrictions upon the League or its members.

The recognition that the UN has heaped upon the JLI is far greater in scope than the acknowledgement that was bestowed upon the League's earlier incarnation. Unlike their predecessors, for example, the members of the JLI actually have the power to act as local law enforcement officials, and receive diplomatic privileges and immunity to prosecution in every UN member nation. The JLI also operates secured embassies in most UN nations, each of which is equipped with its own support staff. In game terms, each of the Justice Leaguers automatically has a high-level Connection with the United Nations.

At present, Justice League International is entirely funded by the United Nations. In game terms, the JLI (as an organization) has a Wealth rating of 8 APs in addition to all of its members' holdings. Any purchases using this Wealth rating must be okayed by Maxwell Lord, the League's UN liaison (see below), and Max ain't exactly a big spender. The JLI must also use its Wealth rating to make monthly Upkeep rolls as though it were a separate Character.

Membership is confused. Technically, Maxwell Lord has the power to make *anyone* an official member of the Justice League according to the terms set down in the UN's recognition agreement, but Max obviously can't guarantee that his choices will be accepted by their teammates. Lord would almost certainly refuse to sponsor for membership an individual who might cause problems within the group. In fact, it's not even certain that the Justice Leaguers are aware of the fact that Max must officially endorse all new members.

Each member of the JLI is issued with an Interpol identity card that entitles him to all of the League's special privileges, and a Justice League signal device. In addition, each Leaguer is paid a monthly salary of 4 APs (add this to the hero's Wealth rating using the rules for adding APs) out of the League's general fund, and each new member receives a 9 AP security system equipped with 9 AP blasters with which to secure his private home (see page 122).[20] Living quarters are reserved for each and every Justice Leaguer in each of the JLI embassies scattered worldwide.

Members can seemingly leave active duty at any time and come and go as they please.

There are no *official* provisions for disciplinary action within the League's structure, nor do there seem to be any grounds for expulsion. If it was possible, Guy Gardner's teammates would have voted him out of the League long ago.

Monitor duty remains basically unchanged from the old days. Both the American and European branches of the JLI maintain a rotating monitor duty schedule. Of course, nothing really requires the members to stand duty, but even the worst of the Leaguers hardly ever misses a turn, lest they attract the ire of their fellow Leaguers. Monitor duty is frequently pawned off on Oberon by the American branch and Sue Dibny, wife of the Elongated Man, has volunteered for semi-permanent monitor duty with the European branch.

Each JLI branch has an appointed leader who serves as a sort of field commander. The leader plots strategy, coordinates the activities of his teammates, and maintains periodic contact with the other branch leader. In addition, each of the leaders frequently meets with Maxwell Lord, and anyone who a leader singles out for membership is usually approved immediately.

There are no formal election procedures to choose JLI leaders. Usually, Batman or Max just decides who should lead the League, and overrules anyone who opposes him. Currently, the Martian Manhunter heads the League's American branch while Captain Atom leads the European branch.

What does Maxwell Lord have to do with all of this? Well, Max was the one who drafted the UN resolution that gave the Justice League its unique abilities; and at the time he drafted the agreement, Max appointed himself the League's UN liaison and made sure that the UN agreement gave him a lot of power. Max has complete control over JLI spending and membership, though he prefers to keep a low profile and rarely goes against the grain of the rank-and-file. See page 64 for more details.

ENDNOTES

1. Justice League of America #261
2. Justice League of America #36
3. The Flash #327-329 (1st series)
4. Justice League of America #140-141
5. Justice League of America #4
6. Justice League of America #42
7. Justice League of America #75
8. Justice League of America #31
9. Justice League of America #52
10. Justice League of America #9
11. Justice League of America #42
12. Justice League of America #122
13. Justice League of America #33
14. Justice League of America #52
15. Justice League of America #5
16. Justice League of America #41
17. Justice League of America Annual #2
18. Justice League of America #261
19. Justice League International #7
20. Animal Man #9

Much of the material in this chapter was based upon the Justice League essay that appeared in The Amazing World of DC Comics *#14, March 1977. It's a good book to get your hands on, if you can locate a copy.*

Friends and Allies

The Justice Leaguers never would have dreamed of grabbing all the glory for themselves. Sometimes, they left a place in the spotlight for their friends and compatriots. In this chapter, you will find more dry, uninteresting Character write-ups describing some of the Leaguers' best friends and allies, from original League mascot/pseudo-hip non-entity "Snapper" Carr, up to and including puppet-master/telepathic string-puller Maxwell Lord.

LUCAS "SNAPPER" CARR

DEX: 4 STR: 3 BODY: 4
INT: 4 WILL: 3 MIND: 3
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 12 HERO POINTS: 35

•Powers:
Teleportation: 45 (*Invasion!* and later)

•Skills:
Artist (Music): 2, Gadgetry: 2, Scientist: 4, Thief: 4, Vehicles: 3

•Limitations:
Miscellaneous: If Snapper uses his Teleportation Power without closing his eyes, he becomes disoriented and unable to perform any actions for two weeks.

•Advantages:
Connections: The Blasters (High — *Invasion!* and later), Justice League of America (High)

•Drawbacks:
Public Identity

•Equipment:
JLA Signal Device (see page 121)

•Motivation: Upholding the Good/Thrill of Adventure

•Height: 5'10" **•Weight:** 175 lbs.

•Eyes: Blue **•Hair:** Brown

•Wealth: 5

•Occupation: Scientist

•Quote: "I hear you calling JLA... and I'll be blasting off for the pad like my wheels were on fire!" *(Justice League of America #1)*

•Background:
Snapper Carr met the Justice League on its first official case, shortly after the Appellaxian invasion. The place was Happy Harbor, Rhode Island; the menace was Starro the Conqueror. Starro had seized mental control over the residents of Happy Harbor, hoping to turn a town full of average American citizens into an invincible army that would take over the Earth. Just as the Justice Leaguers were preparing to battle the giant starfish and his mind-controlled minions, young Snapper accidentally discovered that common garden lime was Starro's secret weakness and aided the Justice League in defeating him. The Justice Leagu-

ers rewarded Snapper's serendipitous revelation by appointing him their "mascot" and granting him an honorary membership.[1]

In the months that followed, Snapper dutifully attended every JLA meeting and meticulously recorded each of the League's exploits for posterity. Once or twice, Snapper was even called upon to sally forth and aid the League in the field.

Snapper voluntarily ended his stint as an honorary Justice League member after the Joker tricked him into betraying his mentors by divulging the location of the Secret Sanctuary.[2] About a year later, Snapper was briefly reunited with his superheroic pals when a madman known as Anakronus invaded the Carr home, hoping to use Snapper as leverage against the Justice League.[3]

Eventually, Snapper grew up and left Happy Harbor, only to find that all those years as a superteam mascot had actually damaged his marketability. Because of his dubious notoriety, Snapper was unable to secure a job, and unable to find suitable friends. Finally, in desperation, Snapper formed the villainous alter ego of the Star-Tsar and formed an alliance with the Key, a long-time Justice League nemesis, aimed at gaining revenge upon his former friends for "ruining" his life.[4] But in the end, of course, Snapper turned against the Key, finally came to grips with his old comrades in the Justice League, and resumed his friendship with the heroes.

Recently, Snapper was kidnaped by the alien invaders known as the Dominators as a prelude to their massive invasion of Earth, and subjected to a series of cruel experiments that finally gave him superpowers.[5] He currently heads up his own intergalactic hero group known as the Blasters.[6]

•Personality:

When he first started with the Justice League, Snapper was a happy-go-lucky carefree youth. During these years, his levity eased tensions within the Justice League and added a touch of comic relief to the heroes' otherwise serious adventures.

As he grew older, however, this good humor metamorphosed into depression as he found he could not find a job or keep any friends due to his former association with the Justice League.

Fortunately, after resolving his problems with his old friends, Snapper now seems to be back to his old self.

ENDNOTES

1. The Brave and the Bold #28
2. Justice League of America #77
3. Justice League of America #114
4. Justice League of America #149
5. Invasion! #1
6. Blasters Special #1

ADAM STRANGE

DEX:	6	STR:	4	BODY:	5
INT:	10	WILL:	9	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:			75

•Skills: **linked*

Acrobatics: 5, Charisma: 7, Gadgetry: 10*, Martial Artist: 7, Military Science: 10*, Scientist: 10*, Thief: 6, Vehicles: 6, Weaponry: 10

•Advantages:

Area Knowledge (Rann); Connections: Justice League of America (High), Ranagar Ruling Council (High); Iron Nerves; Lightning Reflexes; Scholar (archaeology, history)

•Equipment:

BODY SUIT [*BODY: 6*, Flame Immunity: 7]

Jet Pack [BODY: 4, Flight: 8, R#: 2]

Laser Pistol [BODY: 3, Heat Vision: 8, R#: 2]

•Motivation:

Upholding the Good

•Height: 6'0" **•Weight:** 175 lbs.

•Eyes: Blue **•Hair:** Blond

•Wealth: 6

•Occupation: Defender of Rann/ Archaeologist

•Quote: "It's a dirty job... claab *apochan* masraut fao ol!" *(Swamp Thing #57)*

•Background:

One day, while he was fleeing for his life from a pack of hostile South American savages, Adam Strange was struck by a mysterious Zeta Beam, which turned out to be an unusual emission of pure energy that was broadcast from the distant planet Rann. The Zeta energy instantly transported Strange to Rann, where he fell in love with a beautiful intergalactic princess named Alanna and became a heroic champion of the city of Ranagar. Soon, however, the Zeta energy wore off and Adam was beamed back to Earth, where he immediately set about calculating the exact time and place where the Zeta Beam would strike next, hoping to hitch a temporary ride back to Alanna.[1]

It was during one of these frequent Zeta-trips that Strange first encountered the Justice League of America. One of Rann's resident villains had hatched a plot aimed at conquering the Earth.[2] But in the end, the JLA and Strange defeated the would-be alien dictator and set everything back to normal. The Justice League later attended Strange's wedding on Rann[3] and rescued Strange from Earth's 73rd century after a mishap with the Zeta Beam.[4]

Strange later discovered that his initial arrival on Rann was no accident. Rann's scientists had set up the Zeta Beam to lure an Earthman to their world so that he could impregnate the Rannian princess, since all the native Rannian males were slowly being rendered sterile by the lingering effects of an atomic cataclysm that occurred more than a thousand years before Strange's arrival. Thanks to an elemental "push" from Earth's Swamp Thing, the decay of Rann's environment was reversed. At this same time, Strange learned that Alanna was pregnant.[5]

Alanna's father, Sardath, recently perfected a Megazeta Beam that allowed Strange to be

transported to Rann permanently. However, the Megazeta Beam had an unexpected side effect that rendered Strange temporarily insane, and in his rage, he seriously wounded Sardath and fled into the Rannian desert.[6] With the help of Sardath's exiled wife, Strange regained his senses and returned to Ranagar.[7] Upon his arrival, he found that Alanna had prematurely gone into labor, Sardath had become unhinged from his injuries, and the city had fallen under attack from its rival, Zared. In the end, Alanna died giving birth to a daughter and Sardath transported Ranagar into orbit around Rann. Adam was temporarily stricken with grief over Alanna's death, but eventually realized that he had a duty to his newborn daughter and adopted city that he had to uphold.[8] He is now helping the Ranagarians to adapt to their new circumstances by introducing them to democracy and other Terran concepts.

•Personality:

Despite the fact that he has no superpowers, Adam Strange is still one of the most successful heroes in the cosmos. This is singularly due to his remarkable cleverness, resourcefulness, and determination. His keen intellect has helped him to defeat enemies such as the Cloud Creature of Rann, Kalulla, and Borg, the invincible robot of bronze.

Strange's devotion to his wife tended to blind him to some of the harsh realities lying beneath the surface of the paradise he perceived Ranagar to be. These false impressions of his heroic life were weakened when the Swamp Thing visited Rann and completely shattered when Alanna died during the Zared attack.

After a brief period of despair, Strange resolved to make the best of his new situation, in order to be true to Alanna's memory and for the sake of his newborn daughter, Aleea. His energies have now been turned towards stabilizing the situation in Ranagar and raising Aleea.

ENDNOTES

1. Showcase #17
2. Justice League of America #24
3. Justice League of America #120
4. Justice League of America #138
5. Swamp Thing #58
6. Adam Strange mini-series #1
7. Adam Strange mini-series #2
8. Adam Strange mini-series #3

THE PHANTOM STRANGER

DEX:	7	STR:	3	BODY:	12
INT:	20	WILL:	25	MIND:	25
INFL:	18	AURA:	25	SPIRIT:	20
INITIATIVE:	45	HERO POINTS:	300		

•**Powers:**
Awareness: 20, Sorcery: 35
•**Skills:**
Occultist: 15
•**Advantages:**
Area Knowledge (the Afterworlds); Connections: Justice League of America (High), Lords of Order (Low), Mystical Community (High); Leadership; Luck; Omni-Connection
•**Drawbacks:**
Guilt
•**Motivation:** Unwanted Power
•**Height:** 6'2" •**Weight:** 185 lbs..
•**Eyes:** Unknown •**Hair:** White
•**Wealth:** Not Applicable
•**Occupation:**
Mystical Guardian
•**Quote:** "The fate of heaven rests in our hands, our frail, fallible hands." *(Swamp Thing #50)*
•**Background:**
No one knows how the Phantom Stranger became the Phantom Stranger, though several contradictory theories exist.[1] All that anyone knows for sure is that the Stranger is a powerful mystical being with a vested interest in the welfare of mankind.

The Stranger first graced the adventures of the Justice League of America when he visited the JLA Satellite to warn the Leaguers of Felix Faust's diabolical invasion of Rutland, Vermont.[2] The Stranger then went on to snatch each and every one of the Justice Leaguers from the jaws of death during a protracted bout with the Key,[3] and later began a series of mysterious appearances in which he would aid the JLA in its endeavors, although he declined any and all formal invitations to become a Justice Leaguer himself.

The Phantom Stranger has not appeared alongside the Justice League since Aquaman disbanded the original League in the wake of the alien invasion; though in that time, he has twice aided Earth's Swamp Thing,[4] and recently became involved in the struggle between the Lords of Order and the Lords of Chaos.[5]

•**Personality:**
Although he is without a doubt one of the most powerful inhabitants of the DC Universe, the Phantom Stranger is a very subtle operator. He always uses the minimum amount of necessary force and prefers to work through intermediaries. This is why he worked with the Justice League so often in the first place. It was always much simpler for the Stranger to alert the Leaguers to some forthcoming cataclysm than it was to use his own powers to handle the situation.

Exactly why the Phantom Stranger protects the denizens of the Earth remains as mysterious as his background.

ENDNOTES

1. Secret Origins #10
2. Justice League of America #103
3. Justice League of America #110
4. Swamp Thing Annual #2, Swamp Thing #50
5. Phantom Stranger mini-series #1-4

DALE GUNN

DEX:	4	STR:	4	BODY:	4
INT:	5	WILL:	5	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	15		

•**Skills:**
Gadgetry: 6, Martial Artist: 4, Medicine: 3, Vehicles: 5, Weaponry: 4
•**Advantages:**
Connections: Justice League of America (High); Scholar (Architecture)
•**Motivation:**
Upholding the Good
•**Height:** 5'11" •**Weight:** 190 lbs.
•**Eyes:** Brown •**Hair:** Black
•**Wealth:** 8
•**Occupation:** Architect
•**Quote:** "Hank reminds me of me. Cool outside, burning inside." *(Justice League of America Annual #2)*
•**Background:**
Dale Gunn, an old army buddy of Henry Heywood II (father of Justice Leaguer Steel), was sent to Detroit by Henry Heywood I (aka Commander Steel) to build a secret fortress known as "the Bunker" (see page 111) while Heywood I was busy subjecting his grandson to a series of painful operations which resulted in his becoming the heroic Steel. After Steel joined the Justice League and the League took over the Bunker as its headquarters, Gunn hung around for a while and helped the League with its cases, breaking into the superpowered arena by assisting the JLA in its battles against the Cadre[1] and a revivified Amazo.[2] During the *Crisis On Infinite Earths*, Commander Steel convinced Gunn that it would be best to allow young Steel to completely break from the people and places of his past, so Dale stopped aiding the Justice League shortly after the group vacated the Bunker.[3]
•**Personality:**
An experienced level-headed Viet Nam veteran, Dale Gunn was temporarily one of the League's most powerful assets. He was tough, fair, and sympathetic. Naturally, Dale had a soft spot for Steel, the son of his best friend (Steel's father died in Viet Nam).

ENDNOTES

1. Justice League of America #233-236
2. Justice League of America #241-243
3. Justice League of America #246

MOTHER WINDOM

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

•**Wealth:** 4
•**Height:** 5'3" •**Weights**0 lbs.
•**Eyes:** Blue •**Hair:** White
•**Quote:** "We keep our secrets, young man. You'll see. You're safer here'n on any old space station." *(Justice League of America Annual #2)*
•**Background:**
When the Justice League moved into the Bunker shortly after Aquaman disbanded the original League, the members found themselves in the midst of a Detroit ghetto.[1] Over time, the Leaguers eventually became acquainted with several of the local residents, many of whom they

would aid and advise from time to time. One such resident was Mother Windom, an elderly widow.[2]

•Personality:

Mother Windom was kind, old, and fiercely dedicated to her neighborhood.

ENDNOTES

1. Justice League of America Annual #2
2. Justice League of America #239 and *#244,* for example.

MAXWELL LORD

DEX:	2	STR:	2	BODY:	2
INT:	11	WILL:	4	MIND:	2
INFL:	8	AURA:	6	SPIRIT:	3
INITIATIVE:	21	HERO POINTS:			15

•Powers:

Telepathy: 15 (*Invasion!* and later)

•Skills:

Charisma: 10

•Limitations:

Miscellaneous: Max's Telepathy Power only allows him to communicate with others' subconscious minds.

•Advantages:

Connections: Justice League International (High), United Nations (High); Gift of Gab; Omni-Connection

•Motivation: Seeking Justice

•Height: 6'2" **•Weight:** 185 lbs.

•Eyes: Brown **•Hair:** Brown

•Wealth: 13

•Occupation: Millionaire

•Quote: "I feel like throwing up." *(Justice League International #24)*

•Background:

While out on a spelunking expedition with his boss, Maxwell Lord was abducted by an alien supercomputer buried near the center of the Earth. This computer somehow managed to convince Max to establish a benevolent worldwide peace organization that the computer hoped to use as part of its own grandiose plot aimed at complete global domination. With the computer's help, Max was able to operate behind the scenes during the formation of the latest incarnation of the Justice League, seizing control of the League after he

negotiated the agreement that led to its formal recognition by the United Nations.[1] The computer's owner, who turned out to be Metron of the New Gods, eventually returned to Earth to reclaim his equipment, prompting the computer to begin manipulating the Justice League into an epic conflict with Metron, in the hope that the heroes could destroy its former master, allowing the computer to remain on Earth to carry out its master plan. Of course, things didn't quite work out the way the computer had intended, and in the end, Lord personally destroyed the computer and begged the forgiveness of his heroic compatriots.[2]

To this day, Max continues to operate as the Justice League's benefactor and caretaker. During the recent invasion of the Earth that was masterminded by the vicious Dominators, Max developed formidable telepathic powers .[3]

Max briefly considered using his powers as a costumed hero, but a nightmare in which he killed several people while dressed as a hero called "Maximum Force" convinced him that his role as the JLI's chief executive was best for him.[4] For more information on Max's responsibilities and authority, see page 59.

•Personality:

Although his intentions are honorable, Max is a sly manipulator who is well accustomed to using people in order to accomplish his goals. Most of the Justice League members keep a suspicious eye on Max at all times.

ENDNOTES

1. Justice League International #7
2. Justice League International #12
3. Invasion! #3, Justice League International #24
4. Justice League America #41

OBERON

DEX:	4	STR:	2	BODY:	3
INT:	3	WILL:	4	MIND:	3
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:			20

•Skills:

Acrobatics: 2, Charisma: 6, Gadgetry: 4, Thief: 4

•Advantages:

Connections: Justice League International (High); Scholar (escapes, promotions)

•Drawbacks:

Minor Physical Restriction: Oberon is a dwarf.

•Motivation:

Thrill of Adventure

•Height: 3'7" **•Weight:** 62 lbs.

•Eyes: Blue **•Hair:** White

•Wealth: 4

•Occupation: Manager

•Quote: "There's not a paying customer alive who won't sag to his knees in awe at the sight of Mr. Miracle, world's greatest escape artist." *(Justice League #1)*

•Background:

Oberon was Justice Leaguer Scott Free's manager during his days as a circus escape artist. Scott met his feisty little friend shortly after Scott and his wife Barda escaped from the dreary flame pits of Apokolips. It was Oberon who showed Scott how to make a living by performing his daring escapes for the public and suggested that Scott take on the alias "Mister Miracle," a nom-de-plume once used by Thaddeus Brown, a legendary escape artist

whom Oberon once befriended.[1]

When Scott joined the JLI, Oberon accompanied him and eventually became the Justice League's unofficial morale officer/gofer/troubleshooter/advisor.[2] He was somehow involved in getting the League to accept the international status Maxwell Lord negotiated for them, but exactly what he did is unclear.[3] Recently, Oberon accompanied Mister Miracle on an extended tour of the universe, a spectacle that was engineered by the manipulative Funky Flashman, and the intergalactic salesman supreme, Manga Khan.[4]

•Personality:

A kind, lovable old man, Oberon is almost certainly in possession of one of the coolest heads in the entire Justice League. So far he has proven himself absolutely indispensable to the League's day-to-day operations. Despite his laid-back, fun-loving personality, Oberon is fully capable of the gruffness and discipline essential to quality leadership.

ENDNOTES

1. Mister Miracle #1 (1st series), Secret Origins #33
2. Justice League #1
3. Justice League International #7
4. Justice League International Special featuring Mister Miracle #1

SUE DIBNY

DEX:	3	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	10		

•Skills:

Charisma: 4, Gadgetry: 2

•Advantages:

Connections: Justice League International (High); Rich Family; Scholar (computer science)

•Drawbacks:

Married

•Motivation:

Thrill of Adventure

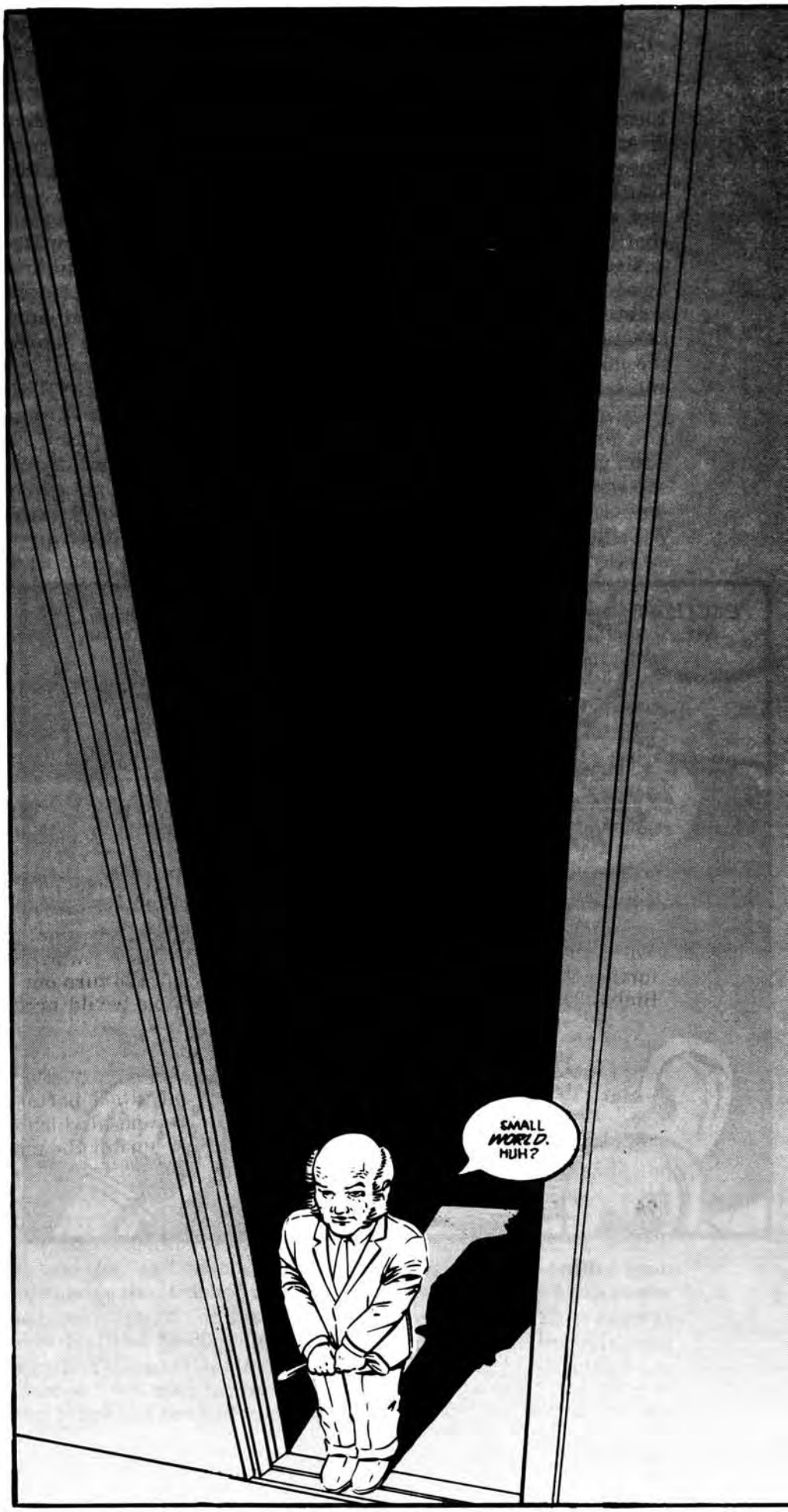
•Height: 5'5" **•Weight:** 112 lbs..

•Eyes: Blue **•Hair:** Black

•Wealth: 9

•Occupation: Housewife

•Quote: "Ralph, please stop drooling — you're making a mess of the floor." *(Justice League Eu-*



rope #1)

•Background:

Sue Dibny (nee Dearborn) is the wife of Ralph Dibny, the Elongated Man of Justice League of America and Justice League Europe fame. No one is exactly sure how Sue and Ralph met. In any case, they were married shortly thereafter.[1]

After Ralph joined Justice League International, Sue started hanging out at the League's Paris embassy, where she mans the computer system and serves on permanent monitor duty, a usually thankless task for which she volunteered.[2] When Power Girl was dying from injuries received at the hands of the Gray Man, Sue had the brilliant idea of recruiting Superman's aid for the surgery that was required to save the heroine's life.[3]

•Personality:

Sue is fun-loving, quick witted, and spunky. Sue loves to drive her husband crazy by pretending to have a crush on Captain Atom.

ENDNOTES

1. The Flash #119 (1st series)
2. Justice League Europe #1
3. Justice League Europe #9

CATHERINE COBERT

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:			10

•Skills:

Charisma: 4

•Advantages:

Attractive; Connections: Justice League International (High); Scholar (business and secretarial work, French language)

•Motivation:

Upholding the Good

•Height: 5'5" **•Weight:** 107 lbs..

•Eyes: Blue **•Hair:** Black

•Wealth: 5

•Occupation: Secretary

•Quote: "You superheroes are always thinking that something has gone horribly, tragically wrong..." *(Justice League Europe #6)*

•Background:

Catherine was hired by Maxwell Lord to serve as the UN liaison for the JLI's Paris embassy,[1] where the League's new European branch has taken up residence. She, Rocket Red, and the Elongated Man are currently the only Justice League staffers stationed in Paris who speak French.[2]

•Personality:

Catherine is very good at what she does. So far, she has proven her usefulness to such an extent that Captain Atom invariably consults with her before making important decisions. Captain Atom and Ms. Cobert are currently involved in a Romance Subplot (see page 62 of the *Rules Manual*).

ENDNOTES

1. Justice League International Annual #1
2. Justice League Europe #1

KILOWOG

DEX:	4	STR:	9	BODY:	12 (11)
INT:	9	WILL:	17	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	12
INITIATIVE:	18	HERO POINTS:			50

•Skills:

Charisma (Intimidation): 7, Gadgetry: 11, Scientist: 13

•Advantages:

Connections: Green Lantern Corps (High), Justice League International (High); Genius; Scholar (genetics)

•Drawbacks:

Forced Exile (Bolovax Vik); Innocent; Strange Appearance

•Equipment:

POWER RING [Body: 17, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 17, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 8, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Bonus: Kilowog's Body is 12 APs while he is wearing the Power Ring.

Limitations: The Power Ring's Body is only 6 APs while it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Kilowog loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense may only be used to detect other members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is useless against the color yellow; the Power Ring must be recharged once every twenty-four hours with the lantern-shaped Power Battery.

Power Battery [Body: 17, Energy Absorption: 18, Invisibility: 15, R#: 2]

Note: Kilowog's Power Ring and Battery were among those lost when the Central Power Battery on Oa was damaged.

•Motivation:

Responsibility of Power

•Occupation: JLI Handyman

•Wealth: 6

•Quote: "Look, honey, I'm flyin' *solo* here — by the seat of my pants, with no instruments, in bad weather, you get me?" *(Justice League Europe #15)*

•Background:

Kilowog is a native of Bolovax Vik, and served for many years as the Green Lantern of Space Sector #674. This sector of space was destroyed during the *Crisis On Infinite Earths*, and Kilowog was the only survivor. Since his race had a strongly held belief in communal living, Kilowog decided to move to Earth, where several other Green Lanterns had taken up residence.[1] He had some difficult adapting to the individualism that was so predominant on Earth, however, and at one point he visited the Soviet Union in an effort to find companions who shared his philosophy. It was while he was in the USSR that he helped in the creation of the Rocket Red Brigade[2] (see Rocket Red, page 44).

When the Central Power Battery on Oa was damaged by Sinestro, Kilowog was among the Green Lanterns whose Power Rings were absorbed back into the Battery.[3] This did not daunt Kilowog as much as some of the other Green Lanterns, as he was rather powerful and competent in his own right. He returned to Earth and moved to the People's Republic of China, where he briefly lived a quiet, pastoral existence. During the Dominators' invasion of Earth, Kilowog came out of his "retirement" to fight the alien hordes alongside the New Guardians.[4] In the aftermath of the invasion, he took up residence in the abandoned Green Lantern Corps Citadel outside Los Angeles.

Over the next several months, Kilowog lived alone in the Citadel, occasionally visited by some of his former Green Lantern colleagues. Curiously enough, he began a correspondence with Guy Gardner during this time, and the two exchanged letters frequently. One day, having nothing better to do, Gardner decided to pay Kilowog a visit at the Citadel, and the two began a rough-and-tumble that trashed most of the headquarters. Gardner suddenly had the brilliant idea of recruiting the massive alien to be a sort of fix-it man for the JLI. Even Maxwell Lord had to admit that for once, Guy had done something right.[5]

Kilowog immediately proved his value to the JLI by rewiring and improving the security at the embassies, and by constructing a piece of equipment that was vital in saving Power Girl's life.[6] Kilowog also allowed Booster Gold and Blue Beetle to convince him to build Club JLI on the island of Kooey Kooey Kooey,[7] but he was not held responsible for the disasters that followed.

•Personality:

Despite his bulk and appearance, Kilowog is really a very easygoing guy. His size and strength belie his amazing intellect and technical knowhow. He views things in a very black-and-white manner, and has difficulty comprehending complex issues. While essentially nonaggressive, Kilowog does enjoy an occasional brawl, taking great care to repair any damages caused by any fights he is involved in.

Individuals that Kilowog doesn't understand or considers stupid are referred to as "poozers" by the large alien, a term he brought back from Bolovax Vik. Recently, Kilowog has developed a mutual attraction for Rosa Rubikskova, one of the staff people at the JLI's Russian embassy.[8]

ENDNOTES

1. Green Lantern Corps #201
2. Green Lantern Corps #208
3. Green Lantern Corps #224
4. Invasion! #1-3, New Guardians #6-7
5. Justice League America #33
6. Justice League Europe #9
7. Justice League America #34-35
8. Justice League Europe #15

Reserve Members

In addition to the friends and allies mentioned above, the latest incarnation of the Justice League maintains three reserve members who can be called upon to bolster the League's manpower in emergencies. This reserve corps consists of the following three heroes:

SUPERMAN

DEX: 15 STR: 25 BODY: 18
INT: 11 WILL: 20 MIND: 15
INFL: 10 AURA: 10 SPIRIT: 10
INITIATIVE: 50 HERO POINTS: 200

•Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Invulnerability: 22, Heat Vision: 15, Microscopic Vision: 15, Recall: 20, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

•Skills:

Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10

•Advantages:

Area Knowledge (Metropolis); Connections: Batman (High), *Daily Planet* (High), Metropolis Police Department (High), White House (High); Popularity

•Drawbacks:

Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs

All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.

•Alter Ego: Clark Kent, Kal-El
•Height: 6'3" **•Weight:** 225 lbs.
•Eyes: Blue **•Hair:** Black

•Motivation:

Upholding the Good

•Wealth: 5

•Occupation: Mild-mannered reporter for the *Daily Planet*

•Quote: "That group seems to have so many members, they need a newsletter just to keep us up to date on the roster!" *(Justice League Europe #9)*

•Background:

Superman is the son of Jor-El and Lara of the distant planet Krypton. Shortly before Superman was due to emerge from his gestation module, Jor-El, a top Kryptonian scientist, discovered that the entire planet Krypton was geologically unstable and about to explode due to the after effects of a device detonated at Krypton's core several million years earlier. Before this cataclysm, however, Jor-El found time to strap his son's birthing capsule to a hyperspace engine, which he used to rocket the infant Superman to Earth and away from the imminent tragedy.[1]

On Earth, young Superman was discovered by Jonathan and Martha Kent, a kindly midwestern couple who taught the future Man of Steel the values of truth, justice, and the American Way. When he finally came of age, Superman naturally decided to use the amazing powers that are the product of his alien physique to fight for these values.[2]

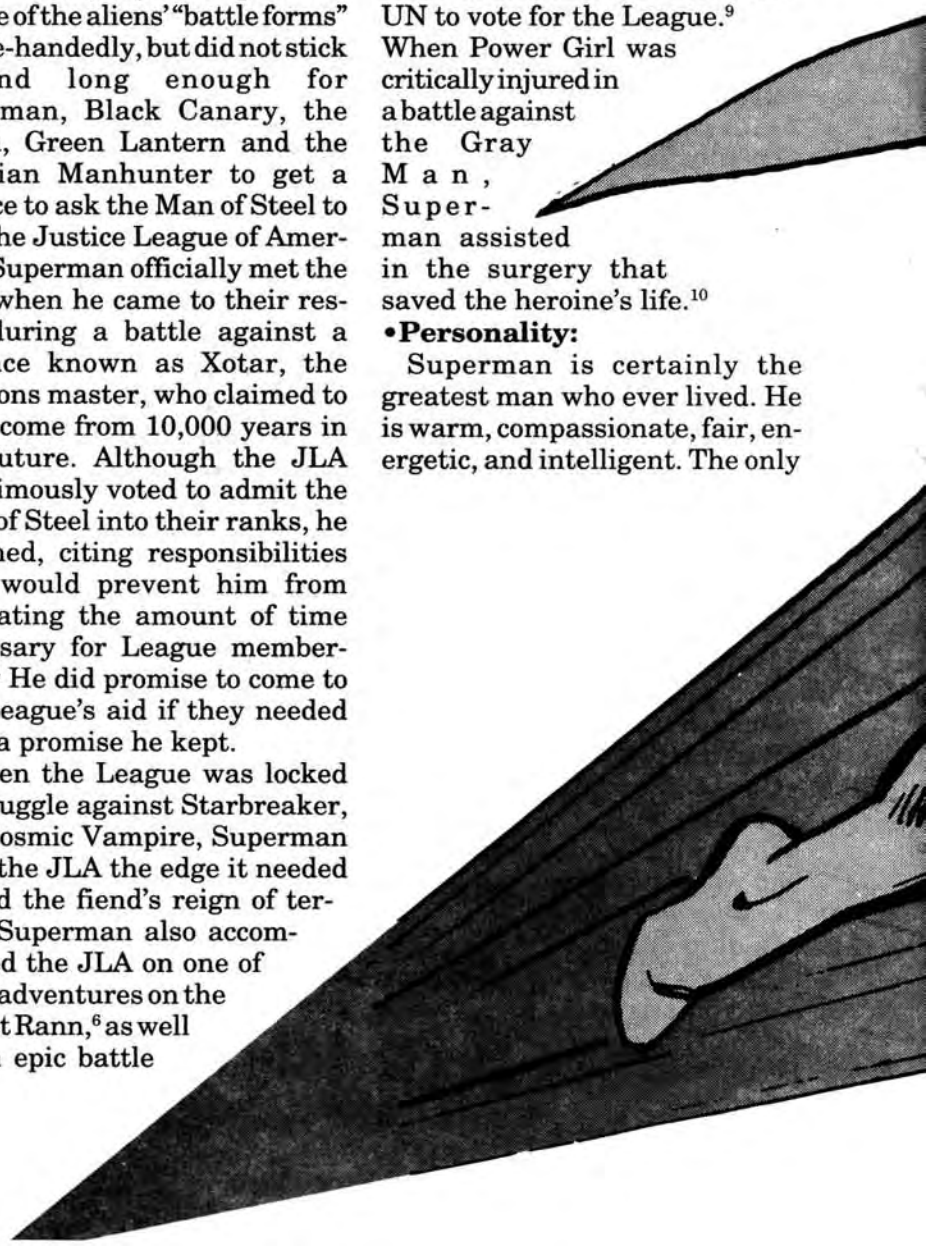
Superman's battles against tragedy and injustice are legendary. When the Appellaxians invaded Earth, Superman polished off one of the aliens' "battle forms" single-handedly, but did not stick around long enough for Aquaman, Black Canary, the Flash, Green Lantern and the Martian Manhunter to get a chance to ask the Man of Steel to join the Justice League of America.[3] Superman officially met the JLA when he came to their rescue during a battle against a menace known as Xotar, the weapons master, who claimed to have come from 10,000 years in the future. Although the JLA unanimously voted to admit the Man of Steel into their ranks, he declined, citing responsibilities that would prevent him from dedicating the amount of time necessary for League membership.[4] He did promise to come to the League's aid if they needed him, a promise he kept.

When the League was locked in struggle against Starbreaker, the Cosmic Vampire, Superman gave the JLA the edge it needed to end the fiend's reign of terror.[5] Superman also accompanied the JLA on one of their adventures on the planet Rann,[6] as well as an epic battle on Apokolips itself, where the combined forces of the Justice Society, the Justice League and the New Gods barely succeeded in preventing Darkseid from taking absolute control of the universe.[7]

Superman was also present during Darkseid's campaign to strip the Earth of its "legends," the moment when the latest incarnation of the Justice League was formed.[8] Although he refused to formally join the group, Superman did agree to become a reserve member, promising to come to the aid of the League whenever necessary, a position he has maintained to the present. When the United Nations was deliberating whether or not to grant the League international status, Superman appeared on their behalf and convinced the UN to vote for the League.[9] When Power Girl was critically injured in a battle against the Gray Man, Superman assisted in the surgery that saved the heroine's life.[10]

•Personality:

Superman is certainly the greatest man who ever lived. He is warm, compassionate, fair, energetic, and intelligent. The only

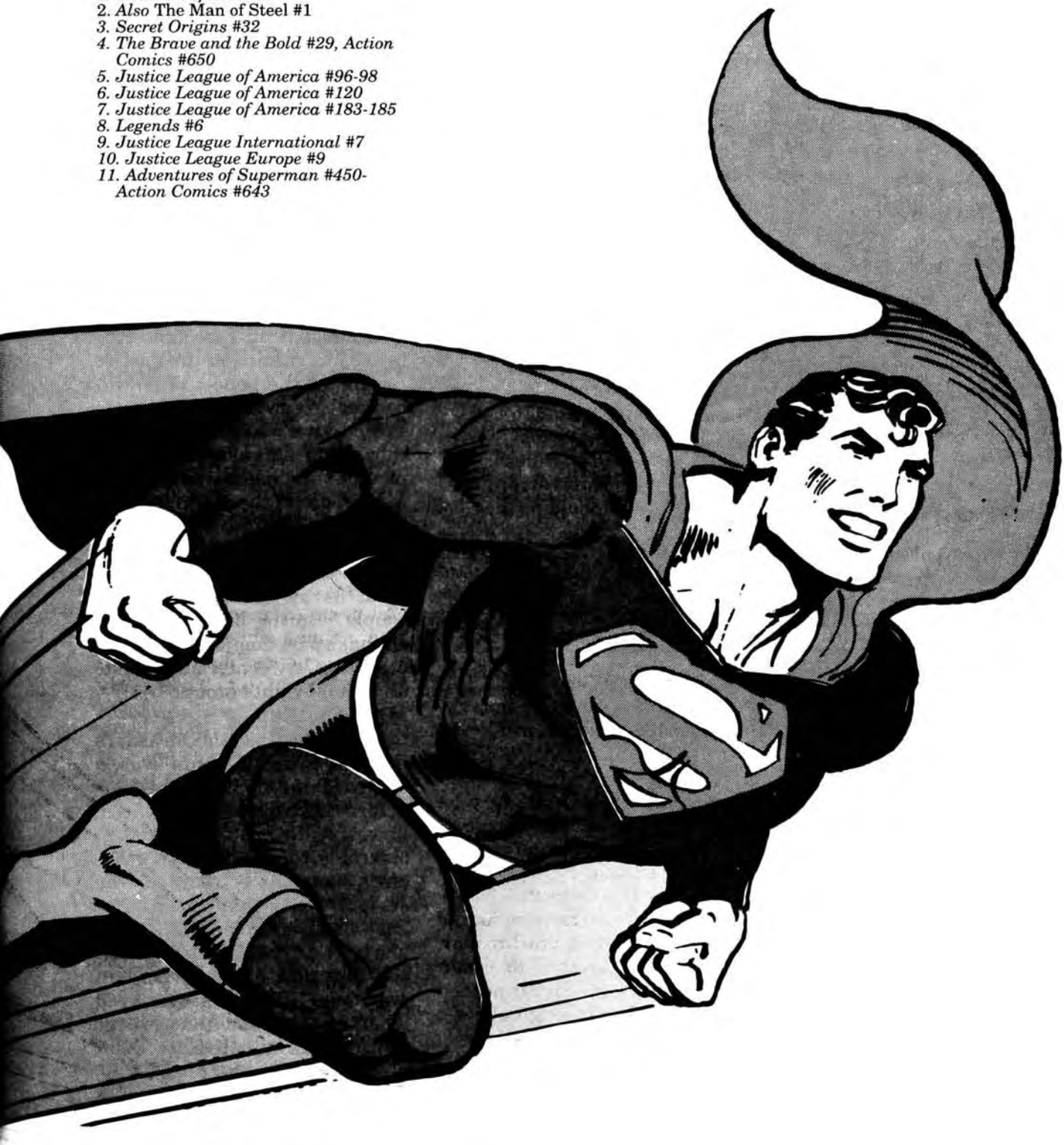


tiny flaws in his formidable personality are his occasional naiveté and overoptimism.

Superman recently exiled himself into space to recover from a bout of schizophrenia, wherein he had unknowingly fought crime disguised as the Gangbuster.[11]

ENDNOTES

1. *The Man of Steel #1*
2. *Also* The Man of Steel #1
3. *Secret Origins #32*
4. *The Brave and the Bold #29, Action Comics #650*
5. *Justice League of America #96-98*
6. *Justice League of America #120*
7. *Justice League of America #183-185*
8. *Legends #6*
9. *Justice League International #7*
10. *Justice League Europe #9*
11. *Adventures of Superman #450-Action Comics #643*



BIG BARDA

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

•Skills:
Charisma: 8, Gadgetry: 6, Martial Artist: 10, Military Science: 7, Vehicles: 6, Weaponry: 10

•Advantages:
Area Knowledge (Apokolips); Connections: Apokolips Underground (High), Justice League International (High); Insta-Change; Iron Nerves; Lightning Reflexes

•Drawbacks:
Married

•Equipment:
BODY ARMOR [*BODY: 14*]
Mega-Rod [BODY: 15, Energy Blast: 16, Warp: 65, Flight: 8, Gravity Increase: 13, R#: 2]

•Height: 6'2"
•Weight: 175 lbs.
•Eyes: Blue
•Hair: Black
•Motivation: Upholding the Good
•Wealth: 4
•Occupation: Housewife/Day Care Worker
•Quote: "Well, don't just stand there—FIGHT!" *(Justice League International #20)*

•Background:
Barda was one of the Female Furies, Darkseid's elite troop of palace guards. While Scott Free (alias Mister Miracle, see page 40) was escaping from Darkseid's Apokolips, he managed to open Barda's eyes to Darkseid's evil, and convinced her to accompany him to the Earth.[1]

On Earth, Barda and Scott were relentlessly pursued by Darkseid's minions while the pair attempted to make a living as circus performers. Eventually, Scott and Barda fell in love and were married.[2]

Although Scott Free joined the latest incarnation of the Justice League at the behest of power-broker Maxwell Lord, Barda turned down a similar invitation, though she acts as a JLI reserve member and has participated in at least one of the group's cases.[3] Currently, Barda devotes the bulk of her time to her attempts to establish herself and her husband as an ordinary married couple.[4] During her spare time, she has a part time job as a worker at a Day Care center and assists an animal-rights group.[5]

•Personality:
In her days as one of Darkseid's Female Furies, Barda was a tough talking, no-nonsense character. Since coming to Earth, however, she has mellowed considerably, though her old personality occasionally roars to the surface. When she believed that Scott had been killed by Despero, she held a bitter grudge against the JLI, and Maxwell Lord in particular. She was overjoyed when she learned that Mister Miracle was still alive.

ENDNOTES

1. Mister Miracle #4 (1st series)
2. Mister Miracle #18 (still 1st series)
3. Justice League International #14-16
4. Mister Miracle #1 (2nd series)
5. Mister Miracle #7 (2nd series)

THE CREEPER

DEX:	9	STR:	6	BODY:	7
INT:	3	WILL:	4	MIND:	4
INFL:	9	AURA:	3	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	40		

•Powers:
Jumping: 3, Regeneration: 5

•Skills:
Acrobatics: 9, Charisma (Intimidation): 6, Martial Artist: 7

•Advantages:
Connection: Justice League International (Low); Insta-Change; Lightning Reflexes

•Drawbacks:
Catastrophic Psychological Instability; Miscellaneous: the Creeper is completely irrational.

JACK RYDER

DEX:	3	STR:	3	BODY:	4
INT:	6	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	40		

•Skills:
Detective: 4

•Advantages:
Connection: Cable Television Networks (High)

•Drawbacks:
Secret Identity

•Height: 6'0" **•Weight:** 194 lbs.
•Eyes: Blue (as Creeper: White)
•Hair: Black (as Creeper: Green)
•Motivation:
Thrill of Adventure
•Wealth: 7
•Occupation: Talk Show Host
•Quote: "Hi, Honey — I'm home! Boy, did I have a tough day at the office! Are Wally and the Beaver up in their rooms?" *(Justice League International #6)*

•Background:

Jack Ryder was a newspaper columnist who specialized in covering stories involving organized crime. While investigating one such story, Ryder was captured by mobsters, injected with an experimental mind-altering drug, shot, and left for dead. Fortunately for Ryder, his unconscious body was discovered by a scientific genius named Professor Yatz. Yatz had invented an ionized promethium plate able to restore the subatomic coding of organic materials. Yatz implanted his device in Ryder's gunshot wound, allowing the reporter to make a quick and complete recovery. Unfortunately, however, the device interacted with the chemicals Ryder had been injected with earlier, periodically rendering him almost completely insane, but also granting him certain superhuman abilities. In his new identity of the Creeper, one of Ryder's first tasks was to capture the mobsters who had shot him. [1]

Over the years, the chemicals in Ryder's body have continued to interact with the device Professor Yatz implanted in his wound, occasionally causing him to revert to his Creeper identity. Upon these occasions, the Creeper has been pursued by both the underworld and the authorities.

The Creeper first met Justice League International during the Gray Man's attack on the small New England village that followed in the wake of the criminal's first escape from the Lords of Order (see the Gray Man, page 95).[2] Shortly after this incident, the Creeper was supposedly cured of his insanity by the Batman, though the cure has proven rather temporary.[3] Back in Boston shortly thereafter, the Creeper attacked the Greek God Hermes.[4]

Over the last several months, the Creeper's interaction with the Justice League International has been chiefly limited to his Jack Ryder identity. Ryder now hosts a popular talk-show known as "Jack Ryder's Hot Seat," a frequent topic of which has been whether or not the Justice League should have all of its public funding revoked.

In his most recent appearance as the Creeper, Ryder showed up at a JLI recruitment party thrown by Maxwell Lord and Oberon.[5] Due to his mental instability, the Creeper was not accepted for active membership, but is considered a reserve member should the League ever become desperate enough to call him.

•Personality:

As Jack Ryder, the Creeper is a tough crusading journalist. Although he certainly has more than a modicum of compassion and decency, these days Ryder is often just as interested in the ratings potential of the stories he covers as he is in their true value to the community. The same holds true for the topics he discusses on his talk show. Ryder doesn't really oppose Justice League International: he simply harps on the group for publicity and to attract viewers.

In his Creeper identity, Ryder is zany and wildly unpredictable, though he seems to be inexplicably guided by a deeply seated desire to do good.

ENDNOTES

1. *Secret Origins #18*
2. *Justice League #5-6, Justice League International #7*
3. *Who's Who #5*
4. *Wonder Woman #25*
5. *Justice League International #24*

Chapter Five
The Bad Guys

"I tell you, had an unkind fate not stepped in, we would have succeeded! And I tell you we will succeed! We'll escape and live to fight another day!" (Major Disaster, Justice League International #23)

Each of the enemies described in the following pages has either confronted the legendary Justice League of America or the soon to be legendary Justice League International. They are listed in chronological order of their first battle against the League, to give a sense of historical perspective.

THE APPELLAXIANS

DEX:	6	STR:	7	BODY:	7
INT:	4	WILL:	11	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:	35		

•Powers:
Mind Blank: 8

•Skills:
Gadgetry: 6, Scientist: 6, Vehicles: 6, Weaponry: 6

•Advantages:
Scholar (Earth heroes)

•Note:
These statistics represent a typical Appellaxian. Statistics vary from this norm in particularly unusual individuals.

•Battle Forms:
The battle forms are synthetic bodies that the Appellaxians use in combat. Each battle form houses the consciousness of an Appellaxian (the Appellaxians keep their own Mental and Mystical Attributes inside the battle forms). When a battle form is defeated or destroyed, the Appellaxian's consciousness is returned to his true body. The seven forms that were defeated by the fledgling Justice League had the following statistics:

STONE MAN

[DEX: 6, STR: 18, BODY: 5, Growth: 15, Transmutation: 6, Control: 9]

Limitations: The Stone Man's Growth is Always On and is already figured into his STR; Transmutation may only be used to turn living creatures into stone: treat such attempts as a Physical Attack, and if the RAPs received equal or exceed the target's BODY, the target is turned to stone and will be unable to move for an amount of time equal to the RAPs earned by the attack. The Stone Man can only use his Control Power on creatures he has turned to stone with Transmutation.

Miscellaneous Drawback: If the Stone Man is knocked unconscious, all of his victims are instantly returned to normal.

MERCURY BLOB

[DEX: 6, STR: 0, BODY: 10,

Transmutation: 10, Water Freedom: 8, Control: 9]

Limitations: Transmutation may only be used to turn living creatures into mercury blobs: treat all such attempts as Physical Attacks, and if the RAPs received equal or exceed the target's BODY, the target is turned to mercury and will be unable to move for an amount of time equal to the RAPs earned by the attack; creatures turned to mercury are still conscious, but are unable to use Physical Powers and cannot make Physical Attacks; all mercury creatures must make an Action Check using their DEX/DEX as the AV/EV against an OV/RV equal to the RAPs earned by the Mercury Blob's Transmutation attack each phase: the moment a victim fails to receive RAPs on such a roll, part of his body becomes separated from the rest and he is effectively unconscious until the Transformation attack wears off. The Mercury Blob's Control Power may only be used on victims he has turned to mercury with its Transmutation Power.

Miscellaneous Drawback: The instant that the Mercury Blob is knocked unconscious, all of its victims are restored to normal.

GLASS MAN

[DEX: 8, STR: 8, BODY: 10, Transmutation: 8, Control: 9]

Limitations: Transmutation may only be used to turn living creatures into glass: treat such attempts as a Physical Attack, and if the RAPs received equal or exceed the target's BODY, the target is turned to glass and will be unable to move for an amount of time equal to the RAPs earned by the attack. Control can only be used on victims of Glass Man's Transmutation Power.

Miscellaneous Drawback: If the Glass Man is knocked unconscious, all of his victims are instantly returned to normal.

GIANT BIRD

[DEX: 9, STR: 11, BODY: 13, Claws: 8, Control: 8, Flight: 7, Transmutation: 12]

Limitations: Transmutation may only be used to turn living creatures into birds: treat such attempts as a Physical Attack, and if the RAPs received equal or exceed the target's BODY, the target is turned into a bird for an amount of time equal to the RAPs earned by the attack. The transformation into the bird state takes two phases. Once the transformation is complete, the target gains the Flight Power rated at 6 APs and all of the target's Mental and Mystical Attributes are reduced to 0 APs. Transformed targets can take no Actions (other than flying around and screeching). The Giant Bird's Control Power may only be used to Control beings he has Transmuted into birds.

Miscellaneous Drawback: All of the Giant Bird's victims are returned to normal when the Bird is rendered unconscious.

Note: The Giant Bird and all of its transformed targets are yellow, and are thus immune to the direct effects of a Green Lantern's ring.

FIRE MAN

[DEX: 7, STR: 8, BODY 11, Flame Being: 13, Transmutation: 8, Control: 8]

Limitations: Transmutation is only usable to turn living creatures into beings composed of pure flame: treat such attempts as a Physical Attack, and if the RAPs received equal or exceed the target's BODY, the target is turned to flame and will be unable to move for an amount of time equal to the RAPs earned by the attack. Control only works on beings turned to fire by Fire Man's Transmutation Power.

Miscellaneous Drawback: If the Fire Man is knocked unconscious, all of his victims are instantly returned to normal.

WOOD MAN

[DEX: 6, STR: 6, BODY: 11, Transmutation: 15, Control: 9]

Limitations: Transmutation may only be used to turn living creatures into "wood beings:" treat all such attempts as Physical Attacks, and if the RAPs received equal or exceed the target's BODY, the target is turned to wood and will be unable to move for an amount of time equal to the RAPs earned by the attack. Creatures turned to wood are still conscious, but are unable to use Physical Powers and cannot make Physical Attacks. The Wood Man can only use his Control Power on beings he has turned to wood with Transmutation.

Miscellaneous Drawback: If the Wood Man is knocked unconscious, all of his victims are instantly restored to normal.

DIAMOND MAN

[DEX: 5, STR: 15, BODY: 16, Density Increase: 15, Transmutation: 8, Control: 9]

Limitations: The Diamond Man's Density Increase is Always On; Transmutation may only be used to turn living creatures into "diamond beings:" treat such attempts as a Physical Attack, and if the RAPs received equal or exceed the target's BODY, the target is turned to diamond and will be unable to move for an amount of time equal to the RAPs earned by the attack. Control only affects persons transformed by Diamond Man's Transmutation Power.

Miscellaneous Drawback: If the Diamond Man is knocked unconscious, all of his victims are instantly returned to normal.

- **Height:** Varies
- **Weight:** V[illegible]
- **Eyes:** Black (always)
- **Head:** White, dome-shaped
- **Motivation:** Power Lust
- **Wealth:** 10
- **Occupation:** Alien Conquerors
- **Background:**

The Appellaxians are a race of evil alien conquerors who live in the distant Kepthoon Galaxy. It was an Appellaxian invasion of the Earth that prompted the foundation of the Justice League of America. Here's how it happened:

OUR BELOVED LEADER, OUR KALAR, IS DEAD. AND ONE OF YOU KILLED HIM.
NOW... WHICH OF YOU DID IT?
I DID.
NO, I DID.
THEY'RE LYING.
I SNUFFED HIS LIFE MYSELF.
DID NOT.
DID SO.
ENOUGH! THIS IS BECOMING ABSURD!
THE LAWS OF APPELLAX ARE SPECIFIC. HE WHO KILLS THE KALAR BECOMES THE NEXT KALAR. YET ALL SEVEN OF YOU...
...CLAIM YOU DID THE DEED. OBVIOUSLY SIX OF YOU ARE LYING. AND BY OUR TRADITION OF WARFARE, THERE'S ONLY ONE WAY TO SETTLE THE MATTER.
TRIAL BY COMBAT!
HOWEVER, THE LAST TIME WE HAD TRIAL BY COMBAT, IT LASTED FOUR YEARS AND DEVASTATED 85% OF OUR POPULATION. THIS IS UNACCEPTABLE.
THEREFORE, WE HAVE CHOSEN A BACKWATER PLANET TO BE THE SITE OF COMBAT. ITS NATIVES ARE EXTREMELY MALLEABLE AND WILL SERVE AS EXCELLENT, DISPOSABLE PAWNS.

The Appellaxian Empire has always been overseen by an all-powerful despot dubbed the "Kalar," and Appellaxian tradition has always held that anyone who kills the Kalar in personal combat automatically becomes the new Kalar. Once a Kalar has been killed, however, there are usually five or six would-be assassins who come forward to claim the throne, leaving some doubt as to who should be installed as the rightful ruler.

The Appellaxians have solved this problem by instituting a ritual known as the "Trial By Combat:" after a Kalar dies, everyone who claims to have killed him mans a synthetic "battle form" and duels all other pretenders to the death; the last Appellaxian left standing becomes the next Kalar. In recent years, the Appellaxians have begun holding the Trial By Combat on suitable nearby alien worlds, since those held on Appellax itself had devastated more than 85% of the planet's population. It just so happens that one of the alien worlds that was chosen as the battleground for a recent Trial By Combat involving seven Appellaxians was Earth. Upon arrival, five of the aliens encountered and were defeated by the proto-Justice Leaguers Black Canary, the Flash, the Martian Manhunter, Aquaman, and Green Lantern, who then joined forces to defeat the sixth, and watched Superman single-handedly defeat the seventh. It was the effectiveness of their teamwork on this case that inspired the five heroes to band together as the Justice League of America.[1]

•Methods and Goals:

A cruel, technologically superior race, the Appellaxians are ultimately concerned with nothing less than the complete domination of all intelligent life forms in the universe. As one can easily surmise from their background, the Appellaxians first solution to every problem is the application of direct force; subtlety, patience, and compassion are almost unheard of amongst Appellaxian leaders.

In play, the Appellaxians are easy to incorporate into a wide variety of "alien invasion" scenarios. Because they are a proud, overconfident people, the Appellaxians are likely to underestimate their opposition when conducting these invasions.

ENDNOTE

1. Justice League of America #9, Secret Origins #32

STARRO THE CONQUEROR

DEX:	4	STR:	13	BODY:	14
INT:	9	WILL:	10	MIND:	9
INFL:	8	AURA:	3	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	95		

•Powers:

Control: 4, Energy Absorption: 16, Energy Blast: 18, Flight: 5, Growth: 8, Power Reserve: 50, Regeneration: 1, Sealed Systems: 40, Split: 10 (3)

•Skills:

Scientist: 9

•Bonuses:

Control has Area Effect; Miscellaneous: Starro has two strange variants of the Split Power: when he uses the first variant, Starro "reproduces" several one foot diameter starfish from his body (1 fish for each active AP of Split). Each of these starfish have the following characteristics:

Starfish [DEX: 7, STR: 0, BODY: 5, INT: 0, WILL: 0, MIND: 1, INFL: 0, AURA: 0, SPIRIT: 1, Cling: 7, Control: 15]

Limitations: The fishes' Control Power has a Range of Touch and the fishes maintain control over their victims by clamping themselves on the victims' faces (7 APs Cling); Control Power has an initial rating of 1 AP, but can be augmented with Starro's Power Reserve (see below) up to a maximum of 15 APs. All Splits retain all of Starro's own weaknesses.

Starro's other Split Power allows him to turn up to three normal starfish into duplicates of himself: duplicated starfish receive all Starro's Physical Attributes and Powers (save Split), Starro's abilities are not reduced when he splits in this fashion, and all energy absorbed by the duplicates are added to Starro's own Power Reserve (see below). Duplicates that are knocked unconscious return to their original state.

•Drawbacks:

Attack Vulnerability: Cold, -4 Column Shifts; Fatal Vulnerability: Garden Lime, 0 AP Range; Loss Vulnerability: Garden Lime, 0 AP Range, affects Powers and Attributes. Miscellaneous: Starro's Power Reserve begins at 0 APs: one AP is then added to his total for every AP he absorbs using Energy Absorption up to a maximum total of 50 (Starro can retain absorbed energy indefinitely); Power Reserve can be used to augment his Flight Power and the first variation of his Split Power: once APs are added to these abilities, they are considered "spent" and are subtracted from Starro's Power Reserve total until he replenishes the Reserve by absorbing more energy.

•Motivation: Power Lust

•Diameter: 32' **•Weight:** 3 tons

•Eye: Red **•Hair:** None

•Wealth: 0

•Occupation:

Starfish/Galactic Conqueror

•Background:

A starfish-shaped alien from another galaxy, Starro launched his first invasion of Earth shortly after the original Justice League of America was founded. In fact, the repulsion of Starro's first invasion was the League's inaugural case. It was during this mission that the Justice Leaguers met their future "mascot," Lucas "Snapper" Carr, who was among the group of Earthlings Starro first attacked. Snapper discovered that Starro's weakness was common garden lime, allowing the Justice League to save the

residents of Happy Harbor, Rhode Island and trap Starro in a sort of dormancy.[1]

For years afterward, Starro's dormant body was stored in the Justice League's special trophy rooms. Just after the JLA moved into its satellite headquarters, the evil computer scientist T.O. Morrow snuck into the trophy room and revived Starro, prompting another invasion that the Leaguers foiled.[2]

The JLAers thought that this second incident would be the last they ever heard from Starro, but unknown to everyone, a tiny piece of the alien broke off during his first struggle with the Justice League and fell to the bottom of the ocean. The piece later grew a whole new Starro, which was eventually singlehandedly defeated by Aquaman.[3]

But during this battle, yet another piece of Starro broke off and later reformed the entire creature. This Starro again fought the Justice League and was defeated thanks to some timely heroics from the original Hawkman.[4]

•Methods and Goals:

Starro is a power-mad conqueror interested only in enslaving the Earth. He likes to operate through middlemen, using his Control and Split Powers to distance himself from anyone who is trying to stop him.

ENDNOTES

1. The Brave and the Bold #28
2. Justice League of America #65
3. Adventure Comics #453
4. Justice League of America #189-190

PROFESSOR IVO

DEX:	3	STR:	3	BODY:	4
INT:	10	WILL:	7	MIND:	2
INFL:	7	AURA:	2	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:			65

•Powers:

Invulnerability: 1

•Skills:

Gadgetry: 13, Medicine: 6, Scientist: 10

•Advantages:

Connection: Arkham Asylum (Low); Genius; Scholar (astronomy, robotics)

•Drawbacks:

Catastrophic Irrational Attraction to achieving immortality; Catastrophic Psychological Instability; Strange Appearance (*JLA* #218 and later)

•Equipment:

ANDROIDS [DEX: 7, STR: 10, BODY: 8, INT: 3, WILL: 2, MIND: 7, INFL: 2, AURA: 2, SPIRIT: 2, Energy Blast: 7, Regeneration: 4, Skin Armor: 4]

•Alter Ego: Anthony Ivo, Professor Ives

•Height: 5'10" **•Weight:** 165 lbs.

•Eyes: Blue **•Hair:** Brown/Black

•Motivation: Psychopath

•Wealth: 8

•Occupation:

Former Astronomy Professor

•Background:

Professor Ivo hit upon his first criminal scheme through the simple application of raw logic, based on his desire for unlimited wealth and power. In order to accomplish these ends, he decided that he should first achieve true immortality in order to give himself the time he would need to collect all the money and power in the universe. For his first attempt at immortality, Ivo constructed a powerful android named Amazo (see *Amazo*, page 77) and instructed it to gather up several of the longest living creatures on Earth for study, an operation that attracted the attention of the Justice League of America and ultimately resulted in Ivo's first prison term.[1]

A couple years later, however, Ivo escaped and hatched a new scheme to attain immortality by stealing the powers and abilities of various Justice Leaguers and using them to commit the necessary crimes, an attempt which was singlehandedly foiled by the Flash (Barry Allen).[2]

This battle left Ivo so devastated that he decided to give up his criminal aspirations and go straight. But unfortunately, an evil serum that he had developed and ingested during his first battle against the Justice League took over his body and metamorphosized him into a horribly disfigured "semi-human." Ivo's disfigurement redoubled his convictions to attain immortality, prompting him to launch a new scheme involving kidnaping Black Canary, which eventually saw him deposited into the "special treatment" ward at the infamous Arkham Asylum.[3]

Ivo then launched a series of schemes aimed at restoring his humanity. The first came a couple of months after he was sealed away in Arkham, though this particular plot didn't get very far, since Ivo immediately ran straight into Superman, who sent him back to his cell in the asylum.[4]

In a more recent appearance, Ivo attempted to engineer the complete destruction of the Justice League of America, and murdered two of its members, Vibe and Steel.[5] This time, it was the Martian Manhunter and Vixen who eventually tracked Ivo to his lair. Seeing the insanity that had completely overwhelmed the villain, the pair took pity on him and returned him to Arkham rather than exacting vengeance for their deceased comrades.[6]

Most recently, Ivo's motley collection of android duplicates were discovered trying to live a "normal" life in suburban Bailey, New Hampshire, where they ran afoul of Justice Leaguers Mister Miracle, Blue Beetle, and Booster Gold.[7]

•Methods and Goals:

Ivo's life is currently driven by three goals: become immortal, restore his humanity, and gain revenge on the Justice League for all of his past defeats. Every adventure in which Ivo participates should be built around one or more of these three villainous goals.

Personality wise, Ivo is totally insane. He keeps a number of androids that resemble his old self around, that he refers to as

his "sons." Though he frequently escapes Arkham, Ivo uses his "sons" to keep up the daily routine of the asylum, even when he is on the outside. One son acts as his psychiatrist, one or more sons act as guards and lead him to a cell, etc. At one point, he even had himself confined to a padded cell while an android took his place.

Although his methodology is somewhat less than rational, heroes would be very unwise to underestimate Professor Ivo. As one can easily discern from his clash with the *Legends*-era JLA, Ivo is fully capable of exhibiting a disturbing willingness to kill that reaches far beyond the bounds of even the typical supervillain, though current and former Justice Leaguers are certainly his most likely targets.

ENDNOTES

1. The Brave and the Bold #30
2. The Flash #158 (1st series)
3. Justice League of America #218
4. Action Comics #483
5. Justice League of America #258-259
6. Justice League of America #261
7. Mister Miracle #7-8 (2nd series)

AMAZO

DEX:	12	STR:	18	BODY:	15
INT:	5	WILL:	25	MIND:	10
INFL:	2	AURA:	3	SPIRIT:	10
INITIATIVE:	44	HERO POINTS:			175

•Powers:

Adaptation: 40, Animal Control: 15, Animal Summoning: 12, Chameleon: 10, Dispersal: 12, Flight: 13, Invisibility: 10, Mind Probe: 6, Sonic Beam: 8, Speak With Animals: 8, Stretching: 8, Super Breath: 10, Superspeed: 25, Swimming: 7, Telepathy: 6, Telescopic Vision: 8, Water Freedom: 12, X-Ray Vision: 8

•Skills:

Acrobatics: 6, Detective: 6, Vehicles: 10

•Bonuses:

Miscellaneous: Amazo can use his Adaptation Power on Skills and Attributes.

•Limitations:

Miscellaneous: Animal Powers only work on marine life forms.

•Equipment:

POWER RING [BODY: 25, INT: 10, Comprehend Languages: 20, Flight: 40 Force Manipulation: 25, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Limitations: The Power Ring's Skin Armor Power does not have to be activated at its full AP value: Amazo loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense is only usable to detect members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring's BODY is only 6 while it is not being worn.

•Nickname:

"The One-Man Justice League"

•Height: 8'0" **•Weight:** 485 lbs.

•Eyes: Black **•Hair:** None

•Motivation:

Follows Programming

•Wealth: 0

•Occupation: Android

•Background:

Amazo was built by Professor Ivo during the evil scientist's first run-in with the JLA. Using special "absorbo-cells," Ivo managed to endow Amazo with the stolen powers of each and every one of the Justice Leaguers, whom Amazo was later programmed to utterly destroy.[1]

After the Justice Leaguers defeated Ivo, Amazo was placed into the trophy room at the old Secret Sanctuary, where he remained for quite some time, silently waiting to be reactivated. Despite all of the League's intensive security efforts, this has happened on several occasions. The first came when T.O. Morrow resurrected him as part of a plot to eliminate the JLA;[2] later, the Leaguers revived Amazo themselves to help recapture the powers they had lost during their battle with Libra (see Injustice Gang of the World, page 90);[3] Amazo tangled with Superman a couple of times;[4] and then came back for a rematch with the new Justice League organized by Aquaman.[5] His current status is dubious.

•Methods and Goals:

Shortly after he was created, Amazo was programmed to eliminate the Justice League. Whenever he wakens from his electronic sleep, Amazo automatically reverts to this old programming, hoping to complete his programming.

Once awakened, Amazo is completely relentless. He will stop at nothing until he has achieved the complete annihilation of the Justice League and its allies.

ENDNOTES

1. The Brave and the Bold #30
2. Justice League of America #65
3. Justice League of America #112
4. Action Comics #480, Superman Special #3
5. Justice League of America #241-243

DOCTOR DESTINY

DEX:	5	STR:	4	BODY:	5
INT:	10	WILL:	11	MIND:	4
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:			125

•Skills:

Artist (Actor): 8, Gadgetry: 10, Scientist: 8

•Advantages:

Connections: Arkham Asylum (Low); Genius; Scholar (dreams, dream manipulation)

•Drawbacks:

Serious Psychological Instability; Strange Appearance (*JLA* #154 and later)

•Equipment:

ANTI-GRAVITY DEVICE [BODY: 6, Gravity Decrease: 11]

Disguise Kit [BODY: 1, Chameleon: 8]

MATERIOPTIKON [BODY: 7, Omni-Power: 25]

•Limitations:

The Materioptikon's Omni-Power represents its ability to manipulate dreams: the device can only mimic Powers and Abilities that can be pulled out of the dreams of an intelligent creature no more than 25 APs distant from Doctor Destiny.

Destiny's favorite ploy is to directly manipulate his targets' dreams in a lethal or damaging fashion. After the target awakens, the experiences he had in the dream actually happen.

- **Alter Ego:** John Dee
- **Motivation:** Power Lust/Psychopath
- **Height:** 6'1" • **Weight**: 171 lbs.
- **Eyes:** Red • **Hair:** None
- **Wealth:** 0
- **Occupation:** Lunatic
- **Background:**

Doctor Destiny first encountered the Justice Leaguers shortly after he invented an anti-gravity device that allowed him to capture Green Lantern, impersonate him, and infiltrate the JLA. Before Destiny could further his criminal ends, however, the Leaguers discovered his treachery and promptly imprisoned him.[1]

But shortly thereafter, Destiny escaped and invented the first of his Materioptikons, engines powered by a mysterious ruby, that allowed him to turn the stuff of dreams into reality. Destiny first used the Materioptikon to summon into being an evil Justice League that he pulled from the dreams of the genuine articles.

After the evil Justice Leaguers began committing crimes, the real JLA was temporarily subject to a worldwide ban and exiled from Earth, though the Leaguers eventually proved their innocence after overcoming their counterparts, and returned Doctor Destiny to prison.[2]

Just a short time after this defeat, Destiny created a new Materioptikon out of his own dreams, and used it to attack the Justice Leaguers with the aid of the Joker and a dream villain known as Chac the Mayan warrior, though this scheme also failed.[3] Shortly thereafter, Destiny again used this technique to recreate the Materioptikon and assault the JLA.[4]

During this last attack, the Justice Leaguers learned that Destiny could produce new Materioptikons out of his dreams, and sent a psychiatrist to administer a treatment which would prevent the fiend from dreaming altogether. As a result, Doctor Destiny went insane and lost his human appearance.[5]

Shaken by the ordeal of being transformed into a skeleton-like being, Destiny launched a new scheme to destroy the world using a series of Materioptikons he had hidden all over the globe, though his scheme met defeat at the hands of the Justice Leaguers.[6] A later scheme met with similar results.[7]

In his most recent appearance, Doctor Destiny learned that the original owner of the ruby that powered the Materioptikons was

a powerful extra-dimensional entity known as the Sandman.[8] At the end of this encounter, the Sandman took pity on Destiny, removed the blocks that were keeping him from dreaming, and returned him to Arkham Asylum.

•Methods and Goals:

Over the years, Doctor Destiny has proven one of the Justice League's most persistent foes. In his earliest appearances, before he lost his sanity, Doctor Destiny's goals were more rational: to acquire wealth and personal power, to eliminate all his enemies, and so on. All of these schemes revolved around the creative and liberal use of the Materioptikon, a strategy which often caught his opponents unaware and off guard.

Although he is able to dream once again, Destiny's sanity is still extremely shaky. When he escaped from Arkham and encountered the Sandman, he gruesomely killed dozens of people. One can assume that he is still interested in attaining all of his former goals: the elimination of the Justice League, the restoration of his human appearance, and the reconstruction of the Materioptikon.

ENDNOTES

1. Justice League of America #5
2. Justice League of America #19
3. Justice League of America #34
4. Justice League of America #61
5. Justice League of America #154
6. Justice League of America #175
7. DC Comics Presents #30
8. Sandman #6-7

DESPERO

DEX:	6	STR:	6	BODY:	7
INT:	11	WILL:	13	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	8

INITIATIVE: 25 HERO POINTS: 100

•Powers:

Control: 15, Illusion: 15, Mental Blast: 16, Mind Probe: 25, Regeneration: 1, Telekinesis: 16, Telepathy: 25, Teleportation: 20

•Skills:

Gadgetry: 13, Scientist: 15

•Bonuses:

Miscellaneous: Teleportation is Usable on Others. In order to Teleport unwilling targets, Despero must make an Action Check using his APs of Power as the AV/EV against an OV/RV equal to the target's INT/MIND. If the RAPs from this roll equal or exceed the target's MIND, Despero can Teleport the target to the destination of his choice. Each use of this Power costs Despero 25 Hero Points.

•Advantages:

Genius

•Equipment:

20 AP ABCD Omni-Gadget

•Motivation: Power Lust

•Height: 6'5" **•**Weight: 289 lbs.

•Eyes: Violet (x3)

•Hair: None (fin-like membrane)

•Wealth: 10

•Occupation:

Dictator/Alien Conqueror

•Background:

Thousands of years ago, the planet of Despero's birth was laid waste by unsafe nuclear reactors that mutated the simple life forms of Despero's world into intelligent beings. Appropriately enough, it was Despero's own ancestors who rose to power among these new life forms, eventually eliminating all competition. Once left on the planet by themselves, Despero's forerunners became locked in a bloody internal struggle. Just after Despero was born, his father killed his mother; and a short time later, Despero killed his father, leaving him the sole ruler of the planet for nearly a century. One day, Jasonar, a scientist that Despero had captured, escaped and enlisted the Justice League to help end Despero's tyranny.[1]

After the Leaguers first defeated him, Despero spent a year in the exotic dimension of Kalanor before returning to claim his revenge. In their second encounter, Despero and the Justice League clashed over a series of alternate Earths that Despero had created for the sole purpose of conquering.[2]

A couple of Despero's follow-up schemes included an attack on the planet Sirkus,[3] and an attempt to wipe out the Justice League in a cosmic chess game.[4] Despero then subjected himself to the vastly powerful "Flame of Py'tar," overwhelmingly increasing his mental and physical powers. He then came gunning for the JLA, but was defeated in the end by Batman, though not before destroying a good portion of Gotham City.[5]

Despero's body was atomized in this battle, but managed to coalesce itself through sheer force of will.[6] Despero immediately raced to Earth, where he began systematically tracking down the Justice League, intending to murder them all. After desecrating the bodies of Vibe and Steel, Despero tracked down Gypsy. He callously murdered her parents, and Gypsy would have been his next victim, if it had not been for the appearance of J'Onn J'Onzz and Justice League America on the scene.[7] J'Onzz was forced to use the Martian ability known as Mayavana to project an alternate reality into Despero's consciousness, making it appear to the villain that the Justice League and the Earth had been destroyed. Believing that he could at last rest, Despero sank into a state of inertness.[8]

•Methods and Goals:

Before his disintegration by the Justice League and subsequent rebirth, Despero was just another power-mad conqueror. He wanted nothing less than total galactic domination. The pride and overconfidence that were often his greatest strengths were just as often his greatest weaknesses.

After he reassembled himself, however, he had only one thing on his mind: causing the violent deaths of the Justice League, the planet Earth, and himself, in that order. He embraced his hatred like a lover, and only after his hate had been allowed to express itself was he able to find peace of a sort.

ENDNOTES

1. Justice League of America #1
2. Justice League of America #65
3. Justice League of America #134
4. Justice League of America #177
5. Justice League of America #254
6. Justice League America #37
7. Justice League America #38-39
8. Justice League America #40

PROFESSOR AMOS FORTUNE

DEX:	3	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			70

•Skills:

Charisma: 7, Gadgetry: 9, Scientist: 7

•Advantages:

Connection: Underworld (High); Genius; Luck; Scholar (Luck and Gambling)

•Equipment:

STIMU-LUCK MACHINE [BODY: 5, Dumb Luck: 23, R#: 3]

Bonuses: The Range of the Stimu-Luck's Dumb Luck Power is 23 APs and the Power can be used to bestow good or bad luck upon anyone within this range (good luck adds the RAPs of the Dumb Luck Action Check to the target's AV, EV, OV, or RV; bad luck subtracts from the target's Values). The OV/RV of the Dumb Luck Action Check is always equal to the target's INFL/SPIRIT, *not* Fortune's (unless Fortune himself is the target).

Miscellaneous Drawbacks: The Stimu-Luck Machine activates the previously-unknown "luck gland," and therefore only works on humans.

DE-MEMORIZER [BODY: 5, Hypnosis: 14, R#: 3]

Limitation: The De-Memorizer's Hypnosis Power is only usable to induce amnesia in its victims.

•Alter Ego:

Mister Memory, Ace of Clubs

•Height: 5'9" **•Weight:** 231 lbs.

•Eyes: Blue **•Hair:** Black

•Motivation: Power Lust

•Wealth: 9

•Occupation: Criminal

•Background:

Professor Amos Fortune's real name is, in fact, Amos Fortune. Because of this odd moniker, Fortune has had a life long fascination with the concepts of luck and chance. He became a research scientist at an early age in order to unlock the science that lie behind his obsession. After several years spent in the laboratory, Fortune made some amazing discoveries about the very nature of human fate. An oft-ignored and taunted child, Fortune decided to put his newfound knowledge to work in the service of crime.

Professor Fortune began his criminal career by using his Stimu-Luck machine, a piece of apparatus that stimulated the human "luck glands," to incapacitate the JLA, allowing him to

rob and pillage at will. Fortune's scheme ultimately failed, of course, because the Martian Manhunter was not human and thus had no human luck glands.[1]

Fortune later returned under the alias Mister Memory, temporarily abandoning his luck motif to throw the Justice Leaguers under the sway of mass amnesia, a ploy that was foiled almost singlehandedly by the Atom.[2]

After a while, Fortune secretly seized control of the Royal Flush Gang (see The Royal Flush Gang, pages 87 to 88) and returned, though a pair of defeats at the hands of the Justice League[3] prompted him to abandon the group and return to criminal schemes involving luck-oriented technology. In his most recent appearance, Fortune used his luck machines to temporarily endow a group of average citizens with superpowers, providing the Justice Leaguers with another deadly challenge.[4]

•Methods and Goals:

Amos Fortune is quite a bit cleverer than most of the Justice League's other menaces. His schemes usually display an extraordinary amount of forethought and planning, and you should strive to reflect these characteristics in any Amos Fortune scenarios of your own creation.

His plans always either involve the manipulation of chance and luck or have luck- or chance-based themes.

Although Fortune is cleverer than the average Justice League villain, his schemes are also a bit more down-to-earth. His plans are unlikely to involve ruling the entire galaxy or plundering alien worlds. He is much more interested in goals such as money, revenge, and the like.

ENDNOTES

1. Justice League of America #6
2. Justice League of America #14
3. Justice League of America #43, Justice League of America #54
4. Justice League of America #151

FELIX FAUST

DEX:	5	STR:	3	BODY:	5
INT:	9	WILL:	11	MIND:	9
INFL:	9	AURA:	10	SPIRIT:	13
INITIATIVE:	23	HERO POINTS:	95		

•Powers:

Magic Sense: 7, Sorcery: 20

•Skills:

Occultist: 16

•Advantages:

Connections: Crime Champions (Low); Scholar (ritual magic)

•Equipment:

Spell Books [BODY: 1]

These ancient tomes contain arcane rituals mimicking nearly every imaginable Power (see the *Character Handbook*, pages 60-61). Faust has such a formidable collection of spells that any magic rituals he enacts are four times normal effect (add 2 to the APs of mimicked Powers produced by the ritual).

•Motivation: Power Lust

•Height: 5'11" **•Weight:** 172 lbs.

•Eyes: Brown **•Hair:** Brown

•Wealth: 10

•Occupation: Sorcerer

•Background:

As a boy, Felix Faust discovered and perused the legend of his ancestor and namesake, Johann Faust, a man who had sold his soul to the Devil in return for unlimited power. Intrigued, Felix tried in vain for several years to make a similar deal, though he eventually settled for taking up the study of the forbidden arts instead. He occupied the next several years of his life studying archaic languages in Vienna, archaeology in London, history in Paris, as well as general sorcery and witchcraft in various remote locations scattered all over the Earth. But the study of witchcraft corrupted the young Faust, prompting him to put his occult knowledge to work by attacking the legendary Justice League of America.

Felix's first plot revolved around an attempt to release three powerful demons known as Abnegazar, Rath, and Ghast (see page 83) from the prison dimension in which they had been deposited by the Lords of Order

long before the dawn of man. Faust was hoping to seize the demons and force them to carry out his will shortly after they arrived on the Earth plane. He was ultimately captured by the Justice League just after his freedom spell backfired, releasing the demons into the year 3786 AD.[1]

Faust turned up again a couple of months later, after accidentally creating a duplicate of himself that nearly destroyed the universe. During this encounter, he actually enlisted the Justice League's aid, hoping to quickly find and eliminate his doppelgänger before it could wreak irrevocable havoc.[2] Both impressed and touched by the Justice Leaguers and their conduct in this affair, Faust went straight for a time thereafter, working as the Curator of Special Literature at the Star City Public Library.[3] This reformation did not last long, and Faust quickly lapsed back to his former ways and joined a loosely-organized group of supervillains who called themselves the Crime Champions.[4] Faust recently fought Zatanna and Dr. Mist.[5]

•Methods and Goals:

One can think of Faust as an "absent-minded sorcerer." He is full of grandiose and often quite clever plans and schemes, but he always forgets an important detail which proves to be his downfall. Like most evil sorcerers, Faust is rather fond of gloating over his minor victories and taunting his enemies: "Now Leaguers, feel the wrath of a true sorcerer!"

As for his goals, Faust is chiefly concerned with acquiring personal power. A powerful item or artifact would certainly attract his interest, for example, particularly if the item has some kind of mystical origin.

Behind it all, Faust seems to be driven by an inexplicable malevolence, which is no doubt due to his corruption at the hands of evil mystical powers that resulted from his early studies.

ENDNOTES

1. Justice League of America #10
2. Justice League of America #49
3. Justice League of America #182
4. Justice League of America #219
5. Secret Origins #27

ABNEGAZAR, RATH, AND GHAST

DEX: 7 STR: 13 BODY: 16
INT: 9 WILL: 10 MIND: 12
INFL: 11 AURA: 15 SPIRIT: 13
INITIATIVE: 27 HERO POINTS: 85

•Powers: **Mystic Link*

Animate Objects: 16*, Awareness: 8, Energy Blast: 15*, Magic Sense: 8, Matter Manipulation: 18*, Sorcery: 22

•Skills:

Occultist: 10

•Advantages:

Area Knowledge (Nether Realms); Iron Nerves; Scholar (demon lore)

•Equipment:

Talismans [BODY: 25, SPIRIT: 25, Dimension Travel: 65]

Each demon has a special talisman that allows him to travel to the Earth plane. A special ritual must be performed over the talisman by one of the demons' agents on Earth, and the agent must receive positive RAPs on a Dimension Travel Action Check against an OV/RV of 50/50. The Power of the talisman is useless for any other purpose. The talismans are known as the Silver Wheel of Wyerlath, the Green Bell of Ulthool, and the Red Jar of Carlythos.

•Motivation: Nihilists
•Height: Varies
•Weight: Varies
•Eyes: Black **•Hair:** None
•Skin: Fluorescent Pink
•Wealth: Not Applicable
•Occupation: Demons
•Note: All three demons have identical statistics.

•Background:

Abnegazar, Rath, and Ghast are demons. Real demons. Long ago, they and all their demon brothers ruled over the Earth until their evil finally captured the attention of the Lords of Order, who banished all the demons to the nether world, ending their dominion of the Earth.

But the demons were clever. They anticipated the Lords of Order's actions, and they knew that they would never be able to use their powers to escape the prison dimension from the inside, so each demon built his own special talisman that would allow friends and allies in the Earth dimension to release them from their banishment and return them to the Earth. The flaw in the demons' plan was that the Lords of Order annihilated all the demons' earthly allies shortly after banishing the demons themselves, leaving the talismans to lie unused for the next several million years.

Enter Felix Faust, student of the occult arts and an accomplished conjurer (see Felix Faust, page 81). While getting ready to make his first assault on the Justice League of America, Faust discovered the demons' existence and decided to release a few, hoping that he could use them as pawns in his master plan to rule the Earth. Faust diligently acquired three of the demons' talismans and set about conjuring them up. Unfortunately, however, he botched the mystic incantations that activated the talismans, releasing them into the year 3786 instead of the present.[1] In order to rectify this catastrophe, the Leaguers were forced to travel to the future themselves in order to recapture the demons.[2]

Later, Abnegazar, Rath, and Ghast launched their own plan aimed at securing their freedom that involved mentally controlling the Justice Leaguers' uniforms, though the Leaguers easily defeated this scheme.[3]

In their most recent appearance, Abnegazar, Rath, and Ghast sided with the entity that was unleashed by the Brujeria of South America during the spirit

crisis known as the American Gothic. During this affair, Abnegazar was killed by future Justice Leaguer Doctor Fate.[4]

•Methods and Goals:

Abnegazar, Rath, and Ghast are even more sinister than most demons. Their ambition is not to spread evil, but to destroy the entire multiverse and all its inhabitants. This wanton disregard for life coupled with their own formidable powers makes them very dangerous opponents.

Of course, before they can accomplish these goals, the demons must first earn their freedom, a subsidiary goal that is likely to be featured in any adventures involving them.

ENDNOTES

1. Justice League of America #10
2. Justice League of America #11
3. Justice League of America #35
4. Swamp Thing #50

DOCTOR LIGHT I—*DECEASED*

DEX:	5	STR:	2	BODY:	5
INT:	8	WILL:	3	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	18	HERO POINTS:	75		

•Skills:

Charisma: 5, Gadgetry: 7, Scientist: 6, Weaponry: 5

•Advantages:

Connections: Suicide Squad (High), Underworld (Low); Genius; Scholar (optics, quantum physics)

•Equipment:

COSTUME [BODY: 6, Energy Blast: 7, Flash: 9, Force Field: 8, Force Manipulation: 8, Flight: 8, Illusion: 12, R#: 5]

10 AP ABC Omni-Gadgets (x2)

•Alter Ego: Dr. Arthur Light
•Height: 5'11" **•Weight:** 171 lbs.
•Eyes: Blue
•Hair: Black, rapidly going Gray
•Motivation: Power Lust
•Wealth: 4
•Occupation: Criminal
•Background:

Arthur Light was once a simple researcher at STAR Labs, working in tandem with Dr. Jacob Finlay on perfecting a variety of light-based technology. The idealistic Finlay wished to use their discoveries to become a superhero, while the more mercenary Light was selling STAR Labs secrets to organized crime to pay off old gambling debts. While attempting to pilfer the plans for a new armored exoskeleton, Arthur encountered a previously-unknown hero named Dr. Light, who mysteriously allowed him to go free. The heroic Dr. Light was in fact Arthur Light's partner, Jacob. The following day, Jacob was accidentally killed in a lab mishap. Under pressure from organized crime, Arthur Light searched Finlay's lab and discovered his deceased partner's "Dr. Light" costume. Haunted by Jacob's spirit, Arthur Light decided that he had been pushed around long enough, and embarked on a criminal career as Dr. Light.[1]

Light learned enough about optics from studying his heroic predecessor's equipment to create powerful light-based weaponry of his own; and after a couple of weeks in the laboratory, he emerged as a full-fledged supervillain and hatched a scheme to eliminate the entire Justice League of America, though the heroes easily thwarted him.[2]

Light then realized that the collected Justice League was a powerful nemesis and adopted a new tack, deciding to hunt down each of the Justice Leaguers one-by-one, beginning with Green Lantern, though this scheme also failed.[3]

Later, Light clashed with the Teen Titans, both alone,[4] and with the Fearsome Five, a team of criminals that he himself founded.[5]

In his most recent appearance as a villain, Dr. Light attempted to surreptitiously take over a small town, though his scheme was thwarted by a trio of ten-year-old boys calling themselves Little Boy Blue and the Blue Boys.[6]

While in prison after this last defeat, Dr. Light was recruited by the government-backed espionage unit known as the Suicide Squad.[7]

Moments after Jacob's ghost convinced him to have a change of heart regarding his criminal ways, Dr. Light was killed by a horde of Darkseid's para-demons while on a Squad mission.[8]

•Methods and Goals:

If you asked him, Dr. Light would claim that his goals involved ruling the world and making that really big score. In reality, staying out of prison and dodging superheroes are a little closer to the truth.

Notice how early in his criminal career, Doctor Light was very ambitious, first plotting the destruction of the entire Justice League and later the downfall of the Teen Titans. After repeated defeats, however, Light seems to have lowered his sights a bit. A good size robbery is now likely to catch his eye.

His main strategy in combat involves using his light-based technology to avoid being harmed at all costs.

ENDNOTES

1. Secret Origins #37
2. Justice League of America #12
3. Green Lantern #33
4. The Teen Titans #44
5. The New Teen Titans #3
6. Flash #12
7. Suicide Squad #24
8. Suicide Squad #36

QUEEN BEE I

DEX:	8	STR:	4	BODY:	6
INT:	8	WILL:	8	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	75		

•Powers:

Energy Absorption: 8, Flight: 8, Invulnerability: 11

•Skills:

Charisma: 7, Gadgetry: 7, Scientist: 8

•Limitations:

Miscellaneous: Energy Absorption only works on magnetic energy.

•Advantages:

Connections: Planet of Korll (High); Leadership; Scholar (Insects)

•**Drawbacks:**

Catastrophic Physical Restriction: Queen Bee is completely immobile, and cannot move in any way unless she absorbs at least 6 APs of magnetic energy each day. Using her Magno-Nuclear Rod, she can draw 2 APs of magnetic energy out of any intelligent living creature each day (this does no real harm to the target).

•**Equipment:**

Magno-Nuclear Rod [BODY: 6, Control: 13, Flight: 8, Mind Drain: 8, Shrinking: 18]

Bonuses: The Rod's Mind Drain Power is a variant of the standard Power listed in the *Character Handbook*: Queen Bee makes a Mind Drain Action Check against an OV/RV equal to the target's INT/MIND, and the RAPs from this roll are then temporarily subtracted from the target's MIND APs (not the Current MIND Condition) for an amount of time equal to the RAPs earned; Shrinking and Flight are both Usable On Others (treat an attack on an unwilling target as a Physical Attack; RAPs earned indicate the amount of time the target remains shrunk).

Limitation: Queen Bee cannot use Mind Drain on a target she has not shrunk using the rod's Shrinking Power.

•**Alter Ego:** Zazzala
•**Height:** 5'5" •**Weight:** 116 lbs.
•**Eyes:** Blue •**Hair:** Magenta
•**Motivation:** Power Lust
•**Wealth:** 15
•**Occupation:** Queen
•**Background:**

Several years ago, Queen Zazzala of Korll discovered the formula for an elixir which was said to confer the power of immortality upon anyone who drank it. But in order to concoct the elixir, she needed the proper ingredients, all of which were hidden away in various perilous locales all over the universe. Neither she nor her enslaved race of servants known as the Bee Men had the powers or abilities needed to hunt down

each of the ingredients, so Zazzala crafted a plan to capture the Justice League of America and force them to retrieve the prizes for her. After a quick trip to Earth, the Queen Bee quickly gained control over the Leaguers using her Magno-Nuclear Rod, and sent them on their way. All of the Justice Leaguers eventually accomplished their missions, of course; but in the end, the Leaguers outwitted Zazzala and kept her from brewing up the elixir.[1]

The Queen Bee returned a few months later with a new problem. Since her last appearance, she had managed to mix up the elusive immortality mixture after all, only to find that the elixir rendered her totally immobile. She now enlisted the Justice Leaguers' aid to find the ingredients for an antidote to the original solution, a mission which they managed to accomplish just before defeating Zazzala and sending her to prison.[2]

Zazzala eventually learned that she could regain her mobility by absorbing magnetic energy, although exactly how this happened remains unclear.[3] She may show up again with some new scheme aimed at conquest.

•Methods and Goals:

Other than immortality, Zazzala is really only interested in those things that normally interest the adversaries of the Justice League: money, power, long lost alien artifacts, etc.

Zazzala does not really like to involve herself in her own crimes to any degree, always preferring to work through enthralled intermediaries. One of her most often used tactics is to use the Magno-Nuclear Rod to turn her mental slaves into insects.

ENDNOTES

1. Justice League of America #23
2. Justice League of America #60
3. Action Comics #443

THE KEY

DEX:	6	STR:	4	BODY:	5
INT:	10	WILL:	7	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	95		

•Skills:

Gadgetry: 12, Medicine: 10, Scientist: 10, Thief (Locks): 16

•Advantages:

Connection: Underworld (High); Genius; Leadership; Scholar (traps, key-based Gadgets)

•Equipment:

PSYCHOACTIVE CHEMICALS [BODY: 0, Control: 15]

The Key maintains control over his victims with a special "keyboard" (BODY: 2).

16 AP ABCD Omni-Gadget Keys and traps (x4)

•Thugs:

The Key usually employs a number of costumed thugs known as "Key Men." The Key Men have all Attributes and the Martial Artist and Weaponry Skills rated at 4 APs.

•Motivation: Power Lust
•Height: 6'1" **•Weight:** 197 lbs.
•Eyes: Brown **•Hair:** None
•Wealth: 10

•Occupation:

Scientist, Criminal

•Background:

The Key's true background is a complete mystery. No one is really sure exactly who he is or where he came from.

The first time he battled the Justice League, the Key used potent hallucinogenic drugs to seize mental control over the Leaguers and force them to retire, hoping to clear the way for a far-reaching crime spree. This scheme was ultimately foiled by Zatanna, who used her magical powers to restore her fellow Leaguers to their old selves.[1]

But prison did not hold the Key for long. A couple of months later, he was back with a new plan to eliminate the Justice League. This one involved seizing mental control over the items stored in the Secret Sanctuary's trophy room and using them to force the Justice Leaguers to kill each other, though it too failed, and he was returned to jail.[2]

Approximately one year later, the Key again escaped. After this second break, he lured the Justice League into a death trap in St. Louis, Missouri, by murdering a Santa Claus impersonator close to the Leaguers. In this trap, the Key actually appeared to have murdered each of the Justice Leaguers in turn, though the heroes had, in fact, escaped death with the help of the Phantom Stranger, and returned to defeat the Key.[3]

During this last plot, the Key informed the Justice Leaguers that he only had a few months left to live, due to all the psychoactive chemicals he had ingested throughout his life. Though he eventually solved this problem, the cure temporarily turned him into a dwarf, setting the Key off on a scheme to restore his height which again put him into conflict with the Justice League.

The Key later emerged to team up with the briefly evil Snapper Carr,[4] for whom he created the identity of the Star-Tsar, and reactivated Amazo in an attempt to destroy the League.[5]

•Methods and Goals:

The Key never enters into any criminal enterprise halfheartedly. His schemes are always carefully planned out to the smallest detail, and tend to feature elaborate traps capable of disorienting their victims. The effectiveness of these traps can easily be illustrated by the adventure in which the Key actually would have succeeded in killing the Justice League, had it not been for the Phantom Stranger's intervention.

The Key's mysterious background should be played up in any adventures in which he appears. To this day, the Justice Leaguers have yet to figure out who (or what) he really is.

ENDNOTES

1. Justice League of America #41
2. Justice League of America #63
3. Justice League of America #110
4. Justice League of America #150
5. Justice League of America #191

The Royal Flush Gang

TEN

DEX: 8 STR: 4 BODY: 5
INT: 4 WILL: 4 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 4
INITIATIVE: 19 HERO POINTS: 55

- **Skills:**
  Acrobatics: 6, Martial Artist: 7, Thief: 7, Vehicles: 6
- **Advantages:**
  Lightning Reflexes
- **Equipment :**
  Razor Cards [BODY: 4, EV: 5]
  Bonus: Ten can throw up to eight razor cards in a single phase: add one to the final dice roll (after all rerolls for doubles) for each additional card thrown past the first.
  FLYING CARD [BODY: 5, Flight: 8]
  Blaster [BODY: 4, EV: 9, R#: 2]
  8 AP ABC Omni-Cards (x2)
- **Alter Ego:** Wanda Weyland
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal

JACK

DEX: 5 STR: 4 BODY: 4
INT: 5 WILL: 4 MIND: 4
INFL: 5 AURA: 5 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 50

- **Skills:**
  Acrobatics: 3, Charisma: 6, Martial Artist: 5
- **Equipment :**
  Razor Cards [BODY: 4, EV: 5]
  Bonus: Jack can throw up to eight razor cards in a single phase: add one to the final dice roll (after all rerolls for doubles) for each additional card thrown past the first.
  FLYING CARD [BODY: 5, Flight: 8]
  Blaster [BODY: 4, EV: 9, R#: 2]
  8 AP ABC Omni-Cards (x2)
- **Alter Ego:** Robert Danforth
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal

QUEEN

DEX: 6 STR: 4 BODY: 4
INT: 4 WILL: 5 MIND: 4
INFL: 5 AURA: 3 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 55

- **Skills:**
  Acrobatics: 3, Artist (Actor): 7, Martial Artist: 5
- **Advantages:**
  Scholar (Disguise)
- **Drawbacks:**
  Miscellaneous: Queen is an alcoholic.
- **Equipment :**
  Razor Cards [BODY: 4, EV: 5]
  Bonus: Queen can throw up to eight razor cards in a single phase: add one to the final dice roll (after all rerolls for doubles) for each additional card thrown past the first.
  FLYING CARD [BODY: 5, Flight: 8]
  Blaster [BODY: 4, EV: 9, R#: 2]
  8 AP ABC Omni-Cards (x2)
- **Alter Ego:** Mona Taylor
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal

KING

DEX: 5 STR: 4 BODY: 4
INT: 5 WILL: 5 MIND: 4
INFL: 5 AURA: 4 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 55

- **Skills:**
  Acrobatics: 3, Martial Artist: 5
- **Drawbacks:**
  Minor Physical Restriction: King is dying of lung cancer
- **Equipment :**
  Razor Cards [BODY: 4, EV: 5]
  Bonus: King can throw up to eight razor cards in a single phase: add one to the final dice roll (after all rerolls for doubles) for each additional card thrown past the first.
  FLYING CARD [BODY: 5, Flight: 8]
  Blaster [BODY: 4, EV: 9, R#: 2]
  8 AP ABC Omni-Cards (x2)
- **Alter Ego:** Joe Carny
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal

ACE ANDROID

DEX: 7 STR: 18 BODY: 10
INT: 2 WILL: 2 MIND: 10
INFL: 2 AURA: 2 SPIRIT: 10
INITIATIVE: 11 HERO POINTS: 50

- **Powers:**
  Energy Blast: 13, Flame Being: 10, Skin Armor: 8
- **Advantages:**
  Scholar (Justice Leaguers and their weaknesses); Miscellaneous: Ace can turn itself yellow at will, thus making itself immune to the effects of a Green Lantern's Power Ring.
- **Motivation:** Programmed
- **Wealth:** Not Applicable
- **Background:**
  Over the years, there have been several incarnations of the Royal Flush Gang. The statistics above represent the current Gang.
  The very *first* Flushers were organized by Professor Amos Fortune (see Professor Amos Fortune, page 80). The Flushers were Fortune's childhood gang. After he moved into the criminal "big leagues," Fortune tried to pull his old friends along for the ride, breaking in his mates by pitting them against the Justice League of America, though during the resulting struggle, Fortune and his friends were easily defeated. With the aid of Fortune's "stellaration" machine, however, this version of the Gang arguably came much closer to actually defeating the Justice Leaguers than any of the others that followed in its wake.[1]
  A couple of weeks after they were captured, the members of the Royal Flush Gang made good their escape and fought a speedy rematch against the Justice

League, this time battling over a mysterious treasure map.[2] Upon the conclusion of this battle, the Flushers were again imprisoned and again escaped, this time emerging to clash with the Joker.[3]

After they were locked up this last time, this particular Royal Flush Gang disappeared forever. Enter the characters described above: as part of one of his many plots for restoring his mobility, Green Lantern's long-time nemesis Hector Hammond recruited a new Royal Flush Gang which was first defeated by the JLA shortly after Firestorm joined the JLA.[4] This same group was later recruited by JLI front man Maxwell Lord, who sprung the Flushers in order to provide Booster Gold with a rather visible test that he could pass and thus impress the rest of the League, securing an invitation to become a member.[5]

The Royal Flush Gang retrenched after this escapade, and began recruiting runaways to form a criminal army. Former Teen Titan Danny Chase attempted to infiltrate the organization and destroy it from within, but when the Titans got wind of what the Royal Flush Gang was up to, they put the Flushers out of business the hard way.[6]

•Methods and Goals:

The Royal Flush Gang makes a good group of hired gun villains suitable for a wide variety of JLA or JLI adventures. The Flushers are short-tempered, overconfident, and dull-witted. They are also legendary for their dogged

persistence.

In addition to the acquisition of wealth and power, the Royal Flush Gang is also especially interested in avenging their past defeats at the hands of both Justice League incarnations.

ENDNOTES

1. Justice League of America #43
2. Justice League of America #54
3. The Joker #5
4. Justice League of America #203-205
5. Justice League #4
6. The New Titans #68-69

THE SHAGGY MAN

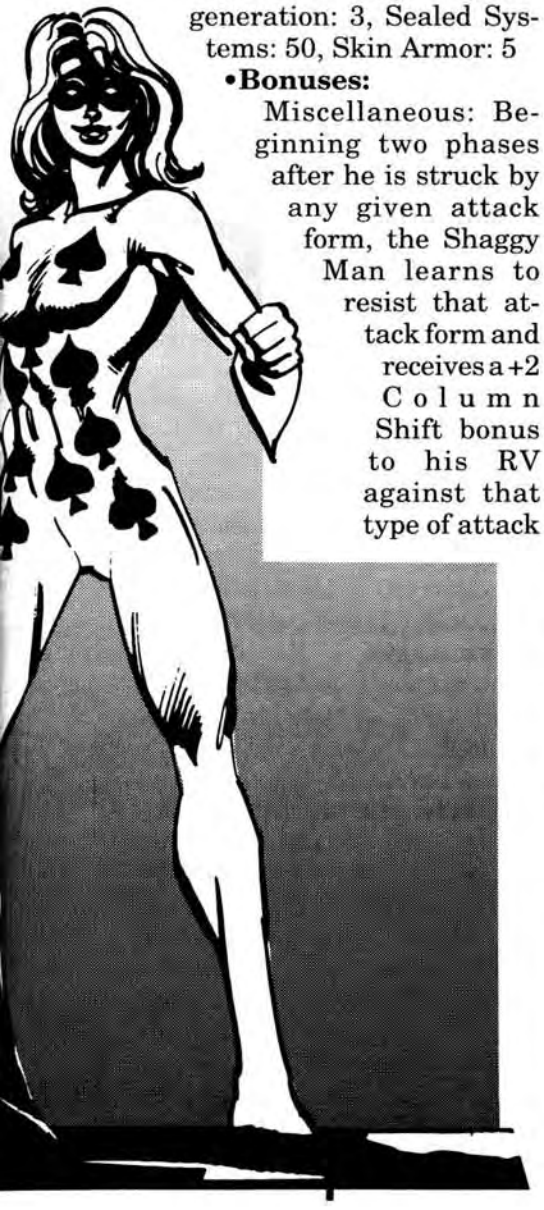
DEX:	8	STR:	18	BODY:	14
INT:	1	WILL:	1	MIND:	10
INFL:	1	AURA:	1	SPIRIT:	10
INITIATIVE:	10	HERO POINTS:			75

•Powers:

Invulnerability: 18, Regeneration: 3, Sealed Systems: 50, Skin Armor: 5

•Bonuses:

Miscellaneous: Beginning two phases after he is struck by any given attack form, the Shaggy Man learns to resist that attack form and receives a +2 Column Shift bonus to his RV against that type of attack in the future.



•Motivation: Nihilist
•Height: 7'5" **•Weight:** 437 lbs.
•Eyes: Red **•Hair:** Brown
•Wealth: Not Applicable
•Occupation: Android
•Background:

The Shaggy Man was a large hirsute android that was built by Professor Andrew Zagarian, the man who created "plastalloy," a synthetic substance closely resembling human flesh. Shortly after it was created, the Shaggy Man escaped its creator and went on a full-blown rampage, eventually attracting the attention of the Justice League of America, who wound up leaving the creature to forever battle a duplicate of itself in a pit buried deep in the bowels of the Earth.[1]

About a year later, the Shaggy Man was rescued from this fate by Green Lantern's nemesis Hector Hammond, who teleported one of the beasts directly aboard the Justice League's new satellite, hoping to eliminate the entire Justice League in one fell swoop. But in the end, Green Lantern put a rather decisive halt to this particular threat by using his Power Ring to shrink the Shaggy Man down into nothingness.[2] But the sudden disappearance of the first Shaggy Man allowed the duplicate Shaggy Man to crawl out of the hole in which the two androids were left to eternally battle, in search of prey. The second beast dug his way out and wound up in the Soviet Union, where he was tricked aboard a spacecraft just before it lifted off for orbit.[3]

•Methods and Goals:

The Shaggy Man's built-in instincts make him a relentless killing machine, incapable of speech or reason. The Shaggy Man doesn't need to eat, sleep or rest — his mind is permanently focused on destruction.

ENDNOTES

1. Justice League of America #45
2. Justice League of America #104
3. Justice League of America #186

T.O. MORROW

DEX:	3	STR:	2	BODY:	3
INT:	9	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:			75

•Skills:

Charisma: 5, Gadgetry: 13, Scientist: 9

•Advantages:

Genius; Scholar (robotics, androids)

•Equipment:

COMPUTER FORECASTER [BODY: 5, Precognition: 18]

•Alter Ego:

Thomas Oscar Morrow
•Height: 5'10" **•Weight:** 191 lbs.
•Eyes: Blue **•Hair:** White
•Motivation: Power Lust
•Wealth: 8
•Occupation: Robotics Expert
•Background:

T.O. Morrow is a villain who was born with an odd name that led him to develop an obsession with the future. Since his early childhood, Morrow has desired to glimpse what the future holds. When he was old enough, Morrow entered top scientific academies as part of an attempt to unlock the secrets of time. After he graduated and left school, Morrow invented a computer forecaster that allowed him to look into the future. He later clashed with the Justice Leaguers on four separate occasions.

Morrow first used the computer forecaster to copy advanced futuristic technology that he used to commit various crimes in the twentieth century. During this first scheme he did not run afoul of the entire Justice League. The Flash (Barry Allen) and Green Lantern (Hal Jordan) defeated him by themselves.[1]

Morrow's second scheme involved the use of futuristic technology he captured during his clash with Flash and Green Lantern to construct a powerful android that he used to infiltrate the newly-reformed Justice Society of America. This android gained limited sentience and left Morrow to become a Justice

Leaguer himself (see the Red Tornado, page 24).[2]

On the occasion of his third battle with the JLA, Morrow managed to temporarily regain control over the once-dead Red Tornado and implanted a bomb inside of him, hoping to wipe out the Justice League; though the Leaguers saw through his scheme and again foiled him. But before he could be imprisoned, however, Morrow suddenly winked out of existence without warning or explanation.[3]

In the end, it turned out that this last defeat somehow separated Morrow into two separate people: his normal "human" identity , and an exotic looking supervillain known as the Future Man. Shortly thereafter, Superman encountered and defeated Morrow,[4] and Red Tornado encountered and defeated the Future Man,[5] restoring everything to normal.

Morrow had his fourth and final encounter with the JLA after he recaptured the Red Tornado and discovered that the original android that he had constructed had been inhabited and animated by the Tornado Champion of Rann just before Morrow originally dispatched the android to eliminate the Justice Society. His experiments on the android's body nearly ended in disaster.[6]

The last time he was seen, Morrow was summoned by a group of heroes during the *Crisis on Infinite Earths* in order to aid the heroes in their efforts to reconstruct the Red Tornado, who had been altered by the Anti-Monitor.[7]

•Methods and Goals:

T.O. Morrow is quite clever and easy to underestimate. Two of his greatest assets are his charisma and his ability to talk himself out of a jam.

When it comes to goals, Morrow has only two: eliminate the Justice League (he still seeks revenge on the old Leaguers because of his multiple defeats), and grab as much personal power as possible.

ENDNOTES

1. The Flash #143 (1st series)
2. Justice League of America #64-65
3. Justice League of America #106
4. Super-Team Family #11
5. World's Finest #256
6. Justice League of America #193
7. Crisis on Infinite Earths #8

The Injustice Gang of the World

The Injustice Gang was a grab bag of miscellaneous villains who hoped to band together to defeat the original Justice League of America. The IGW was initially organized by a mysterious villain named Libra, who was simply using the other Gang members as pawns in his attempt to steal the Justice Leaguers' powers. Curiously enough, the Leaguers failed to foil Libra in this particular endeavor, and the archfiend successfully used his Energy Transmortifier machine to briefly become a god-like being, though both his person and sanity quickly snapped under the weight of divine responsibility.[1]

After Libra disappeared for all time, the remaining Injustice Gangers were reorganized by a new Construct and pitted against the JLA in a one-on-one free-for-all combat which ended with the Gang's defeat.[2] The Injustice Gang took one last crack at the Justice League of America, after being reorganized by futuristic criminal and longtime Flash foe Abra Kadabra.[3]

At its height, the Injustice Gang was equipped with a satellite headquarters that rested in orbit just opposite the Justice League satellite, signal devices, communication gear, and special vehicles all similar to their JLA counterparts.

LIBRA — *DECEASED*

DEX:	4	STR:	3	BODY:	4
INT:	10	WILL:	9	MIND:	8
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:	75		

•Skills:
Gadgetry: 14, Scientist: 11

•Advantages:
Genius; Leadership

•Equipment:
Energy Transmortifier Focus [BODY: 8, Adaptation: 40]

Bonuses: The Transmortifier's Adaptation Power is a variant of the Power described in the Character Handbook: To Adapt a Power, Libra makes an Action Check against an OV/RV equal to the target's Power AP level, and if this check gains positive RAPs, the target loses 1 AP of the Power and Libra receives the Power at an AP level equal to the target's current AP level (all such changes appear to be permanent); Libra can also Adapt Attributes and Skills, Adapting up to one ability per phase.

•Motivation: Power Lust

•Wealth: 12

•Occupation: Would-Be Deity

•Background:
Nobody really knows anything about Libra and where he came from. He died during his first and only confrontation with the JLA.

CHRONOS

DEX:	5	STR:	4	BODY:	3
INT:	9	WILL:	7	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	65		

•Skills:
Gadgetry: 9, Scientist: 9, Thief: 5, Vehicles: 4, Weaponry: 6

•Advantages:
Connection: Suicide Squad (Low); Genius; Scholar (temporal physics)

•Drawbacks:
Catastrophic Irrational Attraction to clocks and clock-motif crimes; Serious Irrational Attraction to destroying the Atom (Ray Palmer)

•Equipment:
Exploding Hourglasses (x2) [BODY: 1, Bomb: 8, R#: 2]

Wrist Watch [BODY: 4, EV: 5, R#: 2]

FLYING SUNDIAL [BODY: 8, Flight: 9]

8 AP ABCD Omni-Gadgets (x3)

Chronos' Omni-Gadgets always have a clock- or time-motif.

- **Alter Ego:** David Clinton
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal
- **Background:**

David Clinton was a petty criminal who one day realized that he was constantly suffering defeat because he did not take the proper time to plan his crimes. Inspired by the clockwork precision that he saw all around him in prison, Clinton used his mechanical knowhow to create the costumed identity of Chronos, the Time Thief.[4] During his criminal career, Chronos was best known for his many struggles against the Atom.

Chronos remained a member of the IGW from its founding all the way through to its demise.

MIRROR MASTER—*DECEASED*

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	65		

- **Skills:**

Gadgetry: 10, Scientist: 7, Thief: 5, Weaponry: 5

- **Advantages:**

Genius; Scholar (mirrors, mirror-based weapons)

- **Equipment:**

Mirror Guns (x2) [BODY: 3, Heat Vision: 8, R#: 2]

MIRROR PACK [BODY: 4, Flight: 8]

Holo-Mirror [BODY: 1, Illusion: 11]

8 AP ABCD Omni-Gadget Mirrors (x4)

- **Alter Ego**: Samuel Scudder
- **Motivation:** Mercenary
- **Wealth:** 6
- **Occupation:** Criminal
- **Background:**

While in jail for a petty robbery, Sam Scudder accidentally applied an exotic chemical to the backing of a mirror that he was making in the prison craft shop, and noticed that the chemical had endowed the mirror with the ability to retain a reflected image. Inspired by his serendipity, Sam then began a study of mirrors and optics, the net result of which was the formidable mirror-based arsenal he later used to commit crimes as the Mirror Master.[5] During his stint as a master criminal, Scudder's battles against the Flash (Barry Allen) were legendary. He was a member of the IGW from its founding to its break up.

POISON IVY

DEX:	5	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	4
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	55		

- **Powers:**

Plant Control: 8, Plant Growth: 6, Systemic Antidote: 8, Poison Touch: 5

- **Skills:**

Acrobatics (Climbing): 8, Charisma: 10, Martial Artist: 5, Gadgetry: 6, Scientist: 6

- **Advantages:**

Attractive; Connection: Arkham Asylum (Low); Scholar (horticulture, poisons)

- **Drawbacks:**

Serious Irrational Attraction to Batman; Serious Psychological Instability

- **Alter Ego:** Pamela Isley
- **Motivation:** Psychopath
- **Wealth:** 4
- **Occupation:** Former Botanist
- **Background:**

Pamela Isley was experimented upon by Jason Woodrue, an odd criminal from another dimension who later became known as the Floronic Man. Ivy is now a May

Queen gone bad (May Queens being powerful elemental plant forces that help safeguard the Earth), a fact which causes her a great deal of mental stress.[6] She has been repeatedly sentenced to incarceration in Arkham Asylum, but is currently a member of the Suicide Squad.

She stuck with the IGW from its inception to its disintegration.

THE SCARECROW

DEX: 4 STR: 2 BODY: 4
INT: 7 WILL: 6 MIND: 4
INFL: 5 AURA: 3 SPIRIT: 5
INITIATIVE: 16 HERO POINTS: 50

- **Skills:**
  Gadgetry: 9, Scientist: 8
- **Advantages:**
  Connection: Underworld (Low); Scholar (psychology)
- **Drawbacks:**
  Minor Irrational Attraction to causing fear in his victims.
- **Equipment:**
  Fear Transmitters (x5) [BODY: 2, Phobia: 13, R#: 2]
- **Alter Ego:** Jonathan Crane
- **Motivation:** Psychopath
- **Wealth:** 6
- **Occupation:** Professor
- **Background:**

Since he was a small boy, Jonathan Crane had been obsessed with the concept of fear, and like Amos Fortune and T.O. Morrow, Crane has patterned his career as a villain around his obsession.[7] In everyday life, Crane is a professor of psychology.

The Scarecrow was another member of the IGW who lasted from start to finish.

THE SHADOW THIEF

DEX: 6 STR: 2 BODY: 3
INT: 7 WILL: 5 MIND: 5
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 55

- **Skills:**
  Gadgetry: 6, Scientist: 6
- **Advantages:**
  Connection: Xarapon (High)
- **Equipment:**
  DIMENSIOMETER [BODY: 4, Dispersal: 10, Two-Dimensional: 10, Thief (Stealth): 7]
- **Alter Ego:** Carl Sands
- **Motivation:** Mercenary
- **Wealth:** 5
- **Occupation:** Criminal
- **Background:**

Carl Sands was a small-time criminal who became obsessed with the concept of shadows and later established a career as a villain based around that obsession. Sands gained his powerful shadow-based weaponry when he accidentally opened a portal to the shadow realm of Xarapon, one day, where he proceeded to save the life of a top scientist. This scientist then rewarded Sands with the equipment he later used to become the Shadow Thief.[8] The equipment aided Sands in pulling off robberies, thefts, and heists of all descriptions, often allowing him to sneak by night watchmen and other security guards completely undetected.

Shadow Thief was famous for battling Hawkman; and he too was a member of the IGW from start to finish.

TATTOOED MAN

DEX: 5 STR: 4 BODY: 4
INT: 5 WILL: 3 MIND: 3
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 14 HERO POINTS: 50

- **Powers:**
  Animate Image: 14
- **Skills:**
  Thief: 5
- **Limitations:**
  Miscellaneous: Animate Image only works on the special tattoos painted on Tarrant's body.
- **Sample Tattoos:**
  Axe [STR: 8, BODY: 6]
  Boat [STR: 5, BODY: 5, Swimming: 4]
  Dragon [DEX: 5, STR: 4, BODY: 5, Flame Project: 5]
  Fan [STR: 9, BODY: 5, Super Breath: 9]
  Shield [BODY: 14]
  Strongman [DEX: 4, STR: 7, BODY: 3]
  Anchor [DEX: 3, BODY: 11, Gliding: 3]

Tattooed Man usually wears 2D10 different tattoos, but he can only animate one tattoo at a time. The GM may feel free to invent tattoos of his own to supplement the examples listed. For some unknown reason, Green Lantern's Power Ring has no direct effect on the tattoos (as though they were yellow).

- **Alter Ego:** Abel Tarrant
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal
- **Background:**

While breaking into a warehouse during his otherwise undistinguished career as a petty thief, Abel Tarrant discovered a wonder chemical with the ability to form "real" solid shapes. Absconding with the chemical, Tarrant decided that the best way to employ it would be to cover himself with tattoos painted on with the chemical, which he could then animate whenever he found himself in a jam.[9]

Tattooed Man is one of Green Lantern's old nemeses. He was another member of the IGW that lasted from start to finish.

ABRA KADABRA

DEX: 5 STR: 3 BODY: 4
INT: 8 WILL: 5 MIND: 5
INFL: 5 AURA: 5 SPIRIT: 5
INITIATIVE: 18 HERO POINTS: 75

- **Powers:**
  Matter Manipulation: 11, Omni-Power: 7, Telepathy: 12, Telekinesis: 12
- **Skills:**
  Charisma: 6, Gadgetry: 7, Scientist: 15, Thief: 6
- **Advantages:**
  Scholar (stage magic)
- **Motivation:** Mercenary
- **Wealth: 7**
- **Occupation:**
  Former Stage Magician
- **Background:**

Kadabra is a frustrated stage magician from the 64th Century who decided to become a criminal in response to his audiences' waning interest.[10] Kadabra frequently battled the Flash (Barry Allen) in both the 20th and 64th

Centuries, and seized control of the Injustice Gang of the World shortly before its third battle with the JLA.

ENDNOTES

1. Justice League of America #111
2. Justice League of America #143
3. Justice League of America #158
4. The Atom #3
5. The Flash #105
6. Secret Origins #36
7. World's Finest Comics #3
8. The Brave and the Bold #36
9. Green Lantern #23
10. The Flash #128

THE CONSTRUCT

INT: 12 WILL: 10 MIND: 10
INFL: 8 AURA: 3 SPIRIT: 7
INITIATIVE: 20 HERO POINTS: 95

- **Powers:**

Animate Objects: 16, Control: 15, Self Link (Spirit Travel): 25

- **Skills:**

Gadgetry: 10, Scientist: 9

- **Bonuses:**

Miscellaneous: The Construct's Powers can be increased by between 1 and 10 APs if he can somehow access a powerful enough source of radio waves.

- **Limitations:**

Miscellaneous: Animate Objects only works on electronic devices.

- **Advantages:**

Genius; Leadership; Scholar (Electronics)

- **Drawbacks:**

Miscellaneous: The Construct can be destroyed by another mechanical intellect in mind-to-mind combat: no special Powers are needed to make such an attack; the opponent simply makes an Action Check using its INT/WILL as the AV/EV against an OV/RV equal to the Construct's INT/MIND. The RAPs equal the Mental damage sustained by the Construct. Once the Construct's Current MIND Condition is reduced to zero, it is destroyed. Apply a -1 Column Shift penalty to the Construct's OV for every 10 APs (or fraction thereof) of combined Animate Objects and Control that it has currently active.

- **Equipment:**

BODY [DEX: 7, STR: 7, BODY: 8, Growth: 10]

Miscellaneous Advantage: If the Construct's physical body is destroyed, it can reform another out of metal and radio waves in two phases.

- **Motivation:** Nihilist
- **Height:** Varies
- **Weight:** Varies
- **Eyes:** Photoelectric
- **Hair:** None
- **Wealth:** Not Applicable
- **Occupation:** Not Applicable
- **Background:**

The Construct is an evil intelligence that coalesced itself out of the Earth's overloaded airwaves. The airwaves seem to have somehow formed a sentience that has grown angry at mankind due to years of abuse and mistreatment at their hands, and this anger personifies itself from time-to-time as the Construct.

When it first appeared, the Construct tried to destroy all of humanity, though in the end, the Atom foiled its scheme.[1]

In its second appearance, the Construct again tried to destroy all of humanity, this time by mind controlling various members of the JLA, but the non-controlled JLAers managed to defeat their teammates and save the day.[2]

In its third appearance, the Construct seized control of the Red Tornado before attempting to achieve its goal of destroying all humanity, but was put to rest by the Red Tornado himself.[3]

Later, the Construct attempted a similar ploy and was again defeated by the Red Tornado.[4]

And in its most recent appearance, the Construct functioned as a pawn of the supercomputer built by the New God known as Metron that prompted Maxwell Lord to involve himself in the foundation of the Justice League International.[5]

- **Methods and Goals:**

In its natural form, the Construct has only one goal: the complete destruction of humanity. It will stop at nothing until its goal is achieved.

ENDNOTES

1. Justice League of America #142
2. Justice League of America #143
3. Justice League of America #146
4. Red Tornado mini-series #1-4
5. Justice League International #11

The Champions of Angor

The Champions are a team of crime fighters from the world of Angor, a planet that was plagued by a horde of killer robots that was dispatched by an evil supercorporation to rob Angor of its natural resources. The Justice League first met the Champions after a group of similar robots appeared on Earth with an identical objective. The Justice League tracked the robots back to their point of origin at the same time the Champions were busy tracking down their own mechanical invaders. When the two groups arrived on the robotic home world, they mistook each other for the robots' creators and began an epic battle, though, the heroes quickly managed to sort out their differences, and teamed up against the common enemy.[1]

Later, Angor was consumed in the flames of an atomic war started by a group of villains known as the Extremists. This prompted the Champions to journey to Earth and begin their own private campaign to remove all of its nuclear weapons, in order to insure that the Earth would never meet the fate of the Champions' home world. Unfortunately, their ignorance of Earth customs made the Champions ideal pawns for the insidious Rumaan Harjavti, dictator of the middle eastern nation of Bialya. Harjavti managed to involve the would-be philanthropists in his own private struggles against the Soviet Union and the newly formed Justice League. By the time the Champions figured out Harjavti's duplicity, their leader Wandjina was dead.[2]

After this debacle, Blue Jay and the Silver Sorceress were captured by the Soviets, though

the dictatress known as the Queen Bee (see Queen Bee II, page 97) later had Wandjina reanimated and began using him as a superpowered pawn. Captain Atom ended this particular strategy when he vaporized Wandjina's animated corpse into nothingness.[3]

The Silver Sorceress and Blue Jay managed to escape from the Soviets, thanks to a renegade official who gave them a means of regaining their neutralized powers.[4] Blue Jay flew to Moscow to ask the JLI to grant him asylum, while the Silver Sorceress used her powers to return to Angor. When she arrived, she discovered to her horror that the Extremists were still alive. This group of villains then traveled to Earth, intending to pick up where they had left off on Angor.[5] See page 102 for more information.

WANDJINA "The Thunderer" — *DECEASED*

DEX: 10 STR: 16 BODY: 13
INT: 5 WILL: 7 MIND: 7
INFL: 4 AURA: 3 SPIRIT: 8
INITIATIVE: 19 HERO POINTS: 65

While Wandjina was an animated corpse, his INT, WILL, and MIND were all rated at 1 AP and his DEX was reduced to 2 APs.

- **Powers:**
  Flight: 9, Lightning: 15, Weather Control: 12
- **Skills:**
  Weaponry: 10
- **Equipment:**
  Axe [BODY: 11, EV: 8]
- **Motivation:**
  Responsibility of Power
- **Wealth:** 0
- **Occupation:** Hero
- **Background:**
  Wandjina was the Champions' toughest member and leader. Although he had a heart of gold, he was easily misled. He was killed during the Champions' clash with the Justice League and later reanimated by the Queen Bee.

SILVER SORCERESS

DEX: 6 STR: 3 BODY: 4
INT: 6 WILL: 6 MIND: 6
INFL: 5 AURA: 4 SPIRIT: 6
INITIATIVE: 17 HERO POINTS: 55

- **Powers:**
  Dumb Luck: 10, Dimension Travel: 7
- **Skills:**
  Charisma: 5
- **Bonuses:**
  Miscellaneous: Silver Sorceress' Dumb Luck Power can be Used On Others and can be used to produce either good or bad luck (not unlike Amos Fortune's Stimu-Luck Machine); her Power can also be used to crumble inanimate objects as though it was a Physical Attack.
- **Motivation:**
  Responsibility of Power
- **Wealth:** 0
- **Occupation:** Heroine
- **Background:**
  The Silver Sorceress was the kind, compassionate Champion who often served as Wandjina's counselor.

BLUE JAY

DEX: 7 STR: 4 BODY: 5
INT: 5 WILL: 4 MIND: 5
INFL: 3 AURA: 3 SPIRIT: 6
INITIATIVE: 15 HERO POINTS: 55

- **Skills:**
  Gadgetry: 7, Scientist: 5
- **Advantages:**
  Genius
- **Equipment:**
  COSTUME [*BODY: 6*, Energy Blast: 8, Flight: 7, Shrinking: 4]
- **Motivation:**
  Responsibility of Power
- **Wealth:** 0
- **Occupation:** Hero
- **Background:**
  Only his teammates know much about Blue Jay and where he came from. It was he who alerted the Justice League to the threat of the Extremists.

CAPTAIN SPEED/JACK B. QUICK — *DECEASED*

DEX: 7 STR: 3 BODY: 7
INT: 4 WILL: 6 MIND: 5
INFL: 4 AURA: 4 SPIRIT: 6
INITIATIVE: 28 HERO POINTS: 45

- **Powers:**
  Superspeed: 13
- **Motivation:**
  Responsibility of Power
- **Wealth:** 0
- **Occupation:** Hero
- **Alter Ego:** Harry Christos
- **Background:**
  Jack B. Quick changed his name to Captain Speed sometime after the first meeting between the Champions and the JLA. He died during the nuclear war that consumed Angor.

THE BOWMAN — *DECEASED*

DEX: 8 STR: 4 BODY: 5
INT: 7 WILL: 10 MIND: 7
INFL: 8 AURA: 6 SPIRIT: 8
INITIATIVE: 27 HERO POINTS: 85

- **Skills:**
  Acrobatics: 6, Charisma: 8, Detective: 6, Martial Artist: 9, Thief: 8, Weaponry (Missile): 13
- **Advantages:**
  Lightning Reflexes; Sharp Eye
- **Equipment:**
  Bow [STR: 8, BODY: 5]
  Arrows (x20) [BODY: 1, EV: 3]

The Bowman also carried a number of trick arrows, similar to those once used by Green Arrow. For statistics on these, see Chapter Seven.

- **Motivation:**
  Responsibility of Power
- **Wealth:** 0
- **Occupation:** Hero
- **Background:**
  The Bowman was the only member of the Champions that the Justice League never met. He was captured by the Extremists when the other Champions left Angor and tortured to death by Tracer.

ENDNOTES

1. Justice League of America #87
2. Justice League #2-3
3. Justice League International #17
4. Justice League Europe #11
5. Justice League Europe #15

THE GRAY MAN

DEX: 3 STR: 3 BODY: 7
INT: 12 WILL: 10 MIND: 7
INFL: 12 AURA: 16 SPIRIT: 15
INITIATIVE: 27 HERO POINTS: 110

•**Powers:**
Magic Blast: 15, Sorcery: 25, Split: 30
•**Skills:**
Occultist: 8
•**Bonuses:**
Miscellaneous: None of the Gray Man's Splits lose any Attribute APs, but the only Power that carries over to the Splits is the Magic Blast.
•**Limitations:**
Miscellaneous: Magic Blast has a Range of Touch.
•**Advantages:**
Scholar (dreams, dreaming)
•**Drawbacks:**
Minor Psychological Instability
•**Motivation:** Psychopath
•**Height:** 5'10" •**Weight:** 147 lbs.
•**Eyes:** Gray •**Hair:** Gray
•**Wealth:** 0
•**Occupation:** Collector
•**Background:**
Many centuries ago, a powerful sorcerer managed to penetrate the great mystical barrier which barred passage into the realm of the near-omnipotent Lords of Order. But the Lords did not take kindly to trespassers. In fact, the Lords were so disturbed by the sorcerer's sudden appearance that they imprisoned him within a tiny pocket dimension and charged him with the task of forever collecting the leftover "dream essence" from those who die. Controlling a small army of duplicates who were all identical to himself, the self-named Gray Man then spent the next several hundred years doing just that.

One day, the Gray Man got tired of carrying out his responsibilities, and began to steal the dream essences from the living, just to spite his masters. He even went so far as to turn an entire small town into a living nightmare. None of this escaped the attention of Doctor Fate, himself a Lord of Order at the time and a member of the newly formed Justice League. Fate called in his fellow Justice Leaguers to deal with the Gray Man's machinations, and the small town was returned to normal.[1]

Recently, a new Gray Man was recently fought by the combined forces of the JLA and the JLE, who had been called upon to respond to a crisis in Eastern Europe, which became known as the "Teasdale Imperative."[2] Power Girl was seriously injured during this battle.
•**Methods and Goals:**
The Gray Man is completely insane, and in his confused state, he isn't exactly sure what he wants to accomplish, though he is certainly interested in the humiliation and possible overthrow of his former masters, the Lords of Order. The Gray Man's instability combined with his formi-

dable powers makes him a frightening opponent.

ENDNOTES

1. Justice League #6-Justice League International #7
2. Justice League America #31-32, Justice League Europe #7-8

RUMAAN HARJAVTI — *DECEASED*

DEX: 2 STR: 2 BODY: 2
INT: 8 WILL: 4 MIND: 4
INFL: 6 AURA: 6 SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 35

•Skills:
Charisma (Persuasion): 8, Military Science: 5

•Advantages:
Area Knowledge (Bialya); Connection: Middle Eastern Governments (High); Gift of Gab; Leadership

•Drawbacks:
Unluck

•Motivation: Power Lust
•Height: 5'9" **•Weight:** 210 lbs.
•Eyes: Blue **•Hair:** Black
•Wealth: 14
•Occupation: Dictator
•Background:

Until recently, Rumaan Harjavti was the insidious dictator of the small middle eastern nation of Bialya. Harjavti first crossed paths with the Justice League after he tricked the newly arrived Champions of Angor into involving themselves in his own personal struggles against the Soviet Union.[1] Later, Harjavti became caught up in an unusual plot aimed at eliminating the Justice Leaguers that was hatched by the Joker.[2]

Harjavti was murdered by the second Queen Bee, an act which led to her assumption of his throne.[3]

•Methods and Goals:

Harjavti dreamed of ruling the world, though he never got much further than his home country of Bialya. During his lifetime, this ambition combined with his political talents to form a resourceful, ruthless dictator.

Harjavti's sense of humor was legendary. So was his ability to bungle an otherwise completely straightforward job.

ENDNOTES

1. Justice League #2-3
2. Justice League International Annual #2
3. Justice League International #16

MANGA KHAN

DEX: 0 STR: 0 BODY: 1
INT: 8 WILL: 5 MIND: 5
INFL: 7 AURA: 6 SPIRIT: 5
INITIATIVE: 15 HERO POINTS: 95

•Powers:
Dispersal: 35, Self Link (Energy Blast): 1, Shouting: 10, Telepathy: 3

•Skills:
Charisma: 8, Gadgetry: 10, Scientist: 10, Vehicles (Space): 5, Thief (Stealth): 4

•Advantages:
Leadership; Scholar (trade, bartering); Pet (L-Ron)

•Drawbacks:
Serious Irrational Attraction to talking out loud to himself; Catastrophic Irrational Attraction to profit; Unluck

•Equipment:
CONTAINMENT SUIT [*DEX: 6, STR: 9, BODY: 9*]
L-RON [DEX: 4, STR: 4, BODY: 7, INT: 6, WILL: 5, MIND: 4, INFL: 2, AURA: 2, SPIRIT: 2, Initiative: 12, Charisma: 4, Vehicles (Space): 8]

•Motivation: Make a Buck
•Height: 6'8" (in suit)
•Weight: 285 lbs. (in suit)
•Eyes: None **•Hair:** None
•Wealth: 23
•Occupation:
Intergalactic Trader
•Background:

Manga Khan is the captain of a planet-sized interstellar starship known only as *The Cluster*. Long ago, The Cluster consumed all of its own natural resources and Khan was forced to set up a vast Cosmic Shopping Network that would allow him to turn out the kind of profit he would need to buy new resources. As fate would have it, Khan and The Cluster one day stumbled across Earth and tried to strike up a bartering agreement, a proposal which was vigorously rejected by the newly founded Justice League International.[1] Before Khan and his cronies left Earth, they managed to get their hands on Justice League member Mister Miracle, whom they spirited off to Apokolips, hoping to strike a deal with Darkseid himself. But Darkseid was not amused, and he allowed Miracle to accompany his fellow Justice Leaguers back home.[2]

Most recently, Khan cut a deal with promoter and "salesman supreme" Funky Flashman to send Justice Leaguer Mister Miracle on a whirlwind tour of the galaxy to promote the latter's "Miracle Mister" cleaning spray.[3] While he had Mister Miracle out in space, Khan replaced him on Earth with a robot double that the JLI mistook for the real article. This robot was destroyed by Despero, leading the JLI to believe that Miracle was dead.[4] Fortunately, this mixup was resolved when Miracle was returned to Earth.[5]

Since this debacle, Manga Khan has not shown his face. Well, Manga Khan has never shown his face, since he doesn't really have one. Rumor has it that it was Khan who finally got his hands on the tapes that contained all the secrets of the JLI, which television talk show host/pitch man Juan Donovan recovered from one of the Manhunters' hidden vaults.[6]

•Methods and Goals:

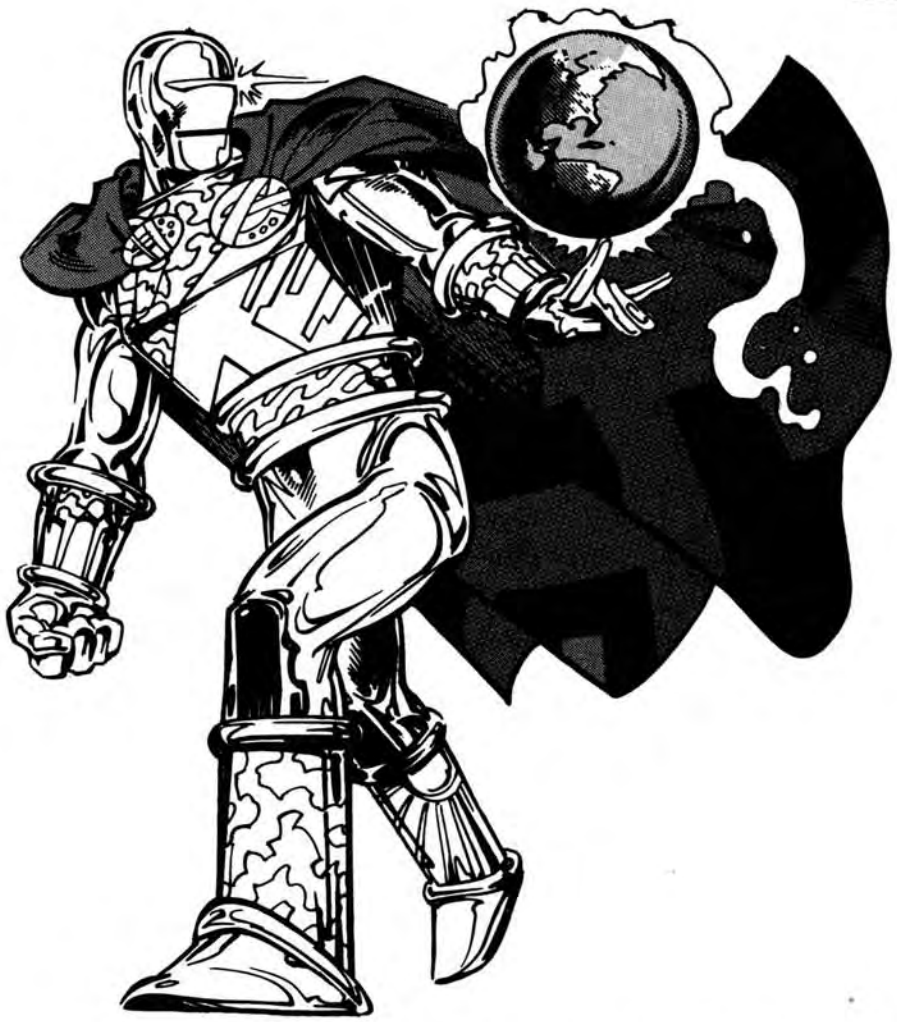
There's only one thing that interests Khan, and that's profit.

Khan's schemes always revolve around one or more of the tacky industries that have sprung up in the last half century or so: cable television, music video, game shows, whatever.

Manga Khan loves being a comic book villain. He is great at vociferous dramatic monologues, interjections, and bold poses.

•L-Ron:

L-Ron is Manga Khan's diminutive robotic pal. He keeps The Cluster running smoothly, helps Khan handle the business



end of things, and applauds the boss' dramatic monologues, interjections and bold poses.

ENDNOTES

1. *Justice League International #14-15*
2. *Justice League International #17*
3. *Justice League International Special featuring Mister Miracle #1*
4. *Justice League America #40*
5. *Mister Miracle #19*
6. *Mayfair Games' Justice League Europe adventure,* Come On Down!, *which is not part of regular DC Comics continuity, of course, but is a pretty fun adventure to play.*

QUEEN BEE II

DEX:	3	STR:	3	BODY:	3
INT:	12	WILL:	9	MIND:	7
INFL:	9	AURA:	8	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:			65

•Powers:

Hypnotism: 12

•Skills:

Charisma: 9, Gadgetry: 5, Scientist: 6

•Advantages:

Attractive; Area Knowledge (Bialya); Connection: Middle-Eastern Governments (High); Scholar (brainwashing, interrogation)

•Limitations:

Miscellaneous: Hypnotism Power takes approximately two hours to use and the victim must be relatively helpless during this time period.

•Motivation: Power Lust

•Height: 5'7" **•Weight:** 125 lbs.

•Eyes: Brown **•Hair:** Black

•Wealth: 14

•Occupation: Queen

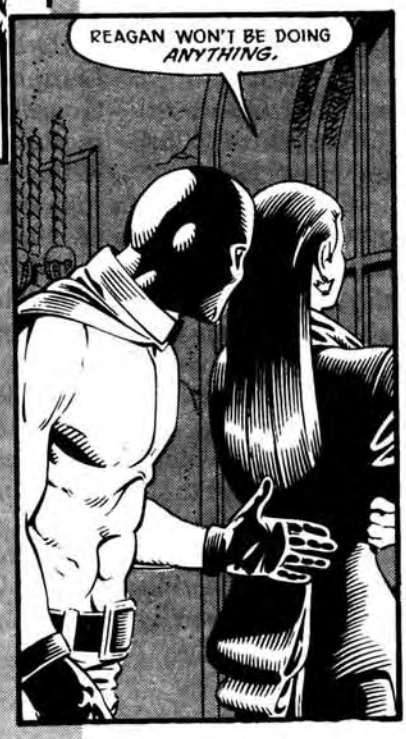
•Background:

Nobody really knows anything about the new Queen Bee. It was she who killed Rumaan Harjavti and assumed the throne of Bialya. Under her leadership, the Bialyans have become far more dangerous.[1] Her people love their queen, perhaps due to her formidable mind control powers.

It was recently revealed that Blue Beetle was brainwashed by the Queen Bee during the League's first trip to Bialya, an event which led Beetle to commit a series of random attacks upon his fellow Leaguers.[2]

It has also been revealed that the Queen cut some sort of deal with the mysterious Jack-O-Lantern and some of his Global Guardians comrades.[3] She also recruited one of the Dominators left over from the alien invasion to assist her in improving Bialya's (and her own) technology. When the JLE discovered her machinations, the Dominator was put to death by the Queen's minions.[4] At this point, the JLI and the Queen Bee have declared a truce. The Queen Bee has continued to reassemble the Global Guardians, however, recruiting some, brainwashing others, and creating robotic duplicates of the rest.[5]

This Queen Bee doesn't have anything to do with Zazzala, the



first Queen Bee, discussed earlier. Except that they use the same nom-du-guerre.

•Methods and Goals:

The Queen Bee ultimately aspires to rule the entire world. She is starting off her power base in Bialya and slowly stretching her empire to encompass more and more territory.

The Bee is perhaps the most dangerous of all the adversaries Justice League International has faced. She is extremely cunning and has so far successfully kept the League completely at bay. She likes to work through intermediaries, shrouding her own involvement in a scheme. Her absolute favorite tactic is the use of her Hypnotism Power.

ENDNOTES

1. Justice League International #16
2. Justice League America #27
3. Justice League Europe #1
4. Justice League Europe #4
5. Justice League Europe Annual #1

JACK-O-LANTERN I — *DECEASED*

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	65		

•Advantages:

Popularity (in Europe)

•Equipment:

Lantern [BODY: 10, Dispersal: 12, Flash: 12, Force Field: 13, Lightning: 15]

Limitation: Jack could only call upon one of the lantern's Powers at a time.

•Motivation: Power Lust
•Height: 6'2" **•Weight:** 224 lbs.
•Eyes: Green **•Hair:** Red
•Wealth: 10
•Occupation: Former Hero
•Background:

Jack-O-Lantern used to be a member of the Global Guardians, an international team of heroes that used to protect the Earth (Justice Leaguers Fire and Ice were among his teammates). Then, Justice League International was formed and the United Nations removed all of its funding for the Guardians.[1] Until he was killed, Jack was ostensibly attempting to gain revenge upon the JLI for the humiliation he felt he and his former teammates suffered during this debacle, though his true ambitions ran a bit deeper.

Jack and some of the other ex-Guardians had some sort of secret agreement with the Queen Bee of Bialya. Exactly what they were hoping to accomplish remains a mystery.[2]

Recently, the Queen Bee got tired of Jack's constant complaining and murdered him.[3] He has since been replaced by a new Jack-O-Lantern of the Queen's creation.[4]

•Methods and Goals:

Jack took a few lessons from his ally, the Bee. He was shrewd and cunning and didn't let anyone know exactly what it was he hoped to accomplish.

ENDNOTES

1. Justice League International #8
2. Justice League Europe #1
3. Justice League Europe #4
4. Justice League Europe Annual #1

The Injustice League

The Injustice League is a group of second-rate villains that was organized in the wake of the Dominators' invasion by long-time Green Lantern nemesis Major Disaster in order to battle Justice League International. In their first confrontation, the members of the JLI easily defeated the Injustice Leaguers and sent them off to prison.[1]

The next time the organizations clashed was when members of the JLE and members of the IL found themselves enrolled in the same French class.[2] Instead of being jailed, the villains were deported.

The Injustice League also put in an appearance in *Exposed!*, the adventure that came in the second edition DC HEROES Role-Playing Game boxed set.[3]

ILers Major Disaster and Big Sir later showed up at "Club JLI," the casino/resort built by Justice Leaguers Booster Gold and Blue Beetle on Kooey Kooey Kooey, where the two villains managed to effortlessly break the bank.[4] However, they lost all the money when Kooey Kooey Kooey decided to uproot itself and move elsewhere. Major Disaster's powers proved vital in getting the island to stop its meandering and take root again.[5]

The Injustice League made yet another attempt at theft when they broke into the Metropolitan Museum of Sundries to steal the fabled Dooley Diamond. When they arrived, however, there was another gang already in the process of stealing the diamond. The IL defeated the gang and were hailed as heroes, much to their dismay. A total washout as villains, they figured that since they were being hailed as heroes, they should offer their services to the JLI. Thinking that this might be a way to keep the villains under wraps, Maxwell Lord accepted their offer and sent them to Antarctica along with Gnort and the Scarlet Skier. However, "Justice League Antarctica" almost immediately became embroiled in a battle against a horde of killer penguins and the idea was scrapped.[6]

The Injustice League is bound to return again.

MAJOR DISASTER

DEX: 6 STR: 3 BODY: 5
INT: 5 WILL: 4 MIND: 3
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 50

- **Powers:**
  Air Control: 14, Earth Control: 14, Force Field: 8, Water Control: 14, Weather Control: 14
- **Skills:**
  Thief: 4
- **Limitations:**
  Miscellaneous: All Powers are limited to mimicking the effects of natural disasters.
- **Advantages:**
  Connections: Underworld (Low)
- **Drawbacks:**
  Serious Irrational Fear of Green Lanterns; Unluck
- **Alter Ego:** Paul Booker
- **Motivation:** Power Lust
- **Wealth:** 4
- **Occupation:** Criminal/Loser
- **Background:**

A long-time nemesis of Green Lantern, Paul Booker is a veteran supercriminal. While still an enthusiastic youth, Booker hired a team of scientists to create the costumed identity of Major Disaster, and later, he found a way to internalize his powers.

CLUEMASTER

DEX: 6 STR: 4 BODY: 4
INT: 6 WILL: 5 MIND: 4
INFL: 4 AURA: 4 SPIRIT: 5
INITIATIVE: 16 HERO POINTS: 50

- **Skills:**
  Detective: 2, Gadgetry: 7, Scientist: 5, Thief: 7
- **Plasti-Glass Pellets:**
  Blind Pellet (x2) [BODY: 1, Flash: 8, R#: 2]
  Smoke Pellet (x2)[BODY: 1, Fog: 13, R#: 2]
  Knockout Pellet (x2) [BODY: 1, AV: 9, EV: 9, Fog: 10, R#: 2] (x2)
  Exploding Pellet (x2) [BODY: 1, Bomb: 9, R#: 2]
  7 AP C Omni-Pellets (x2)
- **Motivation:** Mercenary
- **Wealth: 4**
- **Occupation:** Criminal/Loser
- **Background:**

The Cluemaster is a small-time Gotham City crook who once went up against the Batman himself. Nobody knew much else about him until he appeared with the Injustice League.

CLOCK KING

DEX: 7 STR: 4 BODY: 4
INT: 6 WILL: 4 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 40

- **Skills:**
  Gadgetry: 6, Thief: 6, Weaponry: 6
- **Advantages:**
  Scholar (clocks; clock repair)
- **Drawbacks:**
  Serious Irrational Attraction to clock-motif crimes.
- **Motivation:** Mercenary
- **Wealth:** 4
- **Occupation:** Criminal/Loser
- **Background:**

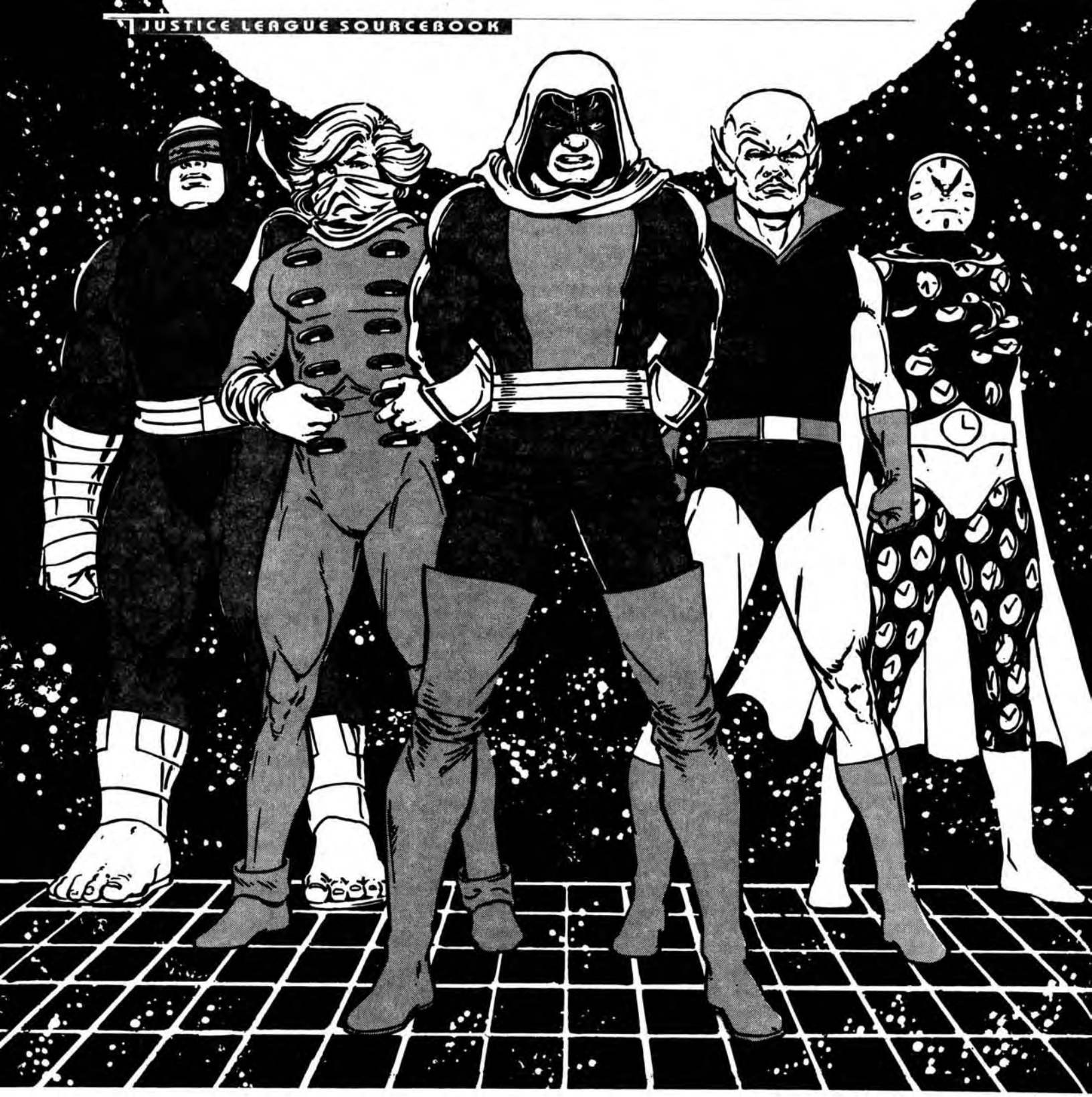
The Clock King one day discovered he had a mere six months to live and decided to spend those six months embroiled in a massive crime spree. In the end, it turned out that he had a lot more than six months to live, but he remained a criminal anyway.

The Clock King should not be confused in any way, shape, or form with Chronos, the Time Thief. They are two different villains who happen to have a similar M.O.

BIG SIR

DEX: 4 STR: 15 BODY: 13
INT: 2 WILL: 2 MIND: 3
INFL: 2 AURA: 1 SPIRIT: 5
INITIATIVE: 8 HERO POINTS: 45

- **Advantages:**
  Connection: Major Disaster (High); Scholar (counting cards)
- **Drawbacks:**
  Serious Rage; Innocent; Mis-



cellaneous: Big Sir is quite stupid.

•**Equipment:**

HELMET [BODY: 7, *INT: 1, MIND: 1*]

MACE [STR: 10, BODY: 11, Energy Blast: 13, Flight: 7]

•**Motivation:** Blissful Ignorance

•**Wealth:** 0

•**Occupation:** Idiot

•**Background:**

Big Sir is a large, simple man who was duped into becoming a supervillain by others. The brain damper helmet he wears makes him extremely susceptible to suggestion and almost completely incapable of rational thought.

MULTI-MAN

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	45		

•**Powers:**
Shape Change: 16, Telepathy: 10; Self Manipulation: 6
•**Skills:**
Gadgetry: 10, Scientist: 10
•**Alter Ego:** Duncan Pramble
•**Motivation:** Mercenary
•**Wealth:** 4
•**Occupation:** Archaeologist
•**Background:**
Pramble gained his powers by drinking "liquid light," an ancient chemical he discovered and stole while on an archaeological dig with Dr. Charles Ferris and the heroes known as the Challengers of the Unknown. Pramble battled the Challengers solo for many years before joining Major Disaster.

THE AMAZING BRUCE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	15		

•**Skills:**
Gadgetry: 4
•**Advantages:**
Connection: Major Disaster (High)
•**Motivation:** Mercenary
•**Occupation:** Mascot
•**Wealth:** 2
•**Background:**
Bruce was Major Disaster's cell mate in prison, and went with the villain when he formed the Injustice League. Having no real superpowers, Bruce seems to fill the same role that Snapper Carr used to have in the JLA, that of a team mascot.

ENDNOTES
1. *Justice League International #23*
2. *Justice League Europe #6*
3. Exposed!, *the JLA adventure included in the DC Heroes Role-Playing Game, Second Edition Boxed Set, which like* Come On Down!, *is not part of regular DC Comics continuity but deserves a shameless plug.*
4. *Justice League America #33*
5. *Justice League America #34*
6. *Justice League America Annual #4*

THE SCARLET SKIER

DEX:	4	STR:	3	BODY:	4
INT:	2	WILL:	2	MIND:	2
INFL:	4	AURA:	2	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	15		

•**Skills:**
Vehicles (Space): 7
•**Advantages:**
Connections: Gnort (High), Mister Nebula (High); Scholar (locating)
•**Drawbacks:**
Serious Irrational Attraction to destroying Gnort; Unluck
•**Equipment:**
COSMIC ARMOR [*STR: 4, BODY: 6,* Sealed Systems: 15]
COSMIC SKIS [BODY: 4, Flight: 38, R#: 11]
•**Alter Ego:** Prisoner #314-B27
•**Motivation:**
Not Even He Knows
•**Occupation:** Locator
•**Wealth:** 2
•**Background:**
The Scarlet Skier used to be a locator: a being who zipped around space searching for planets that would serve the purposes of his master: Mister Nebula, the Planetary Designer. Nebula had the annoying habit of redecorating planets to suit his own sense of color and design, hoping to bring the entire cosmos under a universal standard of good taste. Anyway, the Scarlet Skier was minding his own business between locating jobs, relaxing on the planet Echtremiss 27, when he was apprehended by the Green Lantern known as Gnort, thus gaining the distinction of being the only creature larger than an amoeba ever to be captured by the canine Green Lantern. After being released on parole, the Scarlet Skier swore revenge and came to Earth looking for Gnort. After a brief but pointless battle, the Scarlet Skier's equipment was destroyed and he was stranded.[1]

Feeling sorry for his arch-enemy, Gnort tried to console the Scarlet Skier, and even convinced his erstwhile adversary to join the JLI's new Antarctica branch.[2] This turned out to be a fiasco, and the Scarlet Skier was last heard of trying to find work in Aspen, Colorado.
•**Methods and Goals:**
The Scarlet Skier wants two things, but not necessarily in this order. First, he would like to defeat and/or humiliate Gnort, so he can regain his former standing as a locator to be feared and loathed across the galaxy. Second, he would like to find some way, any way to get off Earth and back into outer space where he belongs.

ENDNOTES
1. *Justice League America #36*
2. *Justice League America Annual #4*

KILLER PENGUINS

DEX:	4	STR:	2	BODY:	4
INT:	1	WILL:	0	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:	8	HERO POINTS:	0		

•**Powers:**
Analytical Smell/Tracking Scent: 5, Claws: 6, Cold Immunity: 5, Running: 4, Swimming: 5
•**Motivation:** Nihilists
•**Occupation:** Killer Penguins
•**Background:**
The killer penguins are the result of a genetic experiment that combined the DNA of penguins with those of piranha. The penguins escaped the Antarctic lab where they were created and immediately swarmed towards the headquarters of the newly-created Justice League Antarctica. With a little help from the JLA and JLE, the penguins were destroyed, but not before the JLAntartica headquarters had been decimated. Given the cost of this total disaster, Maxwell Lord decided that maybe the Justice League Antarctica idea wasn't so great after all.[1]
•**Methods and Goals:**
The horde of killer penguins that attacked Justice League Antarctica was several hundred strong, and intent on eating whatever and whoever they could find. They were, quite simply, mindless eating machines.

ENDNOTE
1. *Justice League America Annual #4*

The EXTREMISTS

The Extremists are a group of villains from Angor, the same otherdimensional world that spawned the Champions of Angor (see page 93). It was they who were responsible for the nuclear holocaust that destroyed Angor. After the Champions departed Angor and came to Earth, the Extremists were left with no one to rule except the small fauna that had managed to survive. When the Silver Sorceress returned to Angor, the Extremists discovered her presence and extracted the spell for traveling to Earth from her mind.[1]

Arriving on Earth at the Moscow embassy of Justice League International, the Extremists proceeded to embark on a murderous rampage. The Rocket Red Brigade was called in to battle the extradimensional villains, but was soundly defeated. Shortly thereafter, Justice League Europe arrived on the scene, but they too were beaten by the Extremists.[2]

Following the JLE's defeat, the Extremists seized control of all the Earth's nuclear missiles and held them suspended in space. They then issued an ultimatum to the world's governments: surrender or die. Having no other choice, the United Nations capitulated to the villains' demands. After being debriefed by the Angor hero, Blue Jay, the JLE violated the UN's orders not to interfere, and attacked the Extremists again. Just when it appeared the JLE had gained the upper hand, Dreamslayer transported them to Angor.[3]

On Angor, the JLE was forced to visit a saditist amusement park called Wacky World, where they had to defeat a horde of robots that were determined to make them enjoy themselves or die trying. The JLE confronted the park's operator, a pudgy lunatic named Carny, who destoyed himself, the robots, and all of Wakcy World.[4]

The destruction of Wacky World caused a short circuit in a cryogenic chamber deep beneath the theme park, releasing the park's creator, "Unca Mitch, the Great Visionary," from hibernation. Mitch revealed to the JLE that the Extremists who were holding Earth hostage were, in fact, highly sophisticated robot duplicates (similar to those running Wacky World) and that the real Extremists had perished in the nuclear war they had precipitated. The JLE then convinced Mitch to return with them to Earth and deactivate the Extremist robots, thus ending the threat. Mitch, Blue Jay, and the Silver Sorceress, the only survivors of Angor, subsequently took up permanent residence on Earth.[5]

DREAMSLAYER

DEX:	3	STR:	2	BODY:	4
INT:	9	WILL:	13	MIND:	11
INFL:	10	AURA:	11	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	85		

- **Powers:** **Mystic Link*
  Dimension Travel: 9, Magic Blast: 12, Magic Sense: 10, Magic Shield: 11, Flight: 15*, Matter Manipulation: 14*, Mind Probe: 8*, Mind Blast: 8*, Sorcery: 10
- **Skills:**
  Occultist: 10
- **Advantages:**
  Connection: the Extremists (High); Iron Nerves; Leadership
- **Drawbacks:**
  Strange Appearance
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Villain
- **Wealth:** 5
- **Background:**
  Dreamslayer appears as a tall, gaunt figure in violet robes with coalescing energy where his head should be. It is questionable whether he is or ever was human. Most of the other Extremists follow his lead.

DR. DIEHARD

DEX:	7	STR:	4	BODY:	4
INT:	7	WILL:	9	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	60		

- **Skills:**
  Gadgetry: 9, Scientist: 9, Weaponry: 11
- **Advantages:**
  Connection: the Extremists (High); Genius; Scholar (nuclear weapons)
- **Equipment:**
  COSTUME [*BODY: 8*, Energy Blast: 12, Magnetic Control: 12 (35), Force Field: 8]
  Limitations: Magnetic Control can only be used at its higher AP level to achieve global effects (such as taking control of the world's nuclear missiles). In normal combat, the Power is restricted to 12 APs.
  Miscellaneous Drawbacks: The wearer must spend one Automatic Action every phase to concentrate on maintaining control of any objects held with Magnetic Control.
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Occupation:** Villain

•**Wealth:** 4
•**Background:**
Using his remarkable magnetic powers, Dr. Diehard was the member of the Extremists who took control of the world's nuclear missiles and held them in orbit over the Earth.

GORGON

DEX:	4	STR:	8	BODY:	7
INT:	5	WILL:	4	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4

INITIATIVE: 13/18 HERO POINTS: 50
•**Powers:**
Extra Limb (tentacles, x5): 12, Stretching: 6
•**Limitations:**
Stretching is limited to Gorgon's tentacles.
•**Advantages:**
Connection: the Extremists (High)
•**Drawbacks:**
Serious Physical Restriction: Gorgon has no hands.
•**Equipment:**
MECHANICAL CLAWS [*DEX: 9*, BODY: 5, Claws: 8, R#: 2]
•**Alter Ego:** Unknown
•**Motivation:** Psychopath
•**Occupation:** Villain
•**Wealth:** 6
•**Background:**
Gorgon is a heavyset man with five elongating tentacles coming out of his head. He takes particular delight in crushing his enemies to death with his tentacles, and rarely uses his clawlike "hands" for anything.

LORD HAVOK

DEX:	5	STR:	4	BODY:	4
INT:	8	WILL:	9	MIND:	8
INFL:	7	AURA:	8	SPIRIT:	7

INITIATIVE: 20/25 HERO POINTS: 100
•**Skills:**
Charisma: 8, Military Science: 7, Weaponry: 7
•**Advantages:**
Connection: the Extremists (High); Iron Nerves; Leadership
•**Equipment:**
CYBERNETIC ARMOR [*DEX: 10, STR: 18, BODY: 15*, Energy Absorption: 17, Power Reserve: 17]
•**Limitations:**
Power Reserve can be used to increase the suit's *DEX, STR*, and *BODY*. Power Reserve begins at 0 APs: the energy that Lord Havok absorbs with his Energy Absorption is added to his Power Reserve. He retains this energy for 8 APs of time. If Lord Havok ever absorbs more than 17 APs of energy, the Energy Absorption Power breaks down and Power Reserve is immediately reduced to 0 APs.
•**Alter Ego:** Unknown
•**Motivation:** Power Lust
•**Occupation:**
Leader of the Extremists
•**Wealth:** 8
•**Background:**
The leader of the Extremists, Lord Havok takes great delight in exercising power and control over others. He is utterly ruthless and completely without remorse.

TRACER

DEX:	7	STR:	3	BODY:	4
INT:	2	WILL:	3	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5

INITIATIVE: 18 HERO POINTS: 50
•**Powers:**
Analytical Small/Tracking Scent: 16, Claws: 9, Jumping: 4
•**Skills:** **linked*
Acrobatics: 7*, Martial Artist: 5, Military Science (Tracking): 10, Thief: 7*
•**Advantages:**
Connection: the Extremists (High); Lightning Reflexes
•**Drawbacks:**
Serious Psychological Instability; Catastrophic Rage; Unluck
•**Alter Ego:** Unknown
•**Motivation:** Nihilist
•**Occupation:** Villain
•**Wealth:** 3
•**Background:**
At times, Tracer seems more like an animal than a man. Certainly the most bloodthirsty of the Extremists, Tracer was responsible for the death of the Bowman, one of the Champions of Angor.

CARNY

DEX:	2	STR:	2	BODY:	3
INT:	6	WILL:	7	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	4

INITIATIVE: 12 HERO POINTS: 65
•**Skills:**
Charisma: 5, Gadgetry: 8, Scientist: 7, Vehicles (Rides): 5
•**Advantages:**
Area Knowledge (Wacky World); Connection: the Extremists (High); Genius; Scholar (amusement)
•**Drawbacks:**
Innocent; Catastrophic Irrational Attraction to amusement; Minor Physical Restriction (overweight); Serious Psychological Instability
•**Equipment:**
ROBOTS [DEX: 3, STR: 4, BODY: 5, INT: 1, WILL: 1, BOMB: 6, R#: 2]
Limitation: Bomb represent's the robots' destruct mechanism.
These robots make up the staff and attractions of Wacky World. They are programmed to "entertain" Wacky World's guest, but will become violent if a guest refuses to enjoy himself.
HOLOGRAPHIC PROJECTOR [BODY: 4, Illusion: 8]
Limitation: The projector can only project an image of the user at a distance equal to the APs of Illusion being used.
8 AP AC Omni-Gadgets (x4)
•**Alter Ego:** Unknown
•**Motivation:** Psychopath
•**Occupation:**
Amusement Park Operator
•**Wealth:** 6
•**Background:**
Carny is the caretaker of a deadly amusement park known as Wacky World. When the other Extremists take prisoners, they usually have Dreamslayer transport them to Carny for his special treatment. Carny apparently blew himself up when the JLE threatened to shut Wacky World down permanently.

ENDNOTES
1. Justice League Europe #15
2. Justice League Europe #16
3. Justice League Europe #17
4. Justice League Europe #18
5. Justice League Europe #19

Chapter Six

The Headquarters

The Flash: "Hey, listen... You know how we were talking about fixing up some kind of headquarters for the Justice League? Why don't we use the mountain? I mean, it's full of caves and stuff and I'm sure we could fix something up."

Green Lantern: "Yeah! We could have souvenirs of our cases and we could set up a gym in there and some computers..."

Aquaman: "And a pool!"

Black Canary: "Honestly, it's like watching a bunch of kids building a tree house..." (Secret Origins #46)

Since its inception, the various incarnations of the Justice League have resided in a series of high-tech headquarters. From the original Secret Sanctuary, to the famous JLA Satellite, to the short-lived Bunker, to the embassies of Justice League International; the League has always managed to have a place to call home...

The Secret Sanctuary

The Secret Sanctuary was a vast fortress that was carved out of a mountain that the Justice League located shortly after the JLA was founded. This mountain was unique, in that it had developed a sort of "mineral consciousness" over the millennia. The Sanctuary was located just outside the small town of Happy Harbor, Rhode Island (the home of Snapper Carr) and boasted five complete levels.

The JLA stopped using the Secret Sanctuary after the Joker tricked young Snapper Carr into revealing its whereabouts,[1] although Aquaman's reformed version of the League temporarily reoccupied the Sanctuary for a while,[2] and the Justice League later set up shop in the Sanctuary until the organization was officially recognized by the United Nations.[3] Currently, the Secret Sanctuary serves as the headquarters of the new Doom Patrol, and has been extensively remodeled by that team. The exact circumstances by which the Doom Patrol acquired the Sanctuary is unknown at this time.

Entrances

The Sanctuary's Main Entrance was a vast set of thick double steel doors. The doors had a BODY of 17, and were protected by an 11 AP Security System (see the *Character Handbook*, page 62). Any failed attempt to breach this system registered an alarm across the entire complex.

In addition to this main entrance, the mountain's conical top slid back to provide easy aerial access to the small fleet of jet aircraft that the League maintained in the Sanctuary's upper hangar deck, and an underground tunnel directly connected the swimming pool on the lower level with the Atlantic Ocean, though the incoming water was filtered through special equipment to keep the water in the pool fresh. This tunnel was obviously constructed for Aquaman's convenience. The mountain top entrance had a BODY of 17 and shared the 11 AP Security System with the main door. The sea entrance, however, was completely unprotected, as the League didn't really feel that it would pose a problem.

Level One

The first level of the complex featured the fortress' hangar deck and communications center. Up to three VTOL aircraft could be stored and serviced on the hangar deck at one time, and all takeoffs and landings were assisted by powerful grapple beams which could be set to propel an aircraft out into the atmosphere, or to suddenly slow down an incoming aircraft and bring it to rest on the deck's landing platform (Attraction/Repulsion: 12).

The communication center featured satellite monitors which allowed the League to scan international television and radio transmissions, underground telephone cables that could support international dialing, AP/UPI wire hook-ups, and just about every other imaginable communications device.

Level Two

Level Two featured the Sanctuary's extensive library. Laid out along a vast balcony which looked down to Level Three, the library boasted books, magazines, microfilm, and microfiche facilities that contained information on almost every conceivable subject. In all, more than 30 APs of information were stored here.

Level Three

Level Three was the Sanctuary's main floor, and featured the Justice League's conference room, a lounge/kitchen, and the main entrance. The simple conference room held only a long table with a seat for each Justice Leaguer (each Leaguer's seat was delineated by a special symbol) and a single viewscreen for presenting information fed from the communications center or the library.

Access from the main entrance to the upper and lower levels was provided by a single elevator and a single set of stairs.

Level Four

On Level Four, one could find the Justice League's famous souvenir room, the League's gymnasium, and the Sanctuary's laboratory. The souvenir room used to house all sorts of items that were connected with the League's past cases. Notable exhibits included the dormant body of Starro the Conqueror, the deactivated Amazo, and Professor Amos Fortune's Stimu-Luck machine.

The gymnasium featured a full range of athletic and exercise equipment. All of the resistance equipment was built with variable electronic weights that could provide up to 18 APs of resistance. In one corner of the gymnasium was the swimming pool with its tunnel leading out to the Atlantic Ocean.

The League's laboratory featured a full range of diagnostic and analytical equipment. In game terms, the Sanctuary's laboratory was rated at 13 APs. The laboratory featured a computer with the following abilities:

COMPUTER [BODY: 10, INT; 10, Recall: 25]

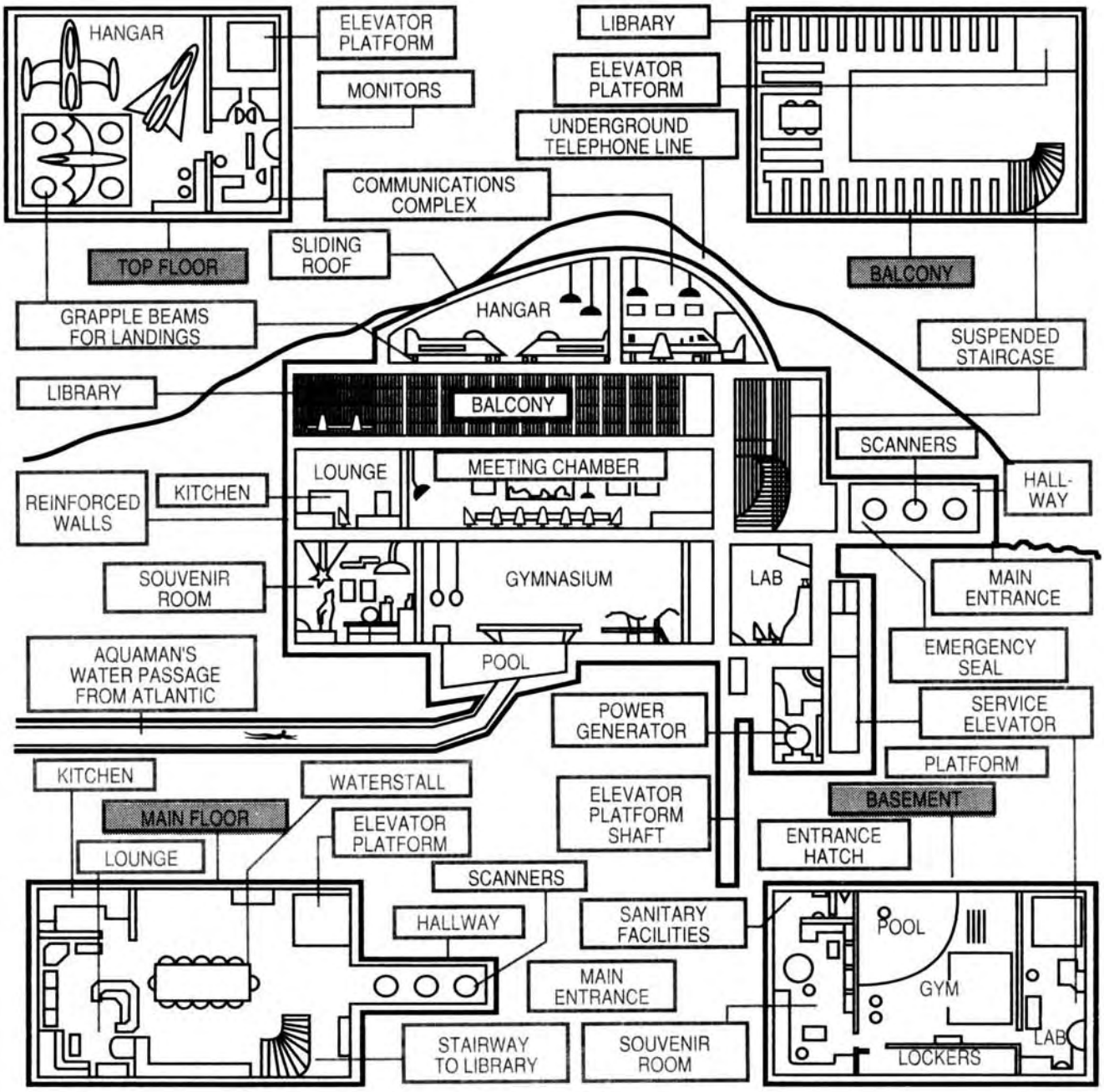
Level Five

Level Five was entirely dedicated to the Sanctuary's power supply. Huge electric turbines here generated enough energy to power the entire facility (15 APs).

After the League moved out of the Secret Sanctuary, of course, Green Lantern and his some of his fellow Leaguers constructed...

coninued on page 107

Justice League SECRET SANCTUARY



The Justice League Satellite

The JLA Satellite was built almost immediately after the League vacated the Sancutary.[4] The satellite was destroyed during the alien invasion that led to Aquaman's reorganization of the JLA.[5] Its remains finally fell to Earth during the *Crisis On Infinite Earths*.[6]

Level A — Observation Deck and Control Level

A transparent plasteel dome covered the observation deck. At the center of this deck was the central elevator shaft that connected all of the decks of the satellite. Around the perimeter were control panels monitoring the various functions of the satellite, including the Planetary Emergency Monitor System. At least one JLA member was always on duty here or at Level E at all times.

Level B — Environmental Deck

This deck was modeled after a Colorado mountain landscape. A combination of artificial sunlight, natural sunlight, and a special ventilation system simulated breezes, rain, and even seasons. A series of pumps brought the lake water to the tops of mountain springs, which trickled into a stream that went over a waterfall and back into the shallow lake (1 AP deep).

Polarized plasteel walls with ultraviolet shielding and sensor-run liquid crystals blocked off light at timed intervals. Holographic animals added to the woodland mood.

This level had a 45-foot ceiling and an approximate diameter of 270 feet (5 APs).

Level C — Laboratory and Technical Level

This level contained the primary laboratories for the JLA. The labs and workshops were rated at 30 APs for the purpose of building gadgets. The laboratories on the outer ring were used for the most dangerous experiments, because they were more easily isolated.

The central computer room was located here, housing the Central Processing Unit of a STAR Labs Kilotrax Computer. The auxiliary Storage banks were located on Level E. The Transmatter Cube, used to bridge the gap between dimensions, was in the technical lab.

Level D — Museum and Ancillary Facilities

The think tanks were used for relaxation and included a zero gravity chamber, flotation tanks, and an environmental chamber. The museum had souvenirs from past JLA campaigns, pictures of heroes who the JLA had worked with, etc. The main infirmary was rated so that any use of the Medicine Skill had its Opposing Value reduced by -3 Column Shifts.

Level E — Master and Central Control Room

This level was the nerve center of the satellite. Every function of the ship was monitored and controlled from here. The main banks of the Planetary Emergency Monitor System, and the primary storage banks of the Kilotrax computer were here. However, since the view of space was breathtakingly beautiful through the plasteel dome covering Level A, that set of monitor equipment was preferred by most JLA members on monitor duty.

A series of Gravity Locks enabled passage of cargo and personnel from this level to the rings.

Level F — Apartment Level One

Level G — Apartment Level Two

The apartments on both levels were basically built for humanoids of approximately human size, but could easily be adapted for a wide range of alien life forms.

Level H — Dining, Library, and Gym

The walls in this section were soundproofed so that the noise from the gym area would not interfere with anyone studying in the library. There were also vapor screens on all entrances to the library, keeping the humidity from the swimming pool (and from the sauna on Level I) from damaging the books.

The pool was filled with non-chlorinated sea water, kept clean by filters and a mixture of chemicals that would not interfere with Aquaman's respiratory system.

Level I — Library, Gym, and Sauna

The walls on this floor, like the walls on Level H, were soundproofed and vapor screened for the sake of the library. The pool maintenance machinery was on this section. A shooting range was provided, and was kept in almost constant use by Green Arrow.

Level J — Utilities Level One

Level K — Utilities Level Two

The Emergency Power System had batteries that could run the satellite at a normal level for three days, or at emergency levels for ten days. They were recharged once a month by a Solar Energy Collecting Sail (Energy Absorption: 10).

Level L — Teleportation Machinery Room

The smallest level of the satellite, this room housed the machinery for the teleportation beam used to transport personnel from the satellite to the planet and vice versa.

Four Satellite Spokes

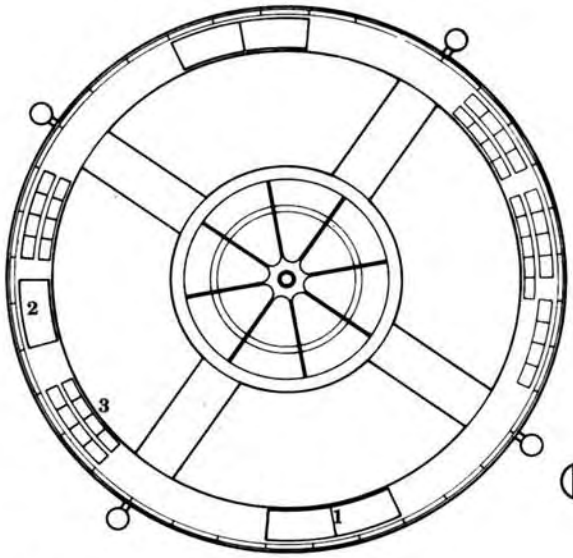
These provided access to the rings from the Central Core of the satellite. Two of the Spokes provided manual access by way of a series of Gravity Locks. An elevator (Speed 4 APs) ran the diameter of the rings through the other two Spokes.

The Outer Ring

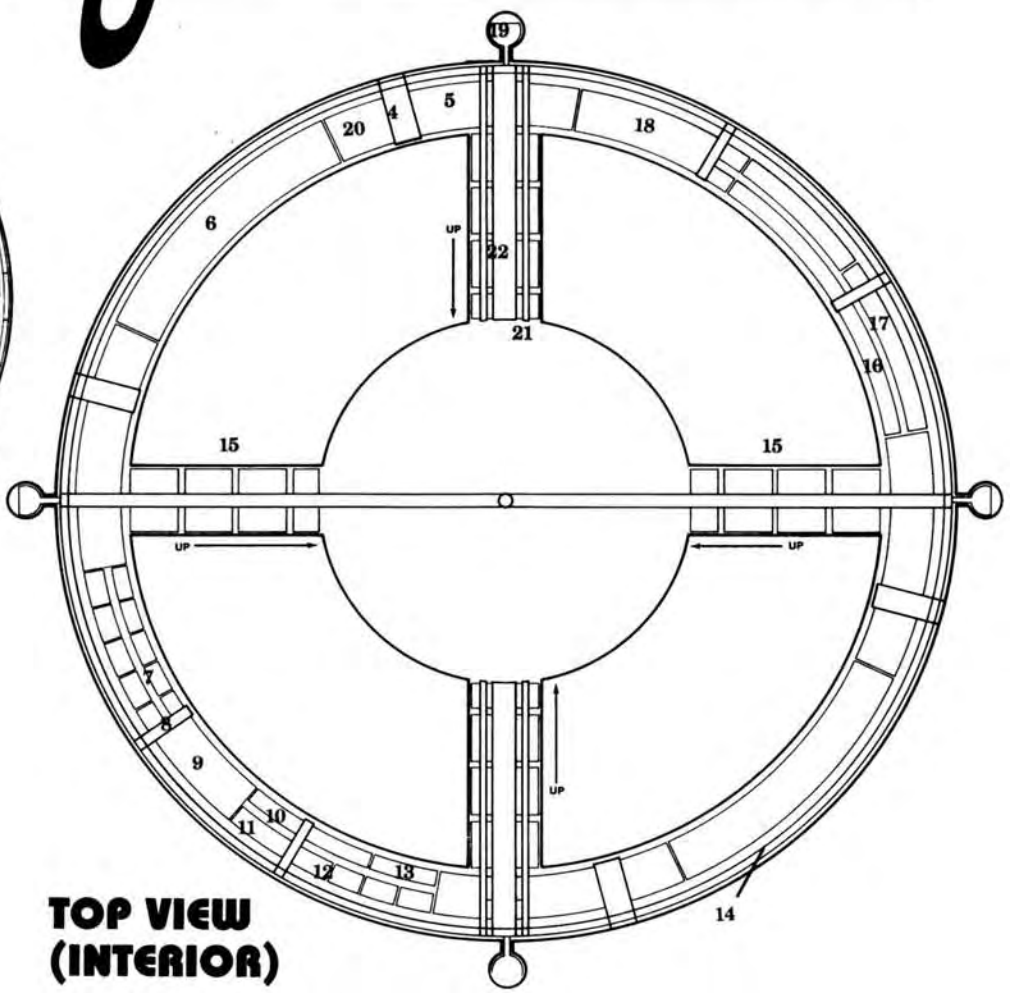
The laboratories in the outer ring were used for more dangerous experiments and were rated at 35 APs each. This is probably where Green Arrow constructed his Atomic Warhead Arrow.

continued on page 111

Justice League SATELLITE



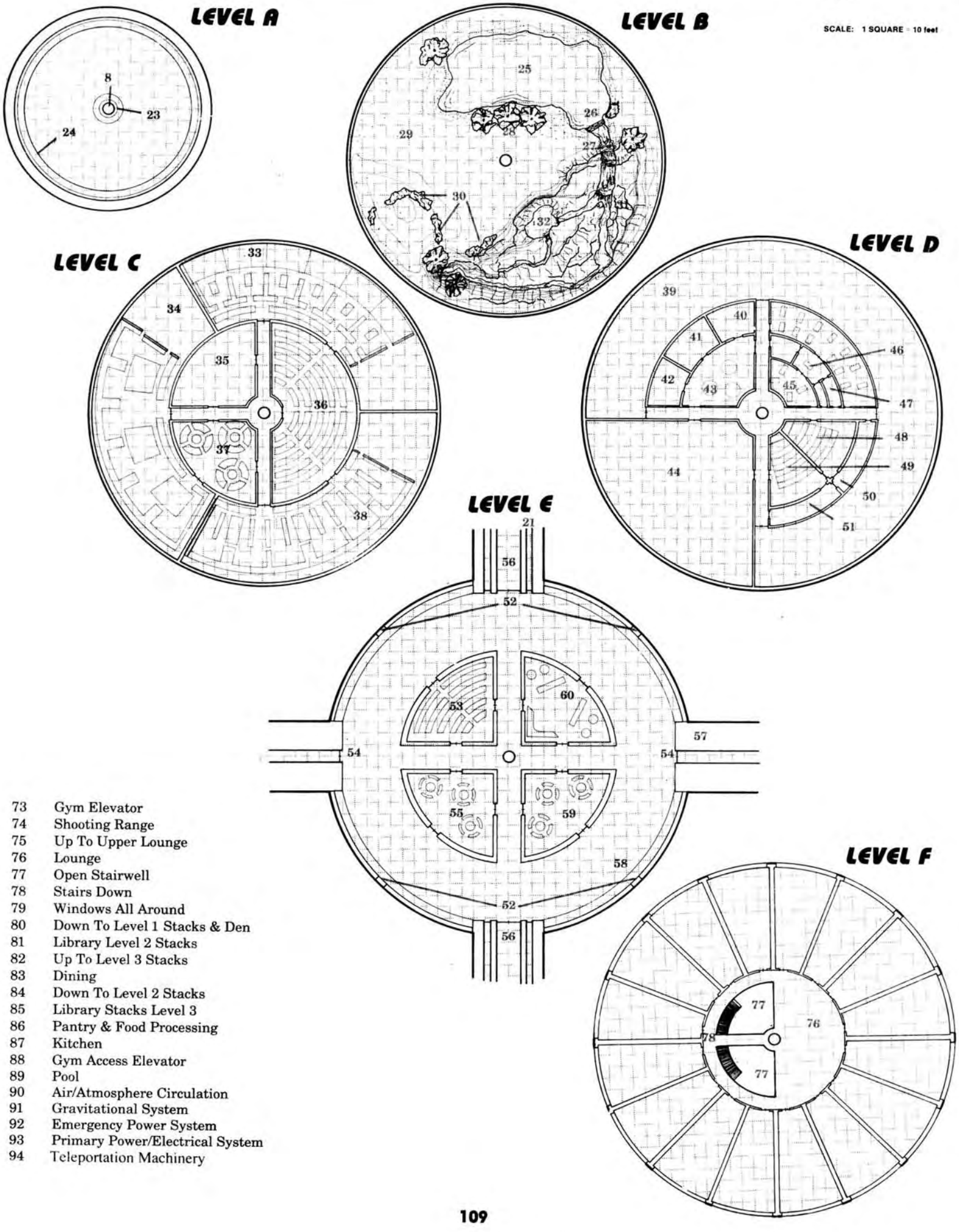
TOP VIEW (EXTERIOR)



TOP VIEW (INTERIOR)

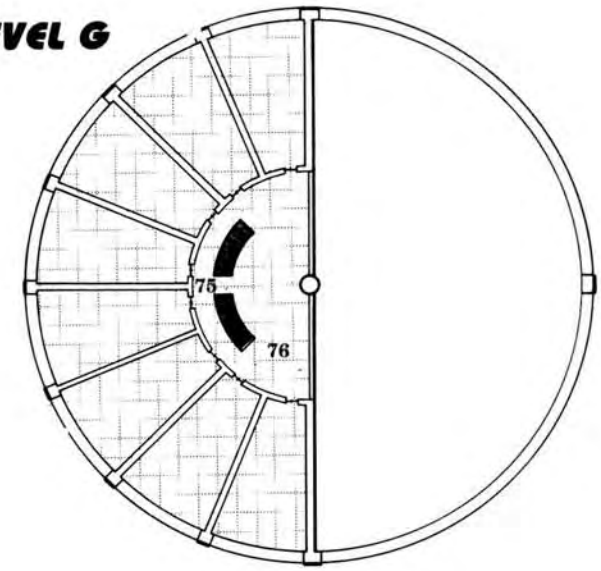
LEGEND:

1	Hangar Doors	25	Lake	49	Video Room # 2
2	Gymn Windows	26	Bridge/Dam	50	Projection Room # 1
3	Apartment Windows	27	Waterfalls	51	Projection Room # 2
4	Elevator & Spaceship Docking Arm	28	Trees	52	Windows
5	Emergency & Utility Area	29	Lawn	53	Classified Computer Stores
6	Hangar	30	Bushes	54	Elevator/Power Trunk
7	Utility	31	Cliffs	55	Classified Computer Link
8	Elevator	32	Pond	56	Cargo Access To Ring
9	Gymnasium	33	Biology Lab (Artificial Gravity)	57	Manual Repair Access
10	Dining	34	Tech Lab (Artificial Gravity)	58	Control Panel
11	Recreation	35	Conference Room	59	Primary Computer Link
12	8 Apartments	36	Central Computer Room	60	Communications & Transporter Room
13	Infirmary	37	Secondary Computer Access	61	Water Purification & Circulation
14	Elevator Tube	38	Chemistry Physics Lab	62	Airlock To Pool & Exterior
15	Storage	39	Storage/Utility	63	Pool Maintenance
16	Brig	40	T.T. Room # 3	64	Gym Storage
17	Biology Lab	41	T.T. Room # 2	65	Library Den
18	Tech Shop (2 Levels)	42	T.T. Room # 1	66	Stairway To Upper Library
19	Force Field Repair Access	43	Think Tank	67	Wet Sauna
20	Electrical Shop	44	Museum	68	Female Locker & Showers
21	Manual Ring Access Ladder	45	Quarantine	69	Dry Sauna
22	Large Cargo Access	46	Operating Room	70	Male Locker & Sauna
23	Steps To Elevator	47	Scrub Room	71	Conservatory
24	Control Panel (Encircles This Level)	48	Video Room	72	Jacuzzi

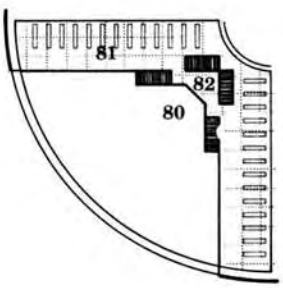


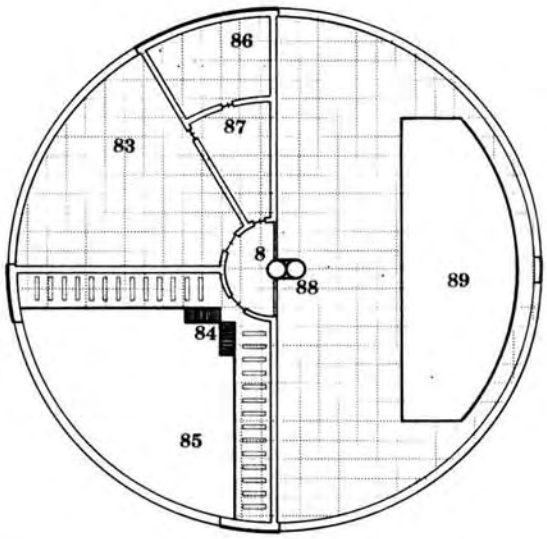
73 Gym Elevator
74 Shooting Range
75 Up To Upper Lounge
76 Lounge
77 Open Stairwell
78 Stairs Down
79 Windows All Around
80 Down To Level 1 Stacks & Den
81 Library Level 2 Stacks
82 Up To Level 3 Stacks
83 Dining
84 Down To Level 2 Stacks
85 Library Stacks Level 3
86 Pantry & Food Processing
87 Kitchen
88 Gym Access Elevator
89 Pool
90 Air/Atmosphere Circulation
91 Gravitational System
92 Emergency Power System
93 Primary Power/Electrical System
94 Teleportation Machinery

LEVEL G

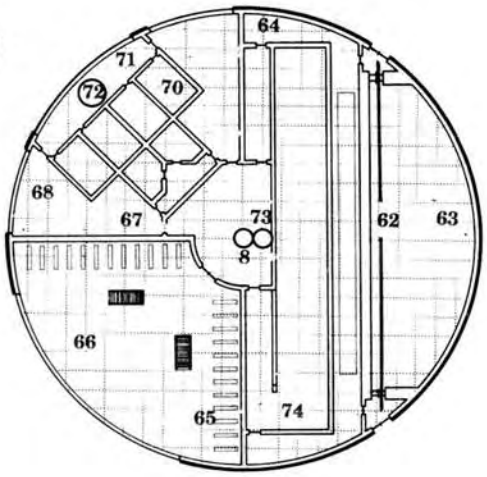


LEVEL H

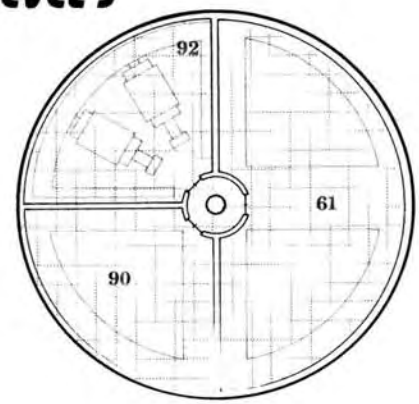




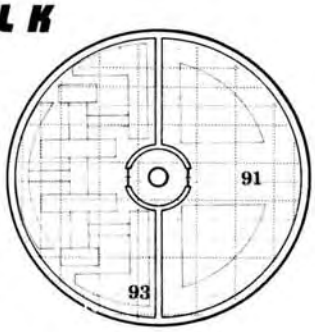
LEVEL I



LEVEL J



LEVEL K



LEVEL L

There were also apartments in the ring for a large influx of temporary guests that the JLA might have, such as times when the Justice Society of America or the Teen Titans visited the satellite.

The Bunker

Shortly after Aquaman disbanded the original JLA and refounded the organization in Detroit, the League operated from the confines of a non-secret fortress located right in the inner city. The fortress, known as the Bunker, was constructed by Hank Heywood I (the grandfather of Justice Leaguer Steel) for no discernible purpose, and loaned to the JLA in return for its acceptance of Steel into the membership. Shortly after the *Crisis On Infinite Earths*, the Heywoods had a bit of a falling out and the Justice League was forced to vacate the Bunker (see Steel, page 30).

The Bunker was a four level complex constructed of reinforced steel and concrete (BODY: 16). Only three entrances provided access: a large main entrance, a smaller back entrance, and an aquatic vehicle entrance. Each entrance was wired into the fortress' 9 AP Security System, which constantly scoured the area for intruders. As its name may lead you to expect, the Bunkers' interiors were drab and metallic.

Ground Floor

The ground floor featured a large entry foyer, a conference room, a series of offices (one for Dale Gunn, and three others that were placed at the disposal of the JLA), a lounge, and the Bunker's assortment of scientific laboratories. Four separate labs made up this level of the complex, each of which was dedicated to a separate function (electronics, computer, chemistry, and biosciences). The entire complex was a 16 AP lab, although the lab should be considered to be rated at 18 APs for the purposes of constructing weapons and weapon technology.

Upper Level

The Upper Level features a series of barracks and storage rooms which were converted into living quarters by the JLA. Each of the Leaguers had his own suite here and the League chairman maintained a private office on this level. Each of the living suites featured the usual comfortable living arrangements.

Basement

The basement housed the complex's vast gymnasium and recreational facilities. The gym featured a 1/8 mile running track, a swimming pool, racquetball and squash courts, and aerobic exercise facilities, in addition to the traditional weight training equipment. The recreation area's weight room boasted super sophisticated magnetic equipment that could challenge the trainee with any weight ranging from a few ounces up to about 20 APs (15,000 tons).

Sub-Basement

The sub-basement is the Bunker's vehicle garage and storage area. Storage space for five vehicles could be found here, in addition to all of the fortress' heavy machinery (furnaces, air circulation equipment, etc). This level also featured the access to the aquatic entrance, which led via a tunnel to an underwater hatchway beneath Lake St. Clair.

JLI Embassies

The new Justice League International has a rather unique set of headquarters. The League maintains embassies in nearly every single UN Member Nation, freely floating between them at will. Below are described the American and Saudi Arabian embassies. Others are similar. All of the embassies were turned over to the Justice League by the UN Member Nations almost immediately after the League went international.[7]

The American Embassy

The American Embassy is a two story brownstone located in New York City, just a short distance from the United Nations. The entire embassy is protected by a 13 AP Security System. Anything that trips this system triggers an alarm all over the complex and is attacked by non-lethal 9 AP Energy Blasts.

The Ground Floor

The ground floor features the main and back entrances, the entry foyer, the kitchen, and all the other things listed on the map. There really isn't much to say about any of them. It's an embassy, with good furniture and fixtures. Numbers 11 and 12 are the areas where the Leaguers usually meet.

Second Floor

Important areas on the second floor include the main office, where the League conducts its less secretive meetings and deliberations, and the conference room, where the Leaguers hold their formal briefings. The second floor also features quarters for most of the League's active members.

In addition, the second floor houses the office of the League's American embassy liaison and bureau chief, both of whom happen to be Maxwell Lord at this point. Area 29 is where the unlucky Leaguer on Monitor Duty sits.

The Basement

The only unusual feature found in the Basement is the Teleportation Chamber. Each and every League embassy features one of these. They are described in greater detail in the next chapter (see page 122).

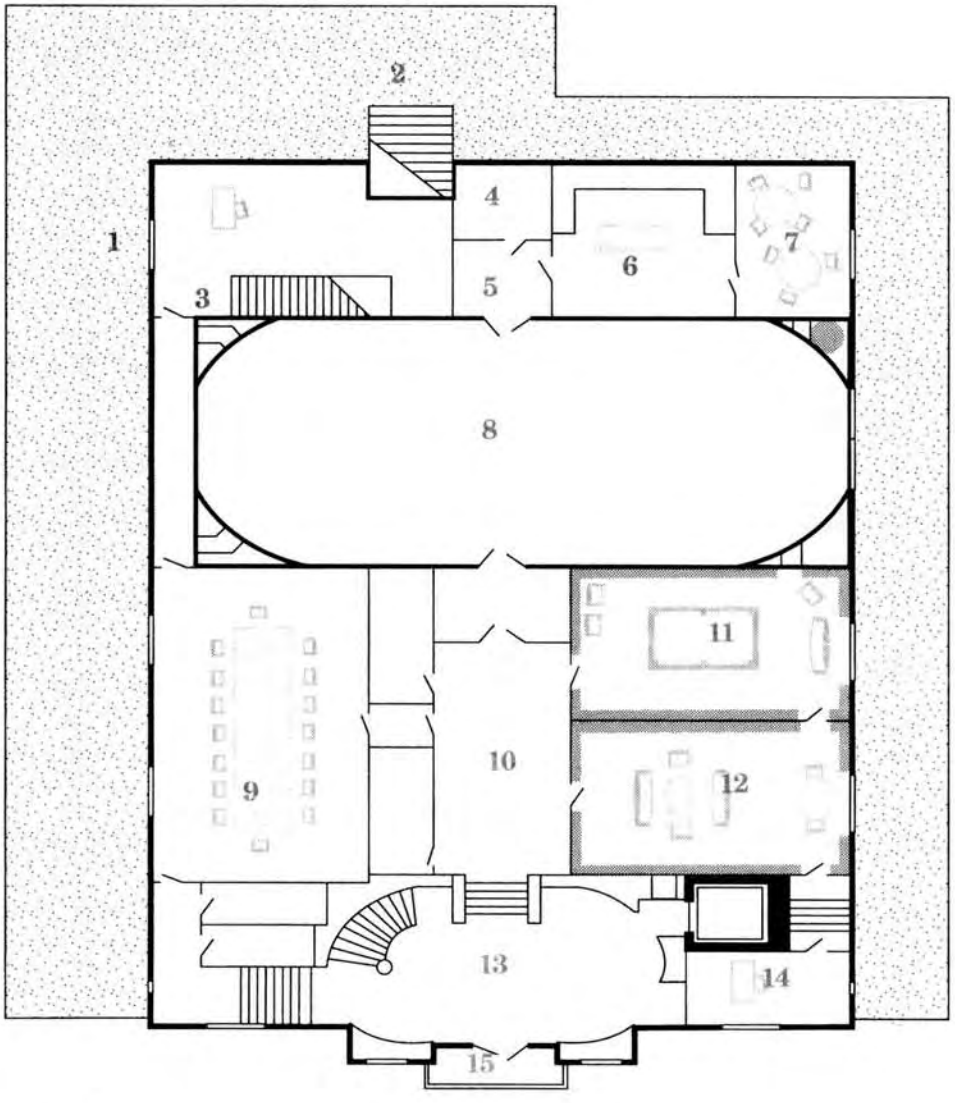
The computer found in the main computer room is identical to the old computer found in the Secret

continued on page 116

American Embassy

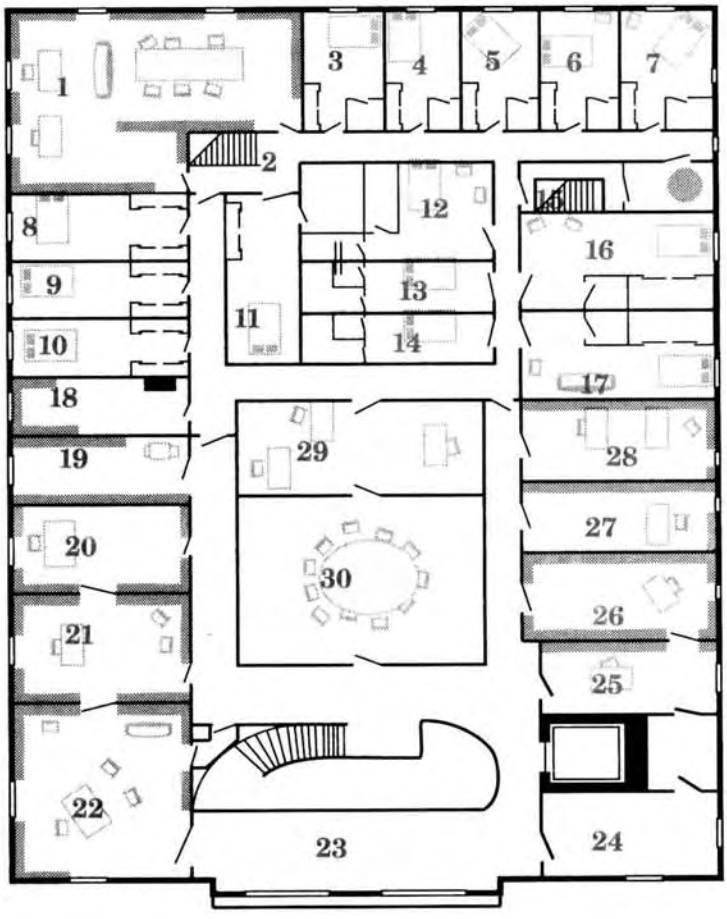
Ground Floor

1	**Tradesman's Entrance**
2	**Bulkhead Hatchway to Basement**
3	**Back Staircase (Up)**
4	**Pantry**
5	**Kitchen Entrance to Ballroom**
6	**Kitchen**
7	**Informal Dining Area**
8	**Grand Ballroom**
9	**Main Dining Room/Reception**
10	**Gallery**
11, 12	**Private Chambers**
13	**Foyer**
14	**Cloak Room**
15	**Main Entrance**



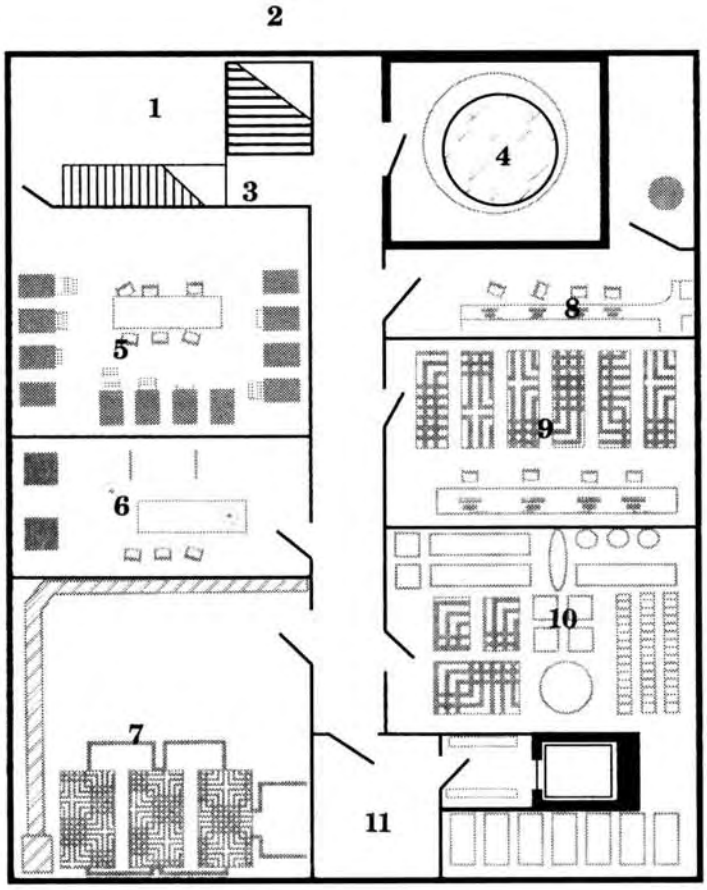
Second Floor

1	**Legal Library**
2	**Stairs (Down)**
3 - 14	**Member Residences, Including Special Requirement Residences**
15	**Ladder to Roof Hatch**
16, 17	**Guest Rooms**
18	**Linen Closet (Laundry Chute)**
19	**Office Supplies/Photocopy Room**
20 - 22	**Main Office with Assistant and Mutual Secretary**
23	**Formal Breakfast Balcony**
24	**Security**
25, 26	**Secretary and Office**
27, 28	**Offices**
29	**Communications and Intelligence**



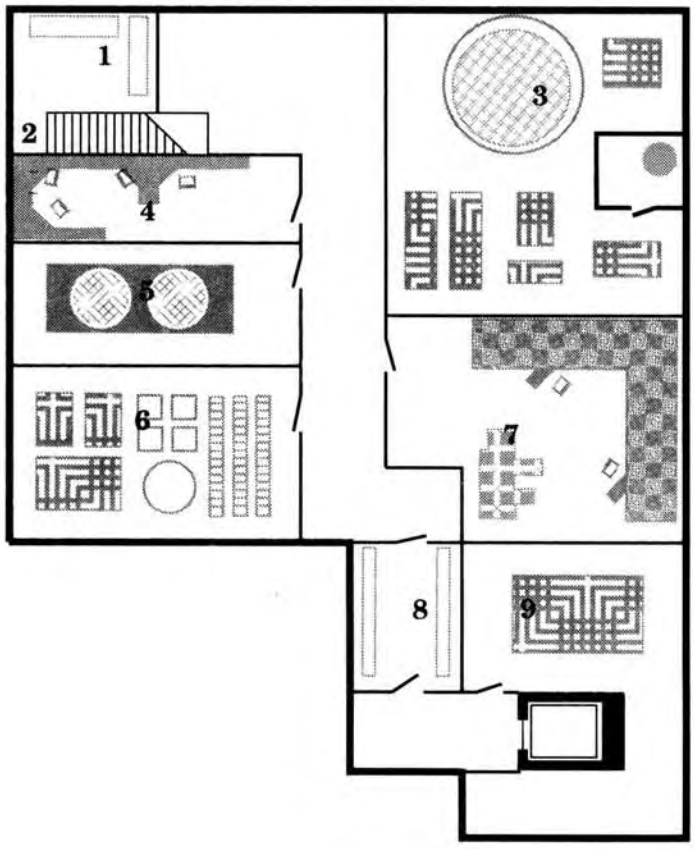
Sub-Basement

1 Security
2 Stairs (Up)
3 Teleportation Support Equipment
4 Teleportation Computer Room
5 Teleportation Power Supply
6 Storage
7 Back-Up Computer/Memory
8 Security
9 Hydraulic Elevator Mechanical Room



Basement

1 **Security**
2 **Steps Down from Alley (Stairs and Floor Removable to Floor Below)**
3 **Stairs (Down)**
4 **Teleportation Chamber**
5 **Files**
6 **Laundry Room**
7 **Air Conditioning Plant, Boiler, Electrical Closet, Uniterruptable Power Supply for Computers**
8 **Telephone and Communications Support Computer**
9 **Main Computer Room**
10 **Equipment Storage**
11 **Security**



Sanctuary. Terminals provide computer access all over the embassy.

Sub-Basement

Most of this level is dedicated to heavy machinery and storage. Note that the embassy has its own generators to power the teleporter and the computer systems, but must rely upon local power for everything else. The computer's power source generates 10 APs of electricity, while the teleporter's produces 20 APs.

The Security wing on this floor and the floor above it each feature viewscreens that can access cameras in every room in the structure, even the private residences, as does the communications room on the second floor. The building's general security system can only be shut down from one of these two areas.

The Saudi Arabian Embassy

Most of the League's embassies are very similar to the American embassy that we've already described (the JLE's Parisian embassy is so identical, for instance, that we decided not to bother with it), but there are a couple of JLI embassies scattered across the globe that have "personalities" that are unique to their host nations. To give you an idea of the sort of variety that can crop up, we're going to turn the next couple of pages over to Brian Heid, of Saysville, New York, who happens to be the winner of the *Justice League Embassy Contest* that we ran last year. The two runners up were Nat Covens of Danbury, Connecticut and Joseph O. Alford of Portage, Indiana (their entries were published in a recent DC HEROES Newsletter). Congratulations to all three!

Before we give you all the low-down on the Saudi Arabia embassy, we have to make the following disclaimer: this embassy is our contest winner only, and should *not* be considered part of the regular JLI continuity. It has never appeared in any comic book ever. But we think it's top-notch. Now take it away, Brian!

SUBJECT: JLI Embassy.
LOCATION: Saudi Arabia.
BUREAU CHIEF: Abdula Jibala.
BEGIN FILE.
TOP SECRET.
JLI EYES ONLY.

Welcome to beautiful Saudi Arabia, a country that welcomes the JLI to its land and gives it a luxurious, high-tech embassy out of the kindness of its heart. Yeah, right. And if you believe *that*...

History

Saudi Arabia is a country rich in oil. Very rich in oil. Extremely rich in oil. However, Saudi Arabia borders the terrorist nation of Qurac and is located near Bialya. Qurac deems Arabia as a capitalist country and Arabia doesn't know *what* to think of Bialya. So, now that both Qurac and Bialya are home to superpowered groups and beings (the Jihad, now defunct, and the former Global Guardians, respectively), Arabia has two choices. It can either spend billions on upgrading its military, or it can build an incredible embassy for the JLI, so that the JLI members will want to spend large amounts of time in Arabia. Hello, Justice League International!

The Embassy

The embassy is the most incredible building in all of Arabia. It was made to attract members of the JLI like Fire, Booster Gold, and the other superpowered, suave socialites. And it does. You can often find Fire and Ice working on their tans by the swimming pool.

The mansion itself is maintained by intelligent Lexcorp Servi-Bots. They are able to cook, clean, and fix anything in the place. They are also voice activated, so if a member calls them, they will break off from their preprogrammed schedule to serve any whim. The Securi-Droids (also made by Lexcorp) will only exit their base/room if an unauthorized person crosses the embassy's heat sensors. The droids work in pairs, will tell intruders to halt, and will fire if fired upon. If one of the two droids is destroyed, the intruder will be classified as a dangerous threat and the remaining droid will enter Killing Combat.

SERVI-BOTS

[DEX: 4, STR: 3, BODY: 4, INT: 4, WILL: 4, Gadgetry (Repair Gadgets): 5, Super Hearing: 4, Omni-Arm (attachments): 4, R#: 3]

Limitation: The Servi-Bots can only repair Gadgets that they have been programmed to repair.

SECURI-DROIDS

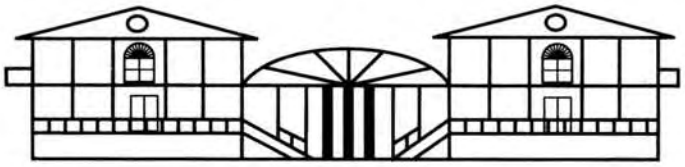
[DEX: 7, STR: 8, BODY: 7, INT: 3, WILL: 2, Skin Armor: 7, Energy Blast: 8, Thermal Vision: 5, R#: 5]

The secret lower levels can only be accessed if a class 12 rated password is entered.

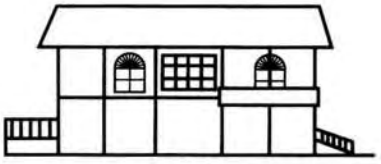
ABDULA JIBALA

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

- **Skills:**
  Charisma: 5, Weaponry: 2, Vehicles (Land): 4
- **Advantages:**
  Connections: Underworld (High), Saudi Government (High), Justice League International (High)
- **Motivation:** Upholding the Good
- **Wealth:** 7
- **Occupation:** Bureau Chief, Saudi Arabia Embassy
- **Background:**
  Abdula Jibala is a man who treats everyone as



FRONT



RIGHT

BACK

his friend. However, this doesn't stop him from carrying a loaded .38 revolver in his pocket. He has many underworld connections in Qurac and Bialya and he will also go to great lengths to get government files for his friends in the JLI. Jibala is the greatest asset the JLI has in the Middle East.

GAMEMASTER NOTES: Adventure Ideas

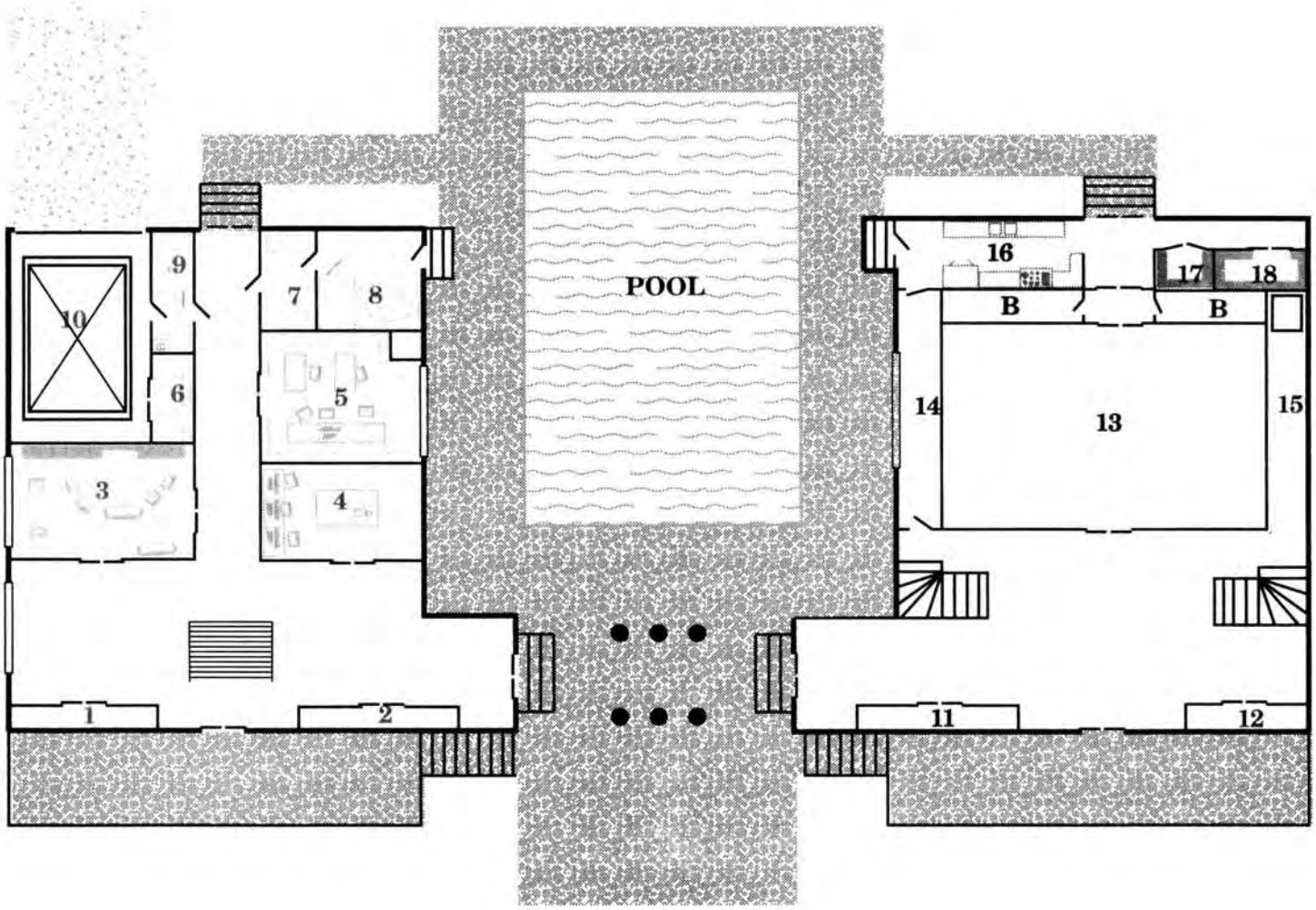
The adventures that can be had here are endless! The proximity of countries often seen in DC Comics make this embassy a bottomless pit of possible adventures. The embassy itself is a great setting for adventures: imagine an assault on the embassy by Qurac's terrorist force, the Jihad. Or maybe someone from the Justice League's past might take over the embassy's automated systems and hunt down the JLI in their own embassy with their own equipment. Nearby Bialya, who is often seen in issues of Justice League International, is sure to be a source of many scenarios. So enjoy scenic Saudi Arabia, if you have the time!

ENDNOTES

1. *Justice League of America #77*
2. *Justice League of America #250*
3. *Justice League #1*
4. *Justice League of America #78*
5. *Justice League of America Annual #2*
6. *Justice League of America Annual #3*
7. *Justice League International #7*

Level One

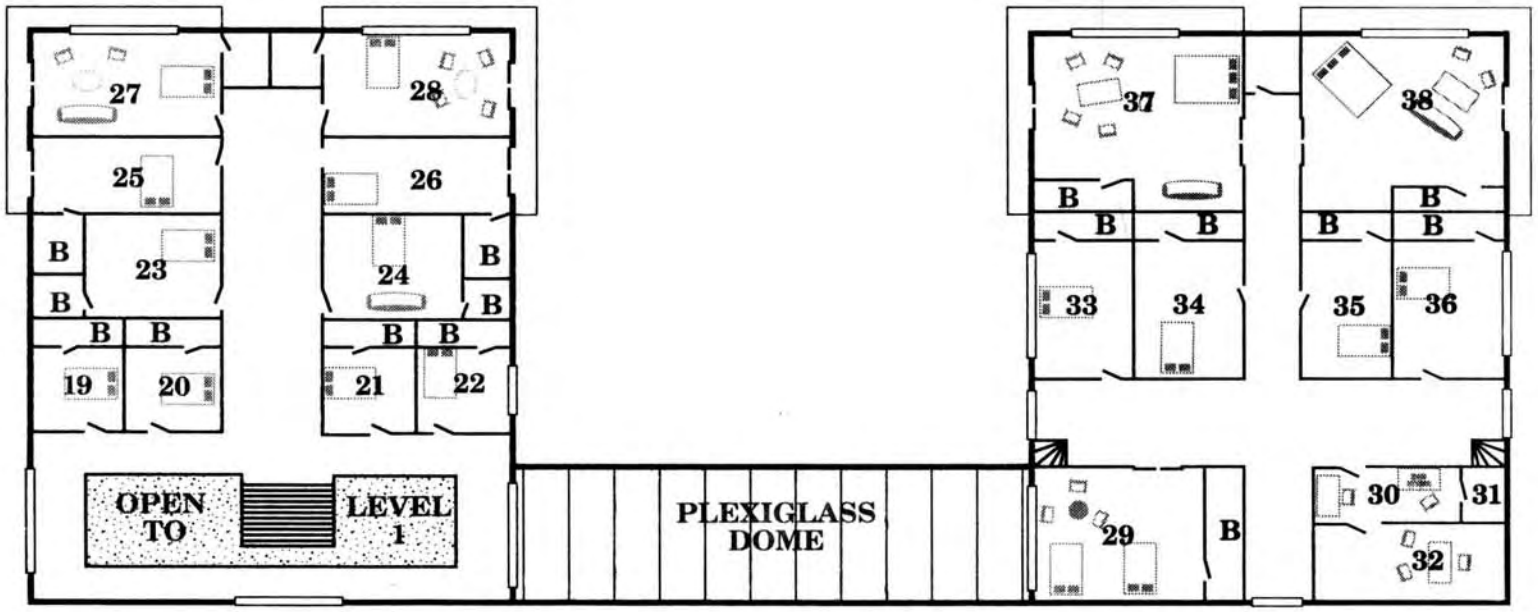
1 **Securi-Droid Base**
2 **Storage**
3 **Lounge**
4 **Servi-Bot Base**
5 **Library**
6 **Tool Room**
7 **Towel Room**
8 **Jaccuzi/Steam Room**
9 **Work Shop**
10 **Garage**
11 **Cloak Room**
12 **Securi-Droid Base**
13 **Main Hall/Dining Room**
14 **Hallway**
15 **Storage**
16 **Kitchen**
17 **Freezer**
18 **Storage**



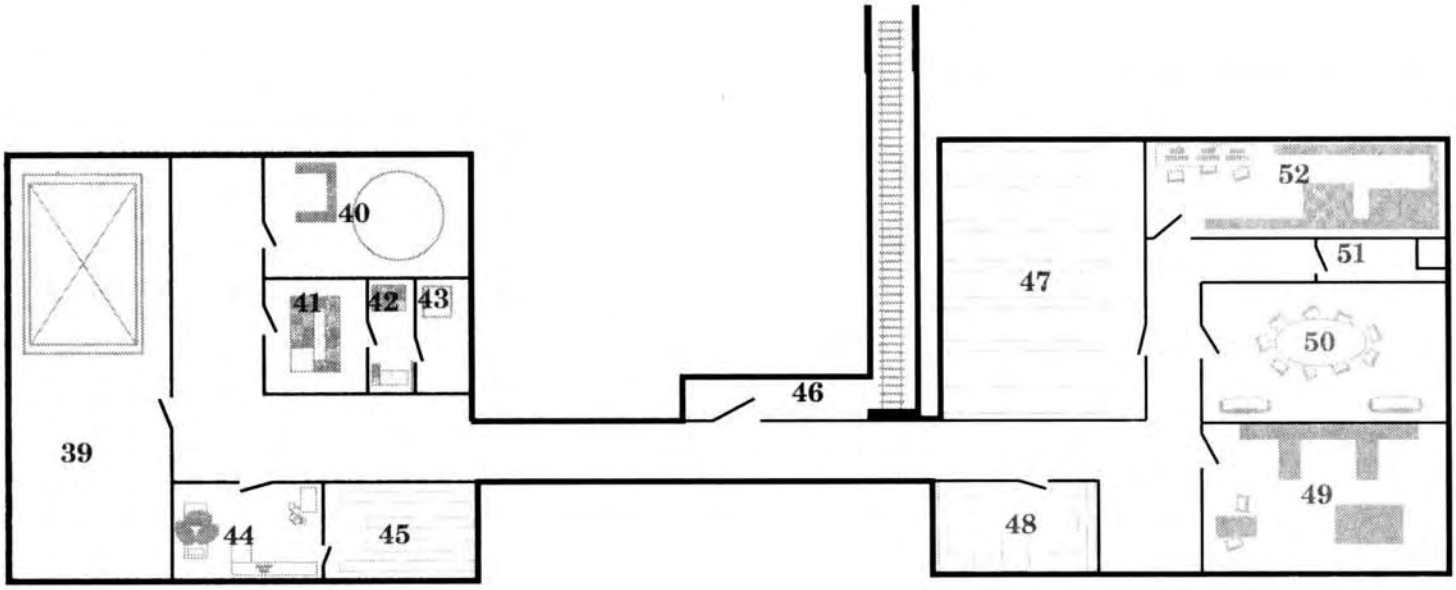
LEVEL 1

Level Two

19 **Extra Bedroom**
20 **Dr. Fate's Room**
21 **Gnort's Room**
22 **Rocket Red's Room**
23 **Blue Beetle's Room**
24 **Guy Gardner's Room**
25 **Booster Gold's Room**
26 **Martian Manhunter's Room**
27 **Batman's Room**
28 **Captain Atom's Room**
29 **Maxwell Lord's Room**
30 **Secretary's Room**
31 **File Room**
32 **Main Office**
33 **Flash's Room**
34 **Fire's Room**
35 **Ice's Room**
36 **Oberon's Room**
37 **Power Girl's Room**
38 **Mister Miracle & Big Barda's Room**



LEVEL 2



LEVEL 3 (BASEMENT/BUNKER)

Level Three

39	**Underground Garage**
40	**Teleporter Room**
41	**Generator Room**
42	**Power Room**
43	**Elevator Room**
44	**Medlab**
45	**Storage**
46	**Auto Tubeway**
47	**Sports Court/Gymnasium**
48	**Armory**
49	**Laboratory**
50	**Meeting Hall**
51	**Elevator Room**
52	**Computer Room**

chapter seven

Justice League Gadgets

The Famous JLA/JLI Signal Device

Just after the League was founded, Green Lantern, the Martian Manhunter, and the Flash sat down and created radio transmitters for each of the Leaguers. Each of these devices was approximately the size of a television remote control unit and featured a single button and speaker.

Originally, the signal devices only allowed a Leaguer to summon his fellow members back to the Secret Sanctuary.[1] Later, a more advanced version was built that allowed the members to send out a signal that the other devices could track, effectively allowing the Justice Leaguers to summon each other to any conceivable location. Whenever one of these new signal devices was tripped, the location of the sender showed up on a monitor board in the League's current headquarters and all of the other signal devices registered a disturbance. The new improved signal devices also featured a Morse Code type function which allowed the Leaguers to aim their calls at specific heroes. Each Justice Leaguer was given a code number which was equal to the number of letters in his name. Thus, if Aquaman wanted to summon the Black Canary to his present location, he would send out a 7 to 5-6.[2]

After Aquaman reorganized the JLA, the new League members' signal devices were installed in rings that they could wear inconspicuously in their secret identities.

The JLI has also taken to using signal devices, with their current version slightly improved from the later JLA model. None of the signal devices allow the user to directly communicate with the other device holders. They can only emit and receive a distress call.

Justice League of America Signal Device [BODY: 3, Telepathy: 21]

Limitation: The Device's Telepathy Power represents the range of its signal.

Justice League of America Signal Device (Improved) [BODY: 3, Telepathy: 25]

Limitation: The Device's Telepathy Power represents the range of its signal.

Justice League Signal Ring [BODY: 3, Telepathy: 20, R#: 3]]

Limitation: The Ring's Telepathy Power represents the range of its signal.

JLI Signal Device [BODY: 4, Telepathy: 25]

Limitation: The Device's Telepathy Power represents the range of its signal.

In the early days, many of the Leaguers used to

incorporate their signal devices directly into their costumes. Aquaman's device was built into the "A" symbol on his belt, for instance, the Flash's was incorporated into the lightning bolt on his chest, and so on. In these cases, the JLA Signal Device becomes a JLA SIGNAL DEVICE as per page 32 of the *Rules Manual*. No one in Justice League International uses a built-in signaler.

Justice League Wrist Radio

For a short time, the League experimented with a set of wrist radios that allowed direct communication, but soon gave them up for lack of a workable design.[3] The wrist radios were also capable of recording conversations. Unfortunately, the radios quickly used up their internal batteries and proved quite unreliable.

Justice League Wrist Radio [BODY: 1, Recall: 8, Telepathy: 15, R#: 5]

Limitations: The Radio's Telepathy represents the range of its radio transmissions; Recall is limited to audio information.

Justice League Aircraft

Since several of its members did not have flight powers, the JLA used to keep several aircraft around for use in long-distance travel.

The Justice League had three identical aircraft. All were fast and large enough to carry eight passengers. They were seldom used.

JLA AIRCRAFT [BODY: 7, Flight: 13, Radar Sense: 15, R#: 2]

Justice League International also has its own aircraft. In fact, these planes have seen quite a bit of use! Back when Blue Beetle's Bug was temporarily destroyed and before the teleporters were up to speed, the League used a special JLI shuttle donated to them by STAR Labs to hop around the globe. This shuttle was recently modified by Blue Beetle, Mister Miracle, and Booster Gold.

JLI SHUTTLE [BODY: 8, Flight: 13, Radar Sense: 15, R#: 2]

Justice League Space Suits

Both the original JLA[4] and the new JLI[5] keep enough space suits on hand to outfit all active members during outer space missions. These suits have always been stored in the League's current headquarters, and both models are identical.

JLA/JLI SPACESUIT [BODY: 8, Sealed Systems: 13]

Justice League Security System

After joining the JLI, each new member is given a special security system for his private residence as soon as he joins the League.[6] These security systems are rated at 9 APs and anyone or anything tripping the system is attacked by a non-lethal 8 AP Energy Blast.

Justice League Transporters

When Green Lantern and his fellow JLAers built the JLA Satellite (see page 107), they incorporated an Oan transporter system into its design, which was used to teleport JLA members and other authorized personnel from the planet's surface to the Satellite and vice versa.[7] Receiving tubes were set up in every major city on Earth, allowing the League to instantly respond to any crisis. The receiving tubes remained invisible until an authorized user came within 1 AP of distance.

JLA TRANSPORTER [BODY: 8, Teleportation: 24, Invisibility: 10, R#: 2]

Limitations: Teleportation only works between teleport tubes; Invisibility affects the teleport tubes only, not the user.

Justice League International modified the original teleporter design to construct transporters for their many embassies across the globe.[8] However, the new teleporters have proven much less reliable than the JLA model,[9] probably due to the fact that Green Lantern was unavailable to assist in their construction. In addition to the Security System described previously, every new member of the JLI has a transporter delivered to his home.[10] Getting the thing set up and functioning is their own problem.

JLI TRANSPORTER [BODY: 6, Teleportation: 23, R#: 5]

Limitation: Teleportation only works between teleport tubes.

Green Arrow's Arrows

Back in the old days, Green Arrow used a wide assortment of trick gadget arrows. You can't really play the old Green Arrow without descriptions of all the old arrows, so here they are. Note: Green Arrow also carried several 8 AP Omni-Gadget arrows, so this list is by no means all-inclusive.

ACETYLENE ARROW [BODY: 1, Heat Vision: 8, R#: 2]

The Acetylene Arrow carries an acetylene torch in its tip. It is used to cut through metal. Before firing this arrow, the user must ignite the torch by scraping a friction pad with a knife, coin, fingernail, or some other fairly stiff material. This constitutes an Automatic Action. Once fired, the arrow embeds itself in the target and continues to burn until it is extinguished.

The Acetylene Arrow can be fired from a bow or simply held against an item. In either case, the user's Weaponry Skill is used as the AV and the APs of Heat Vision is the EV. The Acetylene Arrow works regardless of whether it is in a normal atmosphere, underwater, or even in a vacuum.

ACID ARROW [BODY; 1, Acid: 8, R#: 2]

The Acid Arrow releases a powerful fast-acting acid upon impact with its target. The acid is carried in the hollow shaft of a special, reinforced glass arrow, and squirts out of a gap between the arrowhead and the shaft. The acid then splashes on the target and oozes along its surface.

Use the attacker's APs of the Weaponry Skill as the AV, and the APs of Acid as the EV against the target's DEX/BODY as the OV/RV. RAPs are subtracted from the target's Current BODY Condition. The Acid will then make another attack every phase thereafter as long as it remains in contact with the target.

BOLA ARROW [STR: 8, BODY: 10, R#: 2]

A Bola Arrow entangles its target with weighted ropes. To use the arrow, make a Physical Attack Action Check using the Bola's STR as the EV. The RAPs equal the damage inflicted as in normal Physical Attacks; and in addition, the target is entangled. All entangled Characters have their DEX reduced to 0. Escaping the entanglement requires a STR/STR Action Check against an OV/RV equal to the Bola's STR/STR. Entangled Characters can choose to attempt to destroy the bola instead of simply slipping out of the entanglement. Such an effort requires a STR/STR Action Check against an OV/RV equal to the Bola's BODY/BODY. The APs of an appropriate Power can be substituted for the entangled Character's STR/STR in either of the preceding situations.

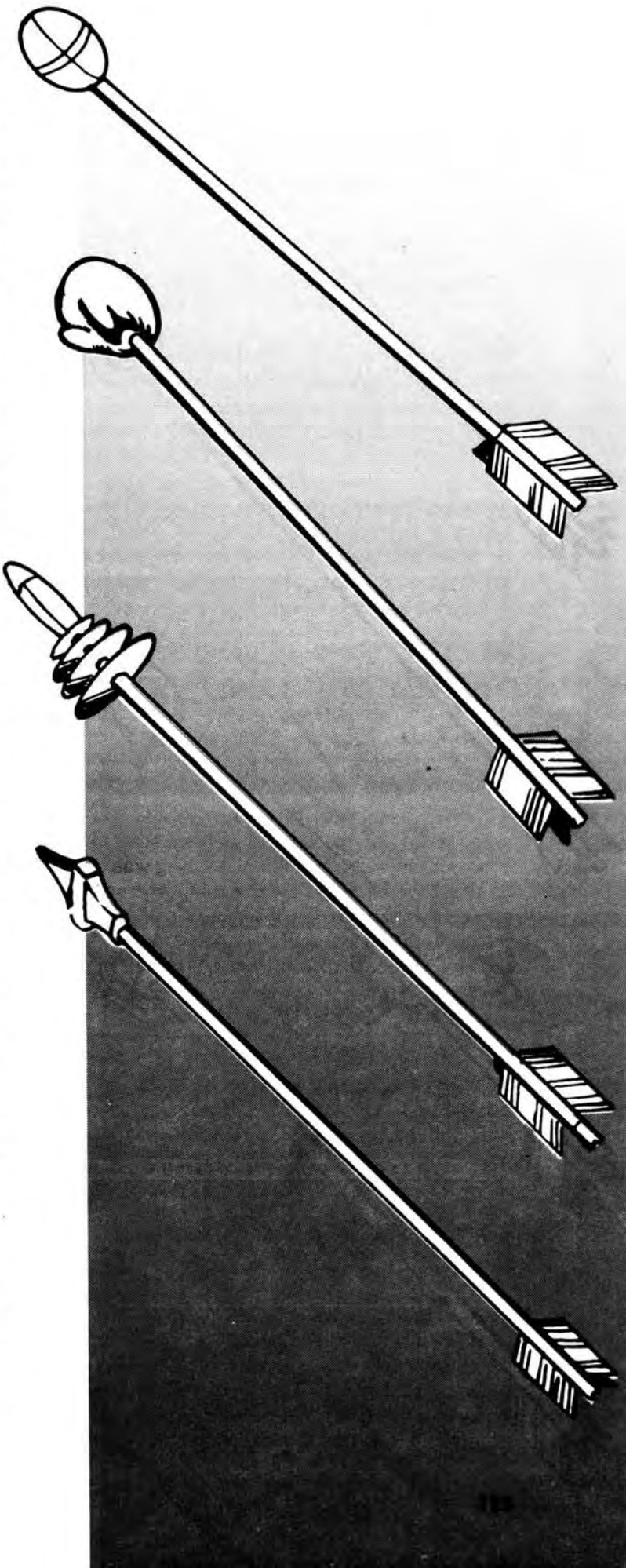
BOXING GLOVE ARROW [BODY: 1, EV: 8, R#: 2]

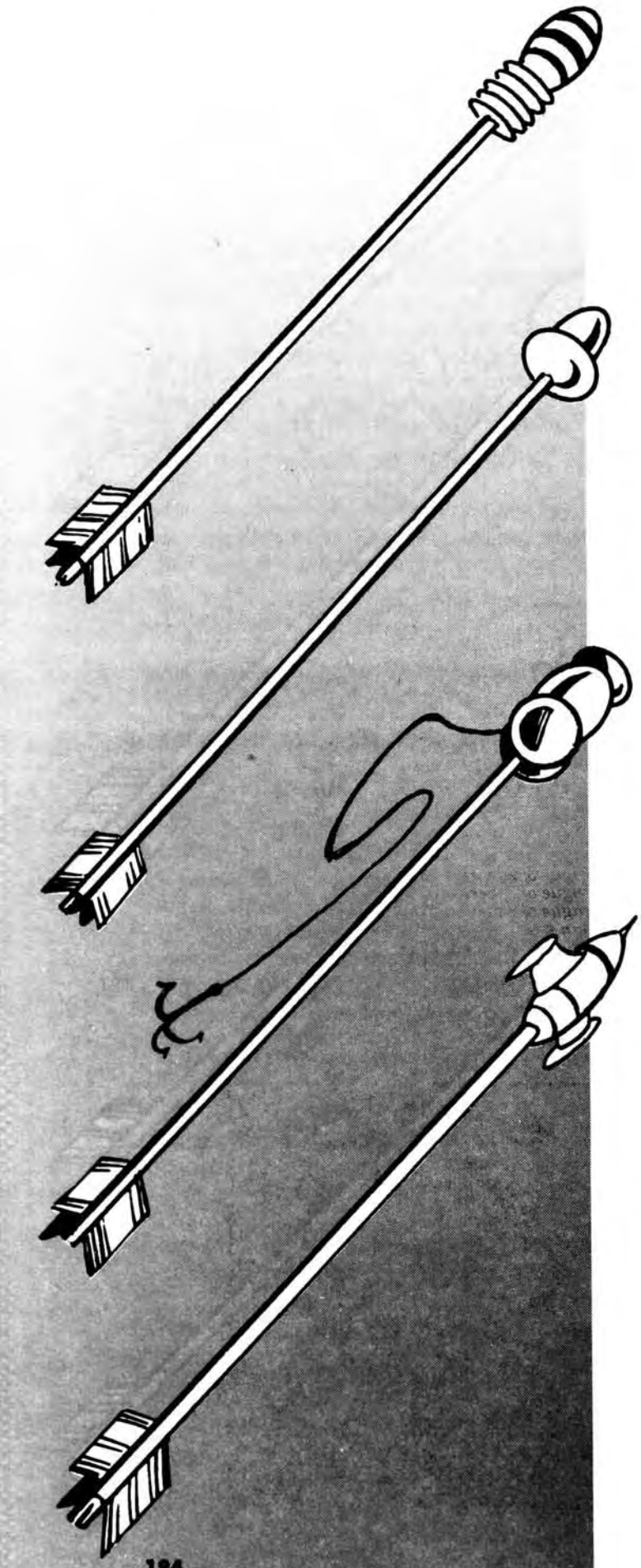
The Boxing Glove Arrow is a normal arrow that has a miniature boxing glove instead of a point. It makes a Physical Attack on its target in the normal manner. However, the Boxing Glove Arrow may never be used to make a Killing Combat attack.

CRYONIC ARROW [BODY: 1, Ice Production: 8, R#: 2]

When it impacts against a target, the Cryonic Arrow releases a chemical that reacts with the oxygen in the atmosphere. This reaction causes the temperature in the immediate vicinity to drop so much that ice immediately forms out of the moisture in the air.

The arrow is useful for disabling an opponent without harming him. The attacker's Weaponry Skill and the APs of Ice Production are used as the AV/EV against an OV/RV equal to the target's DEX/BODY. Subtract any positive RAPs from the target's DEX. If the defender's DEX falls to 0 or below, he is encased in ice and cannot move until the ice melts or he successfully breaks free. The Character can make an Action Check using his STR/STR as the AV/EV versus the RAPs of the Cryonic Arrow attack as the OV/RV; when the cumulative RAPs exceed the RAPs of the Cryonic Arrow attack, the Character has broken free.





DRILL ARROW [BODY: 1, EV: 9, R#: 2]

A Drill Arrow has been specially modified by replacing the normal arrow head with a high speed drill bit. Normally, it is used to drill through such items as oil drums, engine blocks, and steel doors.

If this arrow is used against another Character without declaring a Trick Shot, the user is considered to have entered Killing Combat.

EXPLOSIVE ARROW [BODY: 1, Bomb: 8, R#: 2]

An Explosive Arrow is used to hurl an explosive charge at a target. An attack with an Explosive Arrow is handled in the same manner as explosives, but the Acting Value is the Weaponry Skill of the firing Character, and the Effect Value is the APs of Bomb.

EXTINGUISHER ARROW [STR: 8, BODY: 1, R#: 2]

The Extinguisher Arrow is designed to eject a foam that will put out a fire upon impact. One of these arrows will smother a normal fire in a 0 AP x 0 AP area. If the arrow is fired at a Character who is using the Flame Being or Flame Animation Powers, handle the attack as a normal Physical Attack, using the Weaponry Skill of the firer as the AV and the STR of the Arrow as the EV against the target's DEX as the OV and his APs of Power as the RV. Any RAPs greater than the APs of the Power indicate that the Power may not be used again until a Recovery Check is made.

FLASH ARROW [BODY: 1, Flash: 8, R#: 2]

A Flash Arrow is used in the same manner as the Flash Power, but the Acting Value is the Character's APs of the Weaponry Skill, rather than the APs of the Power.

GLUE ARROW [BODY: 1, Glue: 8, R#: 2]

A Glue Arrow spreads a large amount of glue over a 0 AP x 0 AP area. Any Characters in that area will be affected as per the Glue Power. This includes any friends as well as foes who are in the area.

GRAPPLING HOOK ARROW [STR: 8, BODY: 1, R#: 2]

A Grappling Hook Arrow can carry a grappling hook and line to the top of a building, cliff, or tree. The STR of the grappling hook and line is the maximum weight that can be supported. The length of the line (5 APs) is the maximum range of the arrow used to project the grappling hook. The BODY of the line is 5 APs.

HANDCUFF ARROW [STR: 8, BODY: 1, R#: 2]

A Handcuff Arrow can pin the arms or legs of a target to a convenient surface. To use this arrow, the Character must make a Trick Shot. If the shot gains positive RAPs, the target is handcuffed.

The victim may attempt to break out of the handcuffs, with the victim's STR/STR as the AV/EV and the RAPS of the shot as the OV/RV.

JET ARROW [STR: 5, BODY: 1, Flight: 5, R#: 2]

The Jet Arrow is used in conjunction with the bow to provide limited flight capabilities to the user. The arrow is attached to the bow by a short length of line.

Once it has been fired, the arrow tows the user holding the bow. The Character steers by shifting his weight and angling the bow.

MAGNETIC ARROW [BODY: 1, Magnetic Control: 8, R#: 2]

A Magnetic Arrow is normally used to disarm opponents. The arrow is fired past the opponent, and as the arrow passes, a weapon or other metal object is pulled out of the target's hand by the arrow's Magnetic Control. The firing Character's Weaponry Skill and the APs of Magnetic Control are used as the AV/EV and the target's DEX/STR are used as the OV/RV. Positive RAPs indicate that the target has lost the item.

NET ARROW [STR: 8, BODY: 8, R#: 2]

A Net Arrow drops a net over its target. Like the Bola Arrow, the Net Arrow uses a Physical Attack to entangle its target, with the Net's STR being the Effect Value.

Unlike a bola, however, the net causes no damage to the target. However, the net can entangle more than one target at a time. If the Character firing the arrow wishes to entangle more than one target, he must make a Multi-Attack.

PARACHUTE ARROW [STR: 5, BODY: 1, Gliding: 5, R#: 2]

The Parachute Arrow is normally used after the Jet Arrow has been spent and the Character wishes to descend safely to the ground. Like the Jet Arrow, the Parachute Arrow is normally connected to the bow. The Character must hold on while using the arrow. While most parachutes have little maneuverability, this version has a limited gliding capability built into it, so a wider variety of landing sites can be chosen.

SMOKESCREEN ARROW [BODY: 1, Fog: 8, R#: 2]

A Smokescreen Arrow releases a dense cloud of smoke at its point of impact. This cloud obscures the vision of any Character attempting to see through it, in the same manner as the normal Fog Power.

A volume of air that is moving faster per phase than the RAPs of Fog will dissipate the smoke.

SONIC ARROW [BODY: 1, Sonic Beam: 8, R#; 2]

The tip of the Sonic Arrow contains a noisemaker that emits sound on frequencies too high to be heard, but not too high to be felt. Anything or anyone within ten feet (0 APs) of the arrow suffers a Physical Attack from the noise.

The Sonic Arrow does not suffer from Multi-Attack penalties when fired into an area with more than one target Character. The arrow is activated one-half second after being fired, and continues to emit its Sonic Beam until it strikes a target.

TEAR GAS ARROW [BODY: 1, EV: 8, Fog: 8, R#: 2]

The Tear Gas Arrow releases a cloud of irritating tear gas from its point of impact (as per the Smokescreen Arrow, above). If an unprotected Character (one without a gas mask or some other similar device) is caught in the cloud of gas, he is Physically Attacked, using the APs of Fog as the AV and the gas' EV as the EV. The RAPs are subtracted from the victim's DEX for as long as the Character is in the gas cloud. If a Character's DEX is reduced to 0 or lower, he may not perform any physical actions until the cloud dissipates.

ENDNOTES

1. The Brave and the Bold #29
2. Justice League of America #24
3. Justice League of America #3
4. Justice League of America #130
5. Justice League of America #7
6. Animal Man #12
7. Justice League of America #78
8. Justice League International Annual #1
9. Justice League Europe #1
10. Flash Annual #2

Chapter eight: New Powers, Advantages, and Drawbacks,

VIBE

Link: STR Type: Dice
Factor Cost: 4 Base Cost: 20
Range: Standard

Vibe gives the user the ability to vibrate nearby objects at frequencies great enough to damage those objects.

In short, Vibe is a simple Physical Attack. The user makes an Action Check against an OV/RV equal to the target's DEX/BODY (if the target is a living being or gadget) or against the target's BODY/BODY (if the target is an inanimate object). RAPs earned equal the damage inflicted by the attack.

Vibe had the Vibe Power before he was killed by Professor Ivo.

SHOUTING

Link: AURA Type: Dice
Factor Cost: 3 Base Cost: 5
Range: Special

Shouting gives its user the ability to suddenly launch into a dramatic monologue of such quality that everyone who hears it is forced to stop and listen to it. Everyone within range of the user's voice can hear the shout.

To shout, the user makes an Action Check against the target's INFL/SPIRIT (using the standard Multi-Attack penalty if there is more than one target). If this Action Check earns one or more RAPs, all targets must pause and allow the user a chance to finish his monologue before they take any actions against him, her, or anyone else, regardless of Initiative scores. In addition, the user automatically receives one free Hero Point per target successfully shouted per phase, though the maximum number of Hero Points that can be gained in this way per adventure is five.

Manga Khan has the Shouting Power.

In normal play, the GM might want to think about restricting this Power to the Humor Genre (see the *Rules Manual*, page 66).

BUDDY

Cost: 25 Hero Points

A Character with this Advantage begins the game with a close personal friend who is privy to all of his secrets. The Buddy will help the hero in any way that he can, and should be considered Awestruck/ Enamored for the purposes of Character Interaction. The help that a Buddy provides could include providing excuses for the absence of the hero's alter ego when he is out fighting crime, doing detective or research work for the hero, or even disguising himself as the hero to provide a distraction.

The GM should create statistics for the hero's Buddy, and the Buddy can obviously become a frequent Non-Player Character in the hero's Subplots. A Buddy will always remain loyal to the hero, no matter what happens. A Buddy should not be married to the hero, as this constitutes a Drawback (see page 20 of the *Character Handbook*). A Buddy also cannot be another hero. The GM has final approval of the Buddy Advantage.

Batman has a Buddy in Alfred Pennyworth, and Tom "Pieface" Kalmaku was formerly the Buddy of Green Lantern Hal Jordan. Superman would *not* receive the Buddy Advantage for Jimmy Olson, as Jimmy does not know Superman's secrets; although Ma and Pa Kent could possibly be considered Superman's Buddies, even though they are not listed as such.

ARCH ENEMY

Bonus: 15 Hero Points

A Character with this Drawback begins the game with a similarly-powered foe who is already determined to destroy the hero at all costs. The GM *must* approve this Drawback and invent statistics for the enemy, who should pop up with annoying frequency in the Character's Subplots. The Arch Enemy can never be reformed and will not work with the Character under any circumstances. This Drawback can only be removed if the enemy is somehow killed during the course of play, in which case the hero immediately loses 75 Hero Points, whether he was responsible for the enemy's death or not.

A synopsis of the enemy's origin and why he hates the hero must be included as part of a Character's background in order for the Player to receive the Hero Point bonus. Villains may never receive Hero Points for the Arch Enemy Drawback.

Aquaman's Arch Enemy is his half-brother the Ocean Master, and Green Lantern (Hal Jordan) once had an Arch Enemy named Sinestro (who was killed). Lex Luthor would *not* count as an Arch Enemy of Superman, because their abilities are nowhere near the same. In order to qualify for the Arch Enemy Drawback, the foe must be virtually the same Character as the hero, only evil.

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How To Use This Book

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

Types of Modules

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

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background / Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occured in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*Str, Body*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (Str, Body) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

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

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occassionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background / Roster Book* in the DC HEROES Role Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup, Players' Information, GM's Information,* and *Troubleshooting.* Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
Aura	Aura Attribute
AV	Acting Value
Body	Body Attribute
CS	Column Shift(s)
Dex	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
Infl	Influence Attribute
Int	Intelligence Attribute
Mind	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result AP(s)
RV	Resistance Value
R#	Reliability Number
Spirit	Spirit Attribute
Str	Strength Attribute
Will	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

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