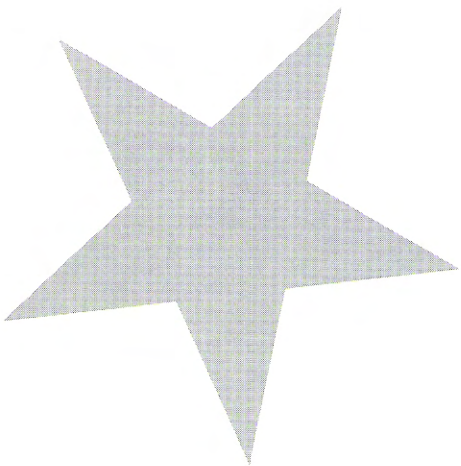
WHO'S WHO™ IN THE DC UNIVERSE

The Role-Playing Supplement





INTRODUCTION

Welcome to the *Who's Who* gaming supplement. This sourcepack allows gamers to keep up with the latest developments in the DC Universe and update all their favorite characters.

This book was designed to function as a supplement to DC's own *Who's Who* series. Each volume of the *Who's Who Gaming Supplement* covers all the characters included in four volumes of DC's *Who's Who*.This particular volume covers the characters featured in issues #5-8 of the DC series. Gamers are advised to insert these pages into their *Who's Who* binders directly after the DC entries they supplement.

In addition to our standard game statistics, each entry in this volume includes a personality descriptions, advice for using the character in your own Adventures, descriptions of the Subplots in which the character has been involved, and a complete listing of the character's appearances in the DC Comics. The cut-off date for these appearance lists is July of 1992, so any appearances after this date are not included.

You should note that comic book characters change and evolve over time. Any discrepancies between the statistics published here and those published elsewhere are intentional and reflect changes in DC's current conception of their characters.

DC Heroes Revision

Over the last few years, the DC Universe seems to have become a slightly grittier and more "street-oriented" environment. You can reflect these changes in your own DC Heroes campaign with the following rules changes.

• It now costs **5 Hero Points** to raise an AV, EV, OV, or RV by a single point.

• It now costs **3 Hero Points** to remove a single point of damage through Last Ditch Defense.



BODY: "This Attribute represents a Character's standard resistance to physical damage." *(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	A normal human who is susceptible to normal pain stimulus.
3-4:	Body conditioned to withstand moderate damage without great pain. The individual can weather many blunt attacks, as a prizefighter or a martial artist. *Amanda Waller, John Constantine, Huntress, Captain Boomerang*
5-6:	The body is conditioned to withstand the greatest amount of physical damage humanly possible. The individual possesses exceptional resistance to fatigue. *Batman, Bronze Tiger, The Warlord, Jonah Hex*
7-8:	The body can endure attacks from street-level weaponry, such as knives, chains, bats, and small caliber guns. The body has a density equal to a brick wall. *Swamp Thing, Aquaman, Hawkman, Deathstroke the Terminator*
9-10:	The body is resilient enough to resist most military weapons, such as high caliber automatic rifles. *Big Barda, Red Star, Gold of The Metal Men*
11-12:	The body can withstand high impact explosives that could demolish a reinforced concrete bunker. Characters with a Body in this range literally possess steel-hard skin. *Metamorpho, Green Lantern II, Firestorm, Demon*
13-15:	The body has density ranging from titanium (at a 13) to diamond hardness (at a 15). At this level the individual is nearly invulnerable and can easily withstand anti-tank fire. *Wonder Woman, Martian Manhunter, Power Girl, Solomon Grundy*
16-18:	The body is virtually indestructible and can withstand highly charged plasma beams and direct hits from powerful demolition bombs. *Superman, Darkseid, Valor, Ares*
19-21:	At this level, the body is impervious to conventional weaponry save for nuclear munitions, and has the density of a wall of Promethium (at a 20). *Brimstone*
22-24:	At this level, the body can survive the crushing forces of space for extended durations and survive the direct detonation of amulti- kiloton nuclear device.
25-27:	Bodies in this range can withstand forces unleashed by gods. *Sandman*
28-30+:	The body can resist a direct hit from a 100 megaton nuclear weapon. *Monitor, Anti -Monitor*

INTELLIGENCE (INT): "Intelligence represents a Character's ability to think rapidly and his/her knowledge of facts."*(DC HEROES 2nd Edition, Character Handbook)*

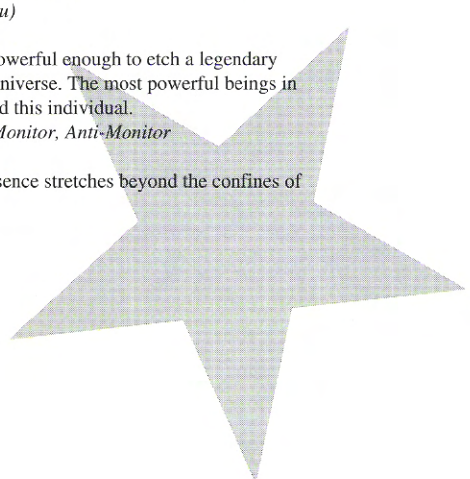
APs	Benchmarks
1-2:	This person has the problem-solving abilities of the average high school graduate. *Major Force, Gnort*
3-4:	This individual is the equivalent of a particularly bright high school graduate. *Plastic Man, Ragman, Peacemaker, Guy Gardner*
5-6:	The individual has the ability to process information on the level of the industrious college student. *Anthro the Cave Boy, The Flash (Wally West), Robin, Major Disaster*
7-8:	The person's intellectual capacity rivals a professional who is one of ten authorities in a field of study or a born genius. *Aquaman, Nightwing, Scarecrow*
9-10:	The intellect equals a professional who is one of three world authorities on a subject. *Swamp Thing, Hawkman, Grodd, Wonder Woman, Joker*
11-12:	The person is a genius or has intellect on par with an individual who is the best authority in the world on a subject. *Batman, Superman, John Constantine*
13-15:	The individual's intelligence is beyond what is normally experienced on Earth, with the ability to conceive concepts centuries beyond current conventions. *Lex Luthor, Pariah, The Brain, Jor-El*
16-18:	The person has an intellect giving the individual the ability to adopt concepts completely foreign to his society or environment. *Vril Dox II of the LEGION, Brainiac, Highfather, Darkseid*
19-21:	This individual has the intellectual ability to master every worldly subject. *Phantom Stranger*
22-24:	This individual possesses intellect with the ability to comprehend and utilize knowledge spanning the galaxy.
25-27:	At this level, the individual can understand and process knowledge on a universal scale. *Anti-Monitor*
28-30:	The individual can understand and conceive knowledge that is multi-versal in magnitude. *Monitor*

INFLUENCE: "Influence represents the power of a Character's personality and presence."*(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	The individual receives the normal attention accorded any living creature.
3-4:	This person has the persuasive ability to hold and draw the attention of a small audience. *most minor entertainers*
5-6:	The individual at this level of Influence can hold and draw the attention of a large audience. *Flash (Jay Garrick), Black Canary, Booster Gold, Wildcat*
7-8:	The personality is so unique as to be highly regardedby several people across a nation or a state. *Viking Prince, Queen Hippolyte, Green Arrow, Blackfire*
9-10:	This individual's personality is strong enough to attract the attention of the leaders and citizens of many separate nations. *Amanda Waller, Batman, Circe, John Constantine, Wonder Woman*
11-12:	The person's presence is powerful enough to have gained the attention of even legendary personages. In some cases their notoriety is so comprehensive as to be a household word across the world. *Swamp Thing, Doctor Fate II*
13-15:	This individual can easily garner the attention of an individual from another species. *Spectre, Demon*
16-18:	This person can attract the attention of powerful personages such as Demons and the Lords of Order and Chaos without effort. *Phantom Stranger, Helmet of Nabu*
19-21:	This individual receives reactions from people as if the person were a god or goddess without needing any display of power or a reputation. *Monitor using the Charisma skill.*
22-24:	This person has an overwhelming presence. and can establish a reputation across the galaxy.
25-27:	This person can force a reaction from universal audiences and personages such as Death, Destiny, Sandman, etc.
28-30:	Multi-versal notice can be accomplished.

AURA: "This Attribute represents a Character's ability to intercede with his/her personality to affect the actions of others and also indicates his or her level of magical power."*(DC HEROES 2nd Edition, Character Handbook)*

APs	Benchmarks
1-2:	At this level an individual can leave a basic impression on someone.
3-4:	This individual possesses an Aura equivalent to a that of a very amiable person, such as an actor or a priest. *Jonah Hex, Speedy, Hourman (Rex Tyler), The Atom (Ray Palmer)*
5-6:	This person has a presence strong enough to change the emotional status of an auditorium-sized crowd of people from dead calm to an electrified frenzy. *Queen Hippolyte, Aquaman, Big Barda, Mister Miracle*
7-8:	This individual has a mystique capable of affecting the opinions of people across the nation. The person can gain loyalty and respect upon appearance. *Batman, Enemy Ace, The Warlord, Green Lantern (Hal Jordan)*
9-10:	The individual can alter the opinions of various citizens across the world and is capable of generating a cult following within a region the size of a country. *Wonder Woman*
11-12:	This individual is capable of generating myths and legends that last for several centuries. *Confucius, John Constantine, Eclipso*
13-15:	This personality can gain the respect of even legendary figures, such as King Arthur, and sway the opinions of beings of great mystical power. *Arion, Circe, Zatanna, Brother Blood*
16-18:	The individual can reason with and possibly alter strong personalities, such as those of angels and demons. *Demon, Doctor Fate II, Sandman, Darkseid*
19-21:	When it comes to strength of personality, this individual can walk amongst the gods as a near-equal. *Spectre, X'Hal, Superman*
22-24:	This indivudal's Aura is powerful enough to make his or her word law across the galaxy. *Doctor Fate (as Nabu)*
25-27:	This personality is powerful enough to etch a legendary standing across the universe. The most powerful beings in the universe will heed this individual. *Phantom Stranger, Monitor, Anti-Monitor*
28-30:	The individual's presence stretches beyond the confines of this universe.



Adam Strange

Dex:	7	Str:	4	Body:	5
Int:	10	Will:	9	Mind:	8
Infl:	8	Aura:	7	Spirit:	8
Initiative: 29				Hero Points:	75

- **Skills:** Acrobatics: 5, Charisma: 8*, Gadgetry: 10*, Martial Artist: 7*, Military Science: 10*, Scientist: 10*, Thief: 6, Vehicles: 7*, Weaponry: 10
- **Advantages:** Area Knowledge (Rann); Connections: Ranagar Ruling Council (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (archaeology, history)
- **Alter Ego:** Adam Strange
- **Motivation:** Upholding the Good
- **Wealth:** 6
- **Equipment:**

BODY SUIT [*Body: 6*, Flame Immunity: 7]
Jet Pack [Body: 8, Flight: 8, R#: 2]
Laser Pistol [Body: 4, Heat Vision: 8, R#: 2]

Powers and Abilities

Adam Strange has no meta-human powers, but he has proven his worth as Rann's champion through his skill in battle, intelligence, diligence, and his ingenious employment of Rann's technology. Strange is highly accomplished in hand-to-hand combat and the use of all forms of weapons (reflected by his high Martial Artist and Weaponry Skills).

Strange is also an accomplished scientist and archaeologist. He can understand and develop technology and identify, or at least trace the origins of, most objects using his Scientist and Gadgetry Skills.

Personality/Role-playing

Strange's most obvious quality is his heroism. As Rann's champion he will face danger without a thought for anything but the lives of his adopted people. Without any powers, and armed with only brains and talents, Strange has taken on mad scientists, aliens, natural disasters and dinosaurs. It is believed that he is almost fearless.In fact, Strange has come to love Rann and its people even more than he loved Earth. Thus, whenever he must leave Rann, Strange strives to return.

For the most part, Strange's feelings about Rann are reciprocated by its people. There are still natives who do not trust him, but they are few. Most of the populace loves Adam as much as humans love Superman.

Adam is a man with a thirst for knowledge and adventure. He began as an archeologist on Earth, and his desire to learn continues on Rann. In fact, through his exploring, he has learned more about the land and cities of Rann than many of the natives.

Adam tries to be a good role-model for the people of Rann. He cherishes all life, will not kill, and resorts to violence only when necessary.

On occasion Adam Strange returns to Earth to aid the heroes there. His general opinion, however, is that there are enough super-heroes to protect the world of his birth.

The Zeta Beam

When Adam Strange becomes saturated with radiation from the Zeta Beam, he is instantly transported to Rann. When the Zeta energy leaves his system, he returns to Earth, at the point where he departed.

ZETA BEAM [Body: 6, Teleportation: 55, R#: 2]

Limitations: The effects of the Zeta-Beam wear off in approximately 18 APs of time, returning the Teleported character to his original location (to randomly determine the exact time the Beam wears off, the Gamemaster can roll 1D10+3 for the number of days); the Zeta Beam can only be used to Teleport single Characters from Earth to Rann.

The Zeta Beam strikes the Earth approximately once every two to six months (20-22 APs of time), always somewhere in the Southern Hemisphere. Strange must make a Scientist Skill Check vs. OV/RVs of 6/6 (Strenuous Task) to figure out where the Beam will strike next.

Strange is currently under the effects of a Mega-Zeta Beam which should, theoretically, keep him on Rann forever.

Using Adam Strange in Adventures

Adam Strange is a great classic science fiction hero to use in an Adventure in outer space. He brings with him the popcorn aura of 1950's science-fiction movies like *The Day the Earth Stood Still* and *Forbidden Planet*. Present him as a classic 1950's hero to your players—serious, brave, untouchable, and a font of unerring knowledge. Strange is too good to be true, and the Player Characters should see it.

If space-faring heroes fail a Piloting Check, they might crash on Rann. There, Adam Strange can be a

AQUALAD

DEX:	6	STR:	7	BODY:	7
INT:	8	WILL:	7	MIND:	10
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE: 18 [19]				HERO POINTS:	40

- **Powers:** Swimming: 7, Telepathy: 3, Ultra Vision: 7, Water Freedom: 7
- **Skills:** Animal Handling: 4*, Vehicles: 5
- **Limitations:** Power Restriction: Ultra Vision is only usable underwater; Telepathy is only usable on other Atlanteans.
- **Advantages:** Connections: New Titans (High), Poseidonis Government (High), Aquaman (High), Justice League of America (Low)
- **Drawbacks:** Fatal Vulnerability: Aqualad must immerse himself in water every hour or he begins to die.
- **Alter Ego:** Garth
- **Motivation:** Upholding the Good
- **Wealth:** 5

Powers and Abilities

Aqualad has the physique of most Atlanteans with a muscular structure that is dense enough to protect him from the crushing pressure of the deep sea. This ability (reflected by his BODY of 7 APs) allows him to withstand damage caused by fists or even blunt weapons. On terra firma, he displays enough strength to bend steel with his hands and great speed (reflected by his high STR score).

Due to an ancient magical serum, Atlanteans have the ability to breathe underwater indefinitely. Garth, like the others, can move about freely underwater as normal humans can on land (Water Freedom). Garth himself is able to swim faster than most undersea creatures (Swimming). However, Garth can only stay out of water for limited periods (about an hour) before he begins to suffocate from breathing unfiltered air (Fatal Vulnerability Drawback).

Aqualad can communicate telepathically with other Atlanteans who are within range of his sight. He does not have the ability to communicate with and control underwater fauna as does Aquaman, but is naturally empathic with sea creatures (Animal Handling).

Garth trained with the Teen Titans and had numerous adventures with Aquaman, which taught him to deal with danger and combat. In spite of this, Aqualad remains a pacifist and usually only fights defensively.

Personality/Role-playing

Aqualad is a kind and sensitive individual who is deeply affected by the stress and turmoil he encounters in his pursuit of justice. He is also sensitive about his usefulness and often lacks self-confidence because he is unable to remain out of water for longer periods of time. This same sensitivity, however, makes Aqualad one of the kindest heroes on Earth.

Garth tends to follow the pacifistic philosophy of his Idylistic heritage. In battle he is usually on the defensive and will attempt to capture rather than injure an opponent with his superior abilities. These same peaceful leanings have also caused Garth to act as an ambassador to the surface world to maintain good relations between it and Atlantis.

Aqualad has entered a new stage in his role as hero. He is no longer subordinate to anyone else, and, having reached adulthood, Aqualad has been able to test and accept himself. He has also gained acceptance, even acclaim, in his home of Atlantis.

Although he was the side-kick to Aquaman, Garth now prefers to work alone. Aqualad will do his best to aid the Titans or Aquaman whenever they need them, though, because he cares for them and considers their friendships important.

Fish Out of Water

Aqualad can only stay dry for a period of about an hour (10 APs) before he starts to suffocate from breathing unfiltered air and needs to be immersed in water. He is not discriminatory on such occasions and can just as easily recuperate in fresh water, or a bath tub, but he much prefers the open seas. In addition, a rainy day will keep Aqualad from suffocating. After one hour of being on land, he will lose one AP of his Current BODY Condition per 4 APs of time (1 minute). When his BODY reaches O APs he will be unconscious and unable to get himself to water. When his BODY Condition reaches -7 he will have suffocated to death.

Using Aqualad in Adventures

Garth is a good hero to use as a Non Player Character if an Adventure takes place underwater. He may aid or lead other underwater warriors (such as Aquaman) on missions to save Atlantis from villains

Ayla Ranzz

DEX:	6	STR:	3	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 18				HERO POINTS:	60

- **Powers:** Lightning: 14
- **Skills:** Acrobatics: 6, Charisma (Persuasion): 6, Martial Artist: 5, Vehicles: 5
- **Advantages:** Attractive; Connection: Legion of Super-Heroes (High); Rich Family
- **Alter Ego:** Lightning Lass, Light Lass
- **Motivation:** Responsibility of Power
- **Wealth:** 5

Powers and Abilities

Ranzz's Power allows her to create bolts of bio-electricity powerful enough to burn through titanium (Lightning Power). She is also trained in Legion hand-to-hand combat techniques (Martial Artist) and is a dangerous opponent. She is quick both in mind and body, as well as extremely agile due to her natural Acrobatic ability.

Personality/Role-playing

Ayla is a very tempered, even-minded person. She exhibits great emotional and mental stability, an openness that verges on aggressive, and a strength of character that impresses most people. She knows that she is attractive, but rarely flaunts it.

In combat, Ayla is very sure of herself. She has the experience and training that allows her to keep up with some of the younger, more powerful members of the team. Ayla is always ready to use her abilities to face dangers, and like her twin (Garth Ranzz), she is brave and strong willed.

Ranzz has dedicated her life to her friends in the Legion. She feels most comfortable with them, even though they have caused her the most emotional stress. Although Ayla tries to keep her relations with her teammates on a professional level, she still considers her them her best friends.

Lightning Powers

Ayla Ranzz can fire powerful charges of electricity at opponents or targets for Physical Attacks. The AV/EV of this Attack equals her APs of Power (up to 13) vs. her opponent's DEX/BODY. This Power usually displays itself in the form of a directed lightning bolt.

Ayla may use her Power to destroy or deactivate electronics and other objects with conductive components. Such an attempt is a standard attack against a Gadget (vs. OV/RV of BODY/BODY), but Ayla gets a -2 Columns Shift to the RV. If the Current BODY of the mechanism after the attack equals or is lower than 0, it has shorted out and is no longer operational.

Light Lass

At one time, Dream Girl changed Ayla's powers so that she could manipulate gravity rather than electricity. During this time Ayla had the Gravity Decrease Power rated at 14 APs, instead of her Lightning Power.

When she was Light Lass Ayla was more of a defensive fighter who would help her teammates defeat opponents by changing the villains' mass, propelling them toward a teammate, or by dropping them on one of their own teammates.

Using Ayla Ranzz in Adventures

Ayla Ranzz is a means by which adventurers can be introduced to members of the Legion of Super-Heroes who may aid the Player Heroes with their expertise and resources. She is one of the most open-minded of the Legionnaires and is most likely to welcome new faces. Ayla might take visitors on a tour of their new facilities and perhaps even be able to talk LSH Leader Rokk Krinn into letting the visitors stay for a while to help the Legion in its efforts.

Subplots

At one time, Ayla carried on a Romance Subplot with her teammate, Brin Londo (Timber Wold/Furball). After a number of years this relationship crumbled because of Londo's irrational behavior.

Recently Ranzz was reunited with her dear friend Salu Digby (Vi). Their Friends Subplot is evolving as they have become inseparable.

Ayla Ranzz is involved in a Family Subplot with her brother Garth Ranzz (formerly Lightning Lad) his wife, Imra (formerly Saturn Girl), their children, and her brother Mekt (formerly Lightning Lord) who now live on Winath. In the past, Mekt tried to influence Ayla to join him in his criminal activities. Now he is reformed

Black Thorn

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

- **Skills:** **linked*
  Artist (Actor): 5*, Acrobatics: 7*, Charisma: 5*, Detective: 4, Gadgetry: 4, Martial Artist: 5, Medicine (First Aid): 5*, Military Science: 5*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:** Area Knowledge (New York City); Connections: Checkmate (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (street crime); Sharp Eye
- **Drawbacks:** Catastrophic Irrational Attraction to protecting her Secret Identity; Mistrust; Secret Identity; Serious Rage
- **Alter Ego:** Elizabeth Thorne
- **Motivation:** Seeking Justice
- **Wealth:** 6
- **Equipment:**

Thorn Gun [BODY: 3, EV: 4, Ammo: 12, Poison Touch: 5, R#: 3]
Knives [BODY: 4, EV: 4]

Powers and Abilities

Black Thorn is experienced in the use of firearms and other weapons, and has even designed her own Thorn Gun (Weaponry and Gadgetry Skills). She is also a deadly adversary in the use of martial arts (Martial Artist). Thorne has well-developed thieving and criminal investigation abilities (Thief and Detective Skills), and she can drive most vehicles with extra proficiency (Vehicles Skill). Using her Artist Skill, Thorne can also successfully disguise herself.

Personality/Role-playing

Elizabeth Thorne's most prominent attribute is her quick thinking. Her smarts have helped her survive countless dangerous government Intelligence missions. Her ability to learn quickly from other vigilante heroes and her natural detective skills have raised her to a level with the most dangerous covert agents in the world.

Thorne is also confident to the point of seeming cocky. She acts tough and speaks frankly to let others know she does not mess around. She is quick to inform her enemies that she is not squeamish about hurting them. She also knows exactly what she is capable of and is not so brash that she leaps into trouble unprepared.

Despite her hard, sharp outward appearance and code-name, Elizabeth is very caring. She does what she can to bring justice and to protect those who cannot protect themselves. She has loved, but since the death of Chase (Vigilante), it may be a while before she is involved romantically again.

Disguise

Thorne may use her Actor Subskill (Artist) to create convincing disguises for herself. Her APs of Actor will work as the OV/RV of any Perception Check focussed on her. The AV/EV is equivalent to the INT/MIND of the Character attempting a Perception Check. If they fail their Check, Thorne's disguise has thoroughly convinced them, and they do not suspect a thing.

Breaking the Habit

Elizabeth Thorne, in her more carefree days, developed a problem with alcohol and drug use. She tries to stay clean, but her forbearance is often tested, especially when one of her friends and/or allies is killed (as when Vigilante killed himself). During these times, the Gamemaster should have Thorne's Player roll an Action Check to resist the urge to turn to chemical relief. AV/EVs for the attempt equal Thorne's WILL/MIND, while the OV/RVs are set by the Universal Modifiers Table, based on the severity of the situation. If any RAPs are scored, Thorne resists. If no RAPs are scored, however, she will seek out alcohol or drugs as soon as possible, and temporarily gain a Serious Irrational Attraction to Drugs until she can receive medical therapy.

Using Black Thorn in Adventures

Black Thorne is your quintessential vigilante Character who is best used in a Gritty or Real Genre Adventure. She will most probably be found prowling alone in New York City or reluctantly working with Checkmate

As government operatives, the Player Characters might work alongside Black Thorn in Adventures (she could be used as a Player Characters if the group is doing a Checkmate Adventure), or they may need to track her down if the Intelligence Community wants her under tight reign.

BUTCHER

DEX:	7	STR:	4	BODY:	6
INT:	7	WILL:	9	MIND:	8
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE: 26				HERO POINTS:	50

- **Skills:** **linked*
  Acrobatics: 4, Detective: 7*, Martial Artist: 7*, Military Science: 7*, Thief: 7*, Vehicles: 7*, Weaponry: 7*
- **Advantages:** Connections: the Question (Low), Green Arrow and Black Canary (High), Native American Community (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (philosophy, espionage, Lakota traditions)
- **Drawbacks:** Minor Rage; Mistrust; Public Identity
- **Alter Ego:** John Butcher
- **Motivation:** Seeking Justice
- **Wealth:** 3
- **Equipment:**

Knife [BODY: 9, EV: 3]
Stick [BODY: 6, EV: 3]

Powers and Abilities

John Butcher is well trained in combat techniques and martial arts. He is especially skilled in the use of knives, Filipino stick fighting, and is trained in the fighting style of his Lakota tribe (Martial Artist and Weaponry Skills). Butcher also gained a number of skills necessary in keeping him alive on dangerous Army Intelligence missions, including the Thief, Military Science, and Detective Skills.

Personality/Role-playing

As a result of his studies in Lakota and other Native American traditions, the Butcher is quiet, direct, extremely self-controlled, and has attained an inner balance. He speaks only when necessary and has a solemn countenance. Although those who meet him may consider him morose, Butcher occasionally surprises his compatriots with his straight-faced dry wit.

Though Butcher can enlist strong allies, he has very few personal friends. For some reason he shies away from relationships, possibly to keep others out of danger. He has a strong compassion for the less powerful and wronged, like his people, the Lakota.

On the job, Butcher prefers not to draw attention to himself. Most people pay him no heed because he is quiet and keeps to himself when under cover. He will, however, call for outside help when he is out-matched.

John usually deals with crime related to, or affecting, Native Americans in the American Northwest. He detests actions initiated through prejudice, and is a truly savage fighter in such cases, using his anger at the treatment of his people as an extra source of energy.

Stick Fighting

The Butcher is trained in Filipino stick fighting techniques which he can use with any staff about the length of his arm. The Butcher will use his APs of Weaponry Skill (7) as the AV, and an EV of 3 for the stick. Some tactics he particularly favors are:

- **Aimed Shot:** Butcher can strike a particular area of the opponent's body or other target with great force. This is a good way for Characters with high Weaponry skills (such as Butcher) to effectively attack with low EV weapons such as knives, guns, and arrows. A strike against a vulnerable spot would be considered a Critical Blow. The target receives +2 Column Shifts to its OV, but if the attack hits, the target's RV is reduced by -3 Column shifts. Instead, Butcher might attempt an all-out attack against a very defenseless spot, such as the head. This would be treated as a Devastating Attack, with the target receiving +4 Column Shifts to its OV and -6 Column Shifts to its RV.
- **Disarm an Opponent:** This is treated as a Take Away: a Dice Action with a +2 Column Shift to the OV and a +1 Column Shift to the RV. One or more RAPs signify that Butcher successfully relieved his opponent of his or her weapon.
- **Multiple Attacks:** The Butcher can strike up to 4 opponents at a time. Treat as a normal Multi-Attack
- **Throwing the Stick:** Butcher can hurl the stick at an opponent. The maximum range for an accurate throw is 4 APs (150 ft.). The EV of such an attack is the Butcher's STR.
- **Trip an Opponent:** This is a Trick Shot using the stick to tangle up his opponent's feet. Add +2 Column Shifts to the OV during this Physical Attack. One or more RAPs indicates an opponent has been tripped and can take no Dice Action during his or her next phase in order to stand again.

Using the Butcher in Adventures

Butcher may infiltrate an operation and try to destroy it (or collect information) from the inside.

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:** Marital Artist: 4, Military Science: 5, Vehicles: 6, Weaponry: 5
- **Limitations:** see "Being Thrown Through Time" below.
- **Advantages:** Connections: Justice League International (High), U.S. Air Force (Low); Insta-Change; Scholar (1960's history and trivia)
- **Drawbacks:** Dark Secret (true origin), Secret Identity
- **Alter Ego:** Nathaniel Christopher Adam, Cameron Scott
- **Motivation:** Unwanted Power
- **Wealth:** 4

Powers and Abilities

When Nathaniel Adam coats himself with the alien alloy that is part of his body, he becomes nearly invulnerable, able to deflect all but the most powerful of Earthly explosives (Skin Armor and BODY). He can survive in hostile and airless environments, including outer space, for up to one month (Sealed Systems), although he still needs to eat and drink.

This same alloy coating also allows Adam to tap into the quantum field, granting him the strength to easily lift a Battleship, the ability to fly at speeds exceeding Mach 10 (Flight), and to absorb, redirect, and project massive quantities of energy (Energy Absorption, Reflection/Deflection, and Energy Blast). The atomic-energy blasts Adam generates are powerful enough to melt a man-sized hole in a bank vault door, or reduce a concrete wall to rubble.

Personality/Role-playing

Though not considered a born leader by many, Adam is a major in the U.S. Air Force and has the discipline and training of a true soldier. He is likable and friendly, but occasionally overzealous about discipline and control. He simply wants to keep things in line with his deep-seated morals.

Captain Atom is one of the most selfless and heroic Characters in the DC Universe. Though he never wanted his super powers, he is more than willing to use them responsibly. He never kills, and only uses force when necessary. At times, however, he overdoes it and causes tremendous damage or injury—much to his chagrin.

Adam has adjusted reasonably well to the life in the eighties and nineties. He has acclimated modern concepts of technology and heroing very quickly, though he is still a little old-fashioned in his beliefs.

Background update

During a tremendous battle in which the heroes of Earth were challenged by the futuristic dictator known as Monarch, Captain Atom absorbed a neutron bomb explosion and was thrown (along with Monarch) back in time to the Stone Age. After a series of battles with Monarch in the past, he managed to make periodic jumps forward in time. He has only just recently returned to the 1990's and has not yet returned to Justice League Europe for personal reasons.

Being Thrown Through Time

The one disadvantage to Captain Atom's abilities is his connection to the "quantum field" from which he draws his energy. If he absorbs a tremendous amount of energy of any sort, he will open the "quantum field" and be sent forward in time. For this reason, Atom is very careful about absorbing energy, but on occasion he has little choice but to do it.

When Captain Atom absorbed the energy from Monarch's neutron bomb, they were both hurtled backward in time, rather than forward. The reason for this is unclear, but it appears to be an isolated incident, possibly related to the massive quantity and type of energy Atom absorbed.

Atom's Energy Absorption Power works for every form of energy attack and actually has no limits. However, if he absorbs more than 12 APs of Energy at any one time, he will be sent forward in time the number of APs absorbed. If, for instance, Captain Atom absorbs 18 APs of energy (far beyond his limit of 12) he is sent hurtling through the "quantum field" and will reappear in the same spot over seven days later.

Using Captain Atom in Adventures

If adventurers require the assistance of Justice League Europe during Captain Atom's tenure with the team, they might go to Atom first. Cap could be the one who answers the phone, and, being a stickler

Captain Comet

Dex:	7	Str:	11	Body:	8
Int:	16	Will:	8	Mind:	6
Infl:	5	Aura:	5	Spirit:	7
Initiative: 34				Hero Points:	45

- **Powers:** Flight: 28, Invulnerability: 6, Recall: 20, Sealed Systems: 14, Superspeed: 4, Telekinesis: 9, Telepathy: 8
- **Bonuses:** see "Mind Over Matter" below.
- **Skills:** Detective: 9, Gadgetry: 8, Scientist: 9, Vehicles (Space): 8, Weaponry: 7
- **Advantages:** Connections: L.E.G.I.O.N. (High); Genius; Iron Nerves; Lightning Reflexes
- **Drawbacks:** Voluntary Exile; Public Identity
- **Alter Ego:** Adam Blake
- **Motivation:** Responsibility of Power
- **Wealth:** 9

Powers and Abilities

Captain Comet's physique is extremely strong and durable; he can easily withstand small-caliber gunfire (Body and Invulnerability), and can lift more than 30 tons. Comet is also extremely quick, and can accomplish most tasks 16 times faster than an ordinary human (Superspeed).

Comet's highly advanced mutant mind is capable of a number of amazing psionic feats. He can lift and manipulate objects with sheer force of will, and can achieve flight by "lifting" himself (Telekinesis). Comet can also Telepathically communicate over distances of a quarter mile or less. Comet's mind is a warehouse of knowledge, and he can remember any piece of information he has ever absorbed (Recall). Extremely intelligent and a fast learner, Blake excels in every topic known to man.

Personality/Role-playing

A man one hundred thousand years ahead of his time, Adam Blake headed for the stars to find other sentient creatures with whom he could communicate on his own level. As a result, Adam is always looking to increase his already immense storehouse of knowledge.

Blake still abides by the down-home, simple morals he learned in his youth. But since he has seen and experienced many things in his six decades of existence, he is not naive about evil, violence, and death. In the past, Blake also bored easily because of his experience and high level of intelligence and normal humans, as much as he loves them, cannot sufficiently entertain his active mind.

Mind Over Matter

Captain Comet's most frequently used power is his Telekinesis. By exerting his will over nearby objects, he can accomplish a number of powerful effects, including:

- **Enhancing Strength:** Through extreme concentration, Blake can use his Telekinesis to supplement his physical strength. He may temporarily add his APs of Telekinesis to his Str, as long as lifting is the only Action he performs. This extra Str may only be used to lift or support weight (up to 20 APs), not to make attacks.
- **Lift and Move Objects:** Comet may manipulate objects with his mind, at a maximum range of half a mile. The APs of Telekinesis (9) equal the weight (in APs) of any objects moved plus the distance (in APs) that those objects may be moved in a single phase. For example, Comet could pick up a car (6 APs) and move it across 80 feet (3 APs). A character or object may resist being moved with an appropriately resistant Power (a Character with Flight could subtract the APs of Flight from the distance moved by Telekinesis).
- **Hurl Objects:** Blake can use his Telekinesis to fling objects at a target to cause Physical damage. Such an attempt is a Dice Action with an AV of 9 (Telekinesis), and an EV equal to the weight of the object thrown.
- **Self-Propulsion:** Comet can achieve flight by lifting and carrying himself. In space, he can achieve sufficient velocity to cross interplanetary distances (Flight Power rated at 28 APs).

Sixty Years of Genius

Sometimes it appears that Captain Comet knows everything, and with his genius level IQ, Recall, and decades of adventuring experience, he does have a lot of useful (and trivial) information stored in his meta-human brain. Using his Recall Power, Captain Comet can photographically remember every detail of a scene, entire volumes of text, or long conversations word-for-word. He cannot keep all of the information on the tip of his tongue, however, and when he no longer needs what he has memorized, or when he memorizes something new, the old information is

CHECKMATE

CHECKMATE KNIGHT

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	2	SPIRIT:	4
INITIATIVE: 19				HERO POINTS:	40

- **Skills:** **linked*
  Acrobatics: 6*, Charisma: 4*, Detective: 5*, Martial Artist: 6*, Medicine (First Aid): 5*, Military Science: 5*, Thief: 6*, Vehicles: 6*, Weaponry: 6*
- **Advantages:** Connections: Checkmate (High), U.S. Intelligence (Low); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (criminology, espionage); Security Clearance (Low); Sharp Eye
- **Drawbacks:** Secret Identity
- **Motivation:** Seeking Justice
- **Wealth:** 4
- **Equipment:**

BATTLE SUIT [*BODY: 7*, EV: 7]
Comlink (Radio) [BODY: 1]
GAUNTLETS [BODY: 4, EV: 4, Ammo: 7/3, R#: 3] Bonuses: The Gauntlet houses a .45 Automatic, a retractable knife, and a knife gun. The second Ammo Rating is that of the knife gun.
Grappling Hook and Line [STR: 7, BODY: 2, R#: 2] Note: The line is 4 APs long.
HELMET [BODY: 4, Lightning: 4, Thermal Vision: 5, R#: 2] Limitations: Lightning has a Range of Touch.
M-16A1 Assault Rifle [BODY: 4, AV: 4, EV: 4, Ammo: 8, R#: 2]
Telescoping Lance [BODY: 6, EV: 5, R#: 3] Note: The lance is similar to a policeman's billy club, but can telescope to a length of seven feet. It can be used as a melee weapon or a thrown weapon at either length.
Surveillance Binoculars [BODY: 3, Telescopic Vision: 10, Ultra Vision: 5, Super Hearing: 10, R#: 3]
5 AP ABCD Omni-Gadget

Powers and Abilities

Although Checkmate Agents are trained for their particular position, all have Martial Artist, Weaponry, Thief, and Military Science Skills at a higher than average level to aid them on any mission. The Knights are excellent fighters and espionage agents. Other members of the organizations are experts on meta-humans, computer systems, weapons development, and so forth. All field operatives are in top physical condition and the Knights are Olympic level athletes.

Note: The Attribute and Skill Ratings given above represent an average Knight. Individual Knights may vary from these numbers by 1 or 2 APs.

Description

Checkmate began as a small branch of the United States Intelligence agency known as Task Force X and evolved into one of the best equipped espionage and law enforcement groups under Presidential control.

When Checkmate comes in contact with costumed vigilantes it often recruits them as allies or even full operatives. The administration would rather join than oppose the costumed crime-fighters who might endanger operations. This is not to say that Checkmate follows the whims of such individuals. In fact, most vigilantes that are approached have very little choice but to join the ranks. Among the crime-fighters who have worked with Checkmate are Black Thorn, Peacemaker, and the deceased Vigilante II. These "special agents" are kept under strict surveillance and have been invaluable to Checkmate when properly placed on a mission.

The Security Clearance Advantage

Most Government Agents will have a Security Clearance Advantage of a given level. A High Level Security Clearance allows the bearer to pass through Government Security Systems ranked at 18 APs or lower unescorted. A Medium Level Advantage allows the bearer to pass through a Security System of 15 APS or less and a Low Level Advantage allows the bearer to pass a system ranked at 12 APs.

Checkmate's Structure

The hierarchy of the Checkmate organization is based on the game of chess.

- **Queen:** The Queen is the liaison to the President and oversees operations and administration. Sarge Steel currently fills this position. He has a High Level Security Clearance.
- **King:** Harry Stein is the King, and is in charge of regular operations. The King directs cases, chooses personnel, and so forth. Stein is a sharp, no-nonsense guy who is very particular about operating procedures and accuracy. He has a High Level Security Clearance.

THE CHIEF

DEX:	2	STR:	2	BODY:	4
INT:	13	WILL:	8	MIND:	11
INFL:	8	AURA:	7	SPIRIT:	5
INITIATIVE: 23				HERO POINTS:	110

- **Skills:** Charisma: 8, Medicine: 15, Military Science: 8, Detective: 8, Gadgetry: 15, Scientist: 15
- **Advantages:** Connections: Doom Patrol (High), Scientific Community (High), U.S. Government (High); Genius; Leadership; Scholar (robotics, chemistry, general sciences)
- **Drawbacks:** Catastrophic Physical Restriction: Caulder is paralyzed from the waist down; Serious Irrational Attraction to chocolate
- **Alter Ego:** Dr. Niles Caulder
- **Motivation:** Upholding the Good
- **Wealth:** 5
- **Equipment:**

Wheelchair [STR: 4, BODY: 8, Force Field: 5, R#: 2]
Note: the Wheelchair contains two 8-AP ABCD Omni-Gadgets.

Background Update

After being exposed as the secret villain who caused the accidents that created The Doom Patrol, Caulder was decapitated. His *head* lives on as the mascot of the new, scaled-down Doom Patrol which consists of Cliff Steele, Dorothy Spinner, and Caulder, who is now known as "The Head." Note that the Attributes, Drawbacks, and text of this entry reflect Caulder as The Chief, not his current "Head" form, which will appear in any future references.

Laboratory

The Chief's Laboratory contains monstrous machines and 21st Century-level robotic technology. It is kept under lock and key (Security System: 18). No one is allowed to enter without the Chief present. The lab also contains a computer and monitoring system with an INT of 6 and a Recall of 16 APs. The Lab itself has a rating of 18 APs for electronics, robotics, and chemistry.

Powers and Abilities

Caulder is one of the world's most talented scientific minds and is in the highest echelon of chemistry and robotics research. He often aids the Doom Patrol with his inventions and has even redesigned Cliff Steele's (Robotman) robotic body. He is also an excellent medical doctor and a natural leader.

Personality/Role-playing

Dr. Niles Caulder's life has been filled with bizarre adventures and unthinkable tragedies. Because of this, he is a very secretive man who always surrounds himself with powerful beings, usually misfits, for protection and cover. Though not terribly open or emotionally giving, Caulder is extremely trustworthy and loyal to his team.

Obsessed with research, the Chief prefers to lock himself away when working on new projects and is very careful about who gains access to his lab. He is not tolerant with those who interrupt his work, and will often stay in his lab for days at a time. When he is interrupted he is usually rude and abusive to the intruder.

The Chief will be the man behind the scenes in Doom Patrol adventures aiding his team with his vast knowledge and odd gadgets. He rarely gives the orders, but when he does, the Patrol members follow him, more out of respect than authority. Normally he will not go on missions with his team, but if he finds it necessary to do so, he will stay out of the fight and keep well protected. He relies on other heroes to protect him, especially Cliff Steele.

Leadership

Because of his high intelligence and vast experience the Chief has earned the Leadership Advantage. Whenever he is with the Doom Patrol, they will follow his orders because Caulder has a presence and way of speaking that conveys to the team that he knows the best plan of attack for any situation.

Niles can transfer his Hero Points (any amount) to any member of the Doom Patrol whenever he wishes. This transference of Hero Points is permanent.

Paralysis

In one of his past adventures, the Chief lost the

CONGLOMERATE

PRAXIS

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	5	MIND:	6
INFL:	4	AURA:	7	SPIRIT:	5
INITIATIVE: 19				HERO POINTS:	50

- **Powers:** Control: 10, Invisibility: 15, Mind Blast: 10
- **Skills:** Detective: 7, Vehicles: 5, Weaponry: 5
- **Bonuses:** Powers can be used on any device that runs on electricity, as well as on living minds.
- **Limitations:** Miscellaneous: Invisibility is Always On and only works on visual recording devices (television, photographic equipment, etc.).
- **Advantages:** Connections: Conglomerate (High), JLI (Low), Oregon Police Department (High)
- **Drawbacks:** Guilt; Secret Identity
- **Alter Ego:** Jason Praxis
- **Motivation:** Seeking Justice
- **Wealth:** 5

GYPSY

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

- **Powers:** Illusion: 10, Invisibility: 7
- **Skills:** Martial Artist: 4, Thief: 6
- **Limitations:** Minor Power Burnout on Illusion
- **Advantages:** Area Knowledge (Detroit); Connections: Conglomerate (High), Justice League of America (High), Street (Low)
- **Alter Ego:** Cindy Reynolds
- **Motivation:** Thrill of Adventure
- **Wealth:** 5

REVERB

DEX:	4	STR:	4	BODY:	4
INT:	7	WILL:	5	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE: 16				HERO POINTS:	35

- **Powers:** Force Shield: 8, Sonic Beam: 8, Vibe (see Vibe Power on other side of sheet): 8
- **Skills:** Martial Artist: 5, Thief: 6
- **Limitations:** Miscellaneous: Force Shield is sound based and cannot be used in an environment that does not transmit sound (such as a vacuum); Sonic Beam can only be used to create hearing loss in Reverb's opponents. The RAPs earned equals the amount of time the victim is without hearing.
- **Advantages:** Area Knowledge (Detroit); Connections: Conglomerate (High), JLI (Low) Street (Low)
- **Alter Ego:** Armando Ramone
- **Motivation:** Seeking Justice
- **Wealth:** 5

MAXI-MAN

DEX:	8	STR:	9	BODY:	8
INT:	3	WILL:	2	MIND:	3
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE: 16				HERO POINTS:	45

- **Powers:** Running: 5, Invulnerability: 5
- **Advantages:** Connection: Conglomerate (High)
- **Alter Ego:** Henry Hayes
- **Motivation:** Thrill of Adventure
- **Wealth:** 5

VAPOR

DEX:	6	STR:	2	BODY:	2
INT:	6	WILL:	4	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE: 17				HERO POINTS:	40

- **Powers:** Acid: 10, Dispersal: 10, Invisibility: 8, Poison Touch: 8, Self-Link (Fog): 15,
- **Limitations:** Miscellaneous:All other Powers may only be used when Vapor is in her Self Link (Fog) form; Miscellaneous: Acid has a range of Touch. Miscellaneous: Dispersal does not allow Vapor to pass through solid objects.
- **Advantages:** Connection: Conglomerate (High), JLI (Low)
- **Drawbacks:** Secret Identity
- **Alter Ego:** Carrie Donahue
- **Motivation:** Upholding the Good
- **Wealth:** 5

ECHO

DEX:	5	STR:	2	BODY:	3
INT:	5	WILL:	3	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	5
INITIATIVE: 14				HERO POINTS:	35

- **Powers:** Reflection/Deflection: 16
- **Skills:** Artist (Musician): 2
- **Advantages:** Connection: Conglomerate (High),JLI (Low), Music Industry (High)
- **Drawbacks:** Age (Young); Uncertainty
- **Alter Ego:** Terri Eckhart
- **Motivation:** Upholding the Good
- **Wealth:** 5

Description

Crazy Jane

Dex:	2	Str:	2	Body:	3
Int:	6	Will:	6	Mind:	8
Infl:	8	Aura:	7	Spirit:	8
Initiative: 16			Hero Points:		35

- **Powers:** Omni-Power: 12
- **Skills:** Artist (Painter): 3
- **Bonuses:** Miscellaneous: Crazy Jane can use her Omni-Power to raise her Attributes.
- **Limitations:** Miscellaneous: Kay does not control which Powers and Abilities activate. It depends upon which personality is dominant at the time.
- **Advantages:** Connections: Doom Patrol (High)
- **Drawbacks:** Serious Psychological Instability; Uncertainty; Miscellaeneous: Kay has only limited control over her personality changes.
- **Alter Ego:** Kay Challis
- **Motivation:** Unwanted Power
- **Wealth:** 3

Powers and Abilities

Challis' meta-human abilities give her a variety of Powers, depending upon the personality she is manifesting. These Powers can range from raised Attributes to Claws to Chameleon to Matter Manipulation (Omni-Power). Crazy Jane has very little conscious control over her Powers or personalities.

Personality Changes

Jane imagines her shattered consciousness as a large subway network stretching between platforms that house her multiple personalities. Jane envisions one of the personalities, Driver 8, as a train conductor that leads her psyche from personality to personality.

During play, you can chart Jane's personality changes on the enclosed psyche map. Jane's personality changes whenever she is subjected to extreme stress (whenever she takes Mental damage or Gamemaster's discretion). In addition, Jane can trigger a voluntary change by passing a successful Mental Action Check (Int/Will as the AV/EV) against an OV/RV of 12/12 (Herculean task). Whenever Jane undergoes a personality change, roll 1D10 and divide the result in half (rounding fractions down). This is the number of "stations" she can move on the psyche map. Note that only a few of Jane's personalities have been detailed in the comics. Should she slip into an undetailed personality, it is up to the Gamemaster to invent the personality's Powers and abilities.

Personality/Role-playing

A sensitive and emotional girl, Kay Challis internalized the pain her abusive father caused until it cracked her persona into more than sixty separate personalities. Each of these personae is complete enough to come to the foreground, but many have not yet shown themselves. As a result, Kay is uncertain and reclusive.

Due to the care Jane recieved from Dr. Niles Caulder and Dr. Joshua Clay, some of her personae have dispersed and she is more comfortable and confident. Cliff Steele, who convinced her to join the team and gain Caulder's aid, gave her all the emotional support he could and often protected her. Kay found that the band of misfits known as the Doom Patrol was an ideal environment for her gradual recovery, as she was surrounded by kindred spirits who truly cared about her.

Multiple Personalities

Black Annis

Str: 10, Body: 8, Int: 2, Claws: 7

Black Annis is large, vicious, angry, and bloodthirsty. She represents Kay's anger toward her father because of his abuse. In this personality, Jane has the Strange Appearance and Serious Rage Drawbacks.

The Hangman's Beautiful Daughter

Animate Image: 9 (works only on Jane's own paintings).

The Hangman's Beautiful Daughter is Kay's artistic and sensitive side. She is very soft-spoken and peaceful.

Spinning Jenny

Body: 7, Flame Project: 8, Flight: 4

Spinning Jenny is an insecure personality that panics easily.

Mama Pentecost

Object Reading: 9, Occultist: 9

Mama Pentecost represents Jane's spooky mystical side.

Flit

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:** Connections: Justice League International (High); Insta-Change; Lightning Reflexes
- **Drawbacks:** Secret Identity, Catastrophic Psychological Instability, Miscellaneous: The Creeper is completely irrational.
- **Alter Ego:** Jack Ryder
- **Motivation:** Thrill of Adventure

Powers and Abilities

When he transforms into the Creeper, Jack Ryder develops Olympic level Dexterity and Acrobatic ability, and can bench press a ton (Dex, Acrobatics, and Str). The transformation device was designed to replicate the genetic structure of organisms, so it allows the Creeper to heal very quickly (Regeneration). His characteristic leaping allows him to travel across cities by rooftop (Jumping).

Personality/Role-playing

Jack Ryder is a well known and controversial columnist who causes trouble by speaking his mind. He is obstinate and will not quit a news story to expose crime regardless of the danger. He takes threats seriously, and returns them with his own.

When Ryder believes that a job is too tough for him to handle alone, he becomes the Creeper using the ionized promethium plate implanted into his wrist. Lately this transformation has occurred without his control, but since Jack does not remember anything that happens while he is the Creeper, he has not noticed this problem yet. As the Creeper, he appears costumed in a wild yellow and red motley, and his body chemicals are infused with hallucinogenic elements. The change causes him to appear insane, because while the transformation boosts his physical abilities, it also clouds his mind. Usually the Creeper is eccentrically obsessed with doing good and busting the heads of criminals.

The Creeper's most dangerous characteristic is his unpredictability. He does not perceive the world as most cognizant humans, but rather in a hallucinogenic haze. His laughter, appearance, and insane daring terrify the average criminal (as well as many of his allies). He seems to embody an exaggerated extension of Ryder's own unstoppable drive and inherent search for truth and justice in this crazy world.

When the Creeper is used as a Player Character, he should try to be as goofy and unpredictable as possible. The Creeper is hard to work with on a team because one can never have a straight conversation with him, and because he finds planning extremely boring and useless. The Creeper can be kept in line, however, by especially powerful personalities, such as Batman and Martian Manhunter.

Jack Ryder

Ryder is hard-nosed, stubborn, and seriously critical in nature. As a result, he has very few friends. Normally, he attacks people and organizations that he views as harmful, but recently, because of his "Hot Seat" television program, he has been primarily dealing with stories that get the best ratings. Ryder also used to rant about the Justice League International even though his alter ego is considered an ally to the team.

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: Print and Television Media (High)
- **Drawbacks:** Secret Identity
- **Alter Ego:** The Creeper
- **Motivation:** Seeking Justice
- **Wealth:** 7

Using the Creeper in Adventures

The Creeper is a fun Non-Player Character to use to liven up a scenario. He can be used to annoy or distract Player Heroes from their mission, or he may become an indispensible ally because he has important information. He will not give out

CYBORG

DEX:	6	STR:	11	BODY:	6
INT:	6	WILL:	2	MIND:	0
INITIATIVE:	12			HERO POINTS:	60

- **Powers:** Cling: 7, Directional Hearing: 6, Energy Blast: 7 Extended Hearing: 6, Fog: 9, Jumping: 7, Lightning: 8, Running: 5, Skin Armor: 7, Stretching: 1, Super Hearing: 6, Telepathy: 1, Telescopic Vision: 5, Ultra Vision: 12
- **Bonuses:** Miscellaneous: The Fog Power represents poison gas projectors in Cyborg's legs. The smoke produced not only obscures vision, but also attacks all targets within the Fog at AV/EV of 9, vs. OV/RV of BODY/BODY.
- **Limitations:** Power Restrictions: Cyborg can only Stretch his hands; Telepathy only works on computers and electronic devices; Lightning has a maximum range of 1 AP
- **Advantages:** Connections: S.T.A.R. Labs (High), New Titans (High)
- **Drawbacks:** Public Identity; Miscellaneous: Cyborg has no free will, so he must either be programmed or issued specific instructions.
- **Alter Ego:** Victor "Vic" Stone

Powers and Abilities

After Cyborg crashed in Russia and nearly died (see "Background Update" below), the Soviet scientists improved on his physical capabilities in addition to saving his life. Vic's strength is vastly improved, allowing him to easily lift a battle tank over his head. Cyborg's body has been plated with reinforced steel, and a cranial shield has been added to protect his face, making him much more resistant to physical harm. All of Cyborg's weapon systems are now carried on-board, hidden beneath his steel skin. These weapons pop out at his mental command, eliminating the need for bulky snap-on accessories.

Vic's mechanical implants are connected to his organic body and are not removable without surgery. They keep him alive, replacing lost organs and tissue.

Personality/Role-playing

Vic Stone has always been a strong-willed, independent young man, who puts on a tough guy facade. But in reality, he needs to belong like everyone else.

Though he acts reluctant at times, Cyborg uses his powers for good and is not afraid to risk his own life to save others. He is the most violent and reactive hero on the team, and his fighting style is hard and nasty. Still, he does not go out of his way to "break" opponents. As he grows older, Stone is learning to control his rampages and act more responsibly with his powers.

Although he is loved by many people, Stone does not open himself to emotion or advice easily. He has developed a close friendship with Changeling, however, who tries to make him laugh. Stone has even tried a couple of romantic relationships.

In his current state, Cyborg has no personality or memories, and is cold and reactionless. This condition severely distresses his Titans teammates, especially Changeling. It is unknown how long Vic will remain this way, but his friends have high hopes that he will soon return to them in mind, as well as body.

Programmed For Action

Since Cyborg currently lacks free will or conscious thought, he is effectively immune to Mental Damage, but is defenseless against other forms of Mental influence (MIND of 0). He is also immune to all forms of Mystical Attacks, unless they have actual Physical manifestations.

Cyborg cannot make his own decisions, so he must be given very specific instructions ("follow me", "Pick that up", etc.), or be programmed. Any Character with Scientist or Gadgetry Skill can attempt to program Cyborg with a preset action or set of actions that are triggered by a command word. Such an attempt is an Action Check with AV/EVs equal to the programmer's Skill, an OV equal to Cyborg's INT, and an RV determined by the complexity of the program, as determined by the Universal Modifiers Table.

For example, Cyborg already has an "Attack Mode" that allows him to fight opponents on his own initiative, without the need to have each and every blast and punch directed. Installing such a complicated program would have been an Extreme task, with an OV/RV of 6/8.

The Original Cyborg

Before he was nearly killed by the Wildebeest, Vic had full use of all his mental faculties, but was physically smaller and weaker.

DOLPHIN

DEX:	5	STR:	6	BODY:	7
INT:	6	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE: 20 [22]				HERO POINTS:	35

- **Powers:** Sonar: 7, Swimming: 5, Water Freedom: 7, Ultra Vision: 6
- **Skills:** Artist: (Actor): 2
- **Limitations:** Miscellaneous: Ultra Vision reflects Dolphin's ability to see in the murky depths of the ocean.
- **Advantages:** Area Knowledge (Ocean); Connection: Miami's Oceanworld Seaquarium (High); Lightning Reflexes; Scholar (Sign language); Miscellaneous: Dolphin ages very slowly.
- **Drawbacks:** Innocent; Miscellaneous; Dolphin rarely speaks and prefers to use sign language.
- **Alter Ego:** Unknown
- **Motivation:** Upholding the Good
- **Wealth:** 3

Powers and Abilities

Dolphin is able to survive the cold and pressure of the oceans (Water Freedom) for indefinite amounts of time and her body is very strong and resilient as a result. Her "gills" allow her to breathe under water. She may come to the surface and breathe unfiltered air, but this causes her discomfort if she remains for extended periods. Her Ultra Vision allows her to see through the darkness of the deep sea.

Dolphin swims with the dolphins and matches their speed without benefit of fins (Swimming). She does however, have webbing between her fingers and toes to aid her swimming. Dolphin can generate intense pulses of sound under water, allowing her to communicate with dolphins on a rudimentary level, and warn them of danger.

Personality/Role-playing

The woman nicknamed Dolphin is a quiet, mysterious being. Few know her, and even fewer have any sort of emotional connection to her. Though Dolphin does not appear interested in a strong attachment to other humans, she is friendly and gentle with them. Still, she is a loner who understands dolphins better than her own species. She has spoken very few times since joining her present associates on land, feeling more comfortable using sign language.

Dolphin is caring, self-sacrificing, and surprisingly intelligent. The time she spent underwater growing up left her with a very narrow view of the world, however. She is fairly naive about the surface world and the evils people can commit. Because of this, she is easily manipulated by those who wish to exploit her.

The strange and elusive Dolphin is one of the few super-powered beings on Earth who is not dedicated to either crime or crime-fighting. In fact, she prefers to spend much of her time alone. At present, Dolphin resides at Oceanworld Seaquarium as a performer and a subject of study. She does not seem to mind being studied as long as she has the right to leave when she pleases.

Under the Sea

Dolphin's Water Freedom Power allows her to move through water and other liquids as easily as the average human moves through air. She does not suffer any underwater motion or combat penalties (see page 25 of the *Rules Manual*). While submerged, Dolphin can breathe freely and may substitute her APs of Water Freedom for her DEX. Use the Initiative score in brackets when she is under water.

Using Dolphin in Adventures

An adventure including the Dolphin will have an ecological focus, such as a scenario dealing with destruction of the ocean's natural resources (like the dolphins).

On one occasion at least , Dolphin has aided other heroes with her abilities. She could become an underwater ally for adventurers in the depths of the sea or an advisor about the oceans. She appears to have given up on speaking, so Player Characters will have to communicate with her by sign language. Keep in mind that she has been misled by humans before and is suspicious of them.

Subplots

A former Navy diver, Chris Landau, first discovered Dolphin over twenty years ago. He immediately fell in love with her, but she decided to return to the sea. This Romance Subplot has affected his life ever since.

DOVE —*Deceased*

DEX:	10/4	STR:	4/3	BODY:	8/3
INT:	5	WILL:	6	MIND:	6
INFL:	7	AURA:	7	SPIRIT:	8
INITIATIVE: 26/20				HERO POINTS:	55

- **Powers:** Danger Sense: 5, Flight: 5, Flash: 4, Magic Sense: 3, Regeneration: 3
- **Skills:** Acrobatics: 9, Charisma: 6, Martial Artist: 5, Thief: 7
- **Limitations:** Flash only works when Dove is on high magic worlds.
- **Advantages:** Connections: Hawk (High), New Titans (Low); Insta-Change; Lightning Reflexes; Rich Family
- **Drawbacks:** Loss Vulnerability: All Powers and Skill drop to 0 APs, and DEX, STR and BODY drop to 4, 3, and 3, respectively, when no injustice is present; Secret Identity
- **Alter Ego:** Dawn Grainger
- **Motivation:** Responsibility of Power
- **Wealth:** 3

Powers and Abilities

When she encountered danger or injustice, Grainger called out the magic word, "Dove," and was instantly transformed into the super-hero known as Dove. Dove could fly and had nearly inhuman agility (DEX) to match Hawk's strength. She could withstand a great deal of physical punishment and heal quickly, but could not transform back until any serious injuries (that would kill Dawn Grainger) were healed.

This transformation actually changed Grainger into a minor force of Order and she gained some brilliant avian physical characteristics which were usually hidden under her (normally) unremovable costume. Within realms with higher levels of magic, Dove could remove the costume and show her true form which shone with the light of Order (Flash Power). Her connection with such forces also provided her with Danger Sense and Magic Sense.

Personality/Role-playing

Dawn Grainger was the second individual to hold the title and power of Dove. After gaining her power from the Lords of Order and Chaos, she used them responsibly as a hero and as a balancing agent for her partner, Hawk (Hank Hall). He was more in control of himself within her presence and possibly more secure knowing his partner cared for his welfare.

Dawn was an intelligent, worldly woman who studied at the prestigious Georgetown University. There she gained a number of friends, mostly acquaintances of Hank's. Though well liked, she was secretive and concentrated her energies on her role as Dove.

Unlike Hawk, Order/Chaos' spell did not affect Dawn's mind. Dove was clear-headed, with wisdom beyond her years. She did not go running thoughtlessly into battle, but carefully chose the best plan of attack, using her opponent's weaknesses against them. Grainger would never have thought to abuse her powers.

Unlike Don, the original Dove, Dawn did not stay out of battles or follow Hawk's orders. She did, however, fight defensively. Grainger was determined and forceful when need be, sometimes even outspoken and painfully honest. Dove considered herself an equal to Hawk.

Dove I

Don Hall was a pacifist who rarely agreed with his brother's stand on anything. Though he tried to convince Hawk to be less reactive and violent, his advice was often ignored. Don never stood up to Hawk (the forceful side of the duo). Dove was heroic, and in the end sacrificed himself to save innocent bystanders during the Crisis.

DOVE I—*deceased*

DEX:	8	STR:	4/2	BODY:	5/3
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 21				HERO POINTS:	45

- **Skills:** Acrobatics: 4, Charisma: 4, Martial Artist: 4, Vehicles: 3
- **Advantages:** Connections: Teen Titans (Low), Titans West (High); Insta-Change; Lightning Reflexes
- **Drawbacks:** Loss Vulnerability: All Powers and Skill drop to 0 APs, and Str and Body drop to 2 and 3, respectively, when no injustice is present; Secret Identity
- **Alter Ego:** Don Hall
- **Motivation:** Responsibility of Power
- **Wealth:** 4

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, Chameleon: 6, Stretching: 8
- **Skills:** Detective: 6, Gadgetry: 4
- **Limitations:** Power Restriction: Chameleon does not duplicate clothing.
- **Advantages:** Connections: Justice League International (High); Sharp Eye
- **Drawbacks:** Married; Public Identity; Loss Vulnerability: Elongated Man must drink Gingold approximately once a week (18 APs of time) in order to maintain his powers. If he doesn't drink it once a week, he loses his Stretching and Chameleon Powers, and his Dex and Body are reduced to 4 APs, until he is able to do so.
- **Alter Ego:** Ralph Dibny
- **Motivation:** Thrill of Adventure
- **Wealth:** 5
- **Equipment:**

JLI Signal Device [Body: 4, Telepathy: 25] Limitation: The Device's Telepathy Power represents the range of its signal.

Ralph's Chameleon Power

Ralph has the ability to alter parts of his body and facial features to a degree. For that reason, he has been given the Chameleon Power at 6APs.

Powers and Abilities

Gingold allows the Elongated Man to Stretch his body to a quarter of a mile in length, or cover hundreds of square yards. He has the ability to shape and twist his elastic form, giving him increased agility, speed over short distances, and inhuman resistance to physical damage(reflected in his Body Score). On occasion he can even impersonate another people by molding his body and facial features. This takes intense concentration, so he attempts it rarely.

Dibny is not a trained fighter, but he often uses his elastic form to wrap himself around foes or trip them up. He has the advantage of being able to hit them from long range and from any direction.

Ralph is a good detective whose skills seem more inherent than trained. His keen perceptions and curiosity pick up clues other heroes overlook. Often times his instincts warn him of danger or foul play (Danger Sense Power), but it is his persistence and love of mysteries that lead him to a solution.

Personality/Role-playing

It is not the thrill of battle that got Ralph Dibny, the world-famous Elongated Man, into crime-fighting, but rather his love for solving mysteries. Ralph is a natural detective and his activities take he and his wife, Sue, all over the world in search of adventure. Sometimes, Sue complains that he loves a mystery more than her. The fact is, he can become overexcited and obsessed when his world's longest nose smells a crime. Elongated Man has solved countless small mysteries and his Detective Skills often aid the Justice League Europe during their missions.

Dibny's second priority is gaining fame through his adventures. He will proudly announce his identity to everyone he meets, without thinking of the consequences to those who are close to him. Fortunately, none of his previous opponents have tried to hunt him down (yet)!

Ralph has always been the joker of the Justice League in all of its incarnations. He is even light-hearted during heavy battles. His teammates may find this characteristic annoying at times, but overall it makes a rather dangerous and terrifying job fun. Dibny also loves to pull harmless pranks and cracks jokes continuously.

Dibny is a great, albeit annoying, pal who would never leave his teammates in the lurch. Even though he is one of the less powerful Leaguers, he will always do his part, and does not like to see anyone stomping on his friends. Dibny and Wally West (Flash III) are chums, but he often aggravates West by comparing the young Flash to his predecessor, Barry Allen.

Sue and Ralph have a very loving relationship. She supports his super-heroics, but at times she wishes he would spend more time with her. She often works in the Justice League Europe headquarters on monitor duty, though the assignment is not what Sue considers spending quality time with her husband.

Gingold

Dibny gains his super-human malleability from drinking an extract of the juice of the gingo plant. The most accessible form can be found in Gingold Soda which uses the juice of the fruit. Elongated Man

FURBALL

DEX:	6	STR:	20	BODY:	14
INT:	1	WILL:	5	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	13			HERO POINTS:	60

- **Powers:** Danger Sense: 12, Tracking Scent: 7
- **Skills:** Charisma (Intimidation): 6
- **Advantages:** Connection: Legion of Super-Heroes (High); Iron Nerves; Lightning Reflexes
- **Drawbacks:** Catastrophic Physical Restriction: Furball is incapable of speech; Dark Secret (he doesn't want people to know he is actually Timber Wolf); Serious Physical Restriction: Londo cannot control the cycle when he changes from human to his "Furball" state.
- **Alter Ego:** Brin Londo
- **Motivation:** Unwanted Power
- **Wealth:** N/A

Background Update

Recently, Brin Londo was "saved" from his deteriorating physical condition by Aria, who brought them both to the 20th century. A description of his current form will appear on his updated entry in *Who's Who #4*.

Powers and Abilities

Originally, the experimental serum injected into Brin Londo's body enhanced his STR and BODY to amazing levels. He could easily uproot tress or hurl small spacecraft into orbit. It made him faster (Running), more agile (DEX and Acrobatics), and sensitive to his surroundings (Tracking Scent, Danger Sense and Tracking Subskill).

Later, however, it transformed him into a furred creature of immense size and clouded thought. As Furball, Brin is four times as strong as before but bulkier and, therefore, less agile.

Personality/Role-playing

Londo has always felt remorse, even guilt, for the death of his parents. Because of this, he acts tough and does not often allow others to know he needs affection and love. His gruff but handsome appearance (as Brin Londo) intrigued many, especially Ayla Ranzz. However, the emotional distance he kept, and his growing violent nature, often caused him to be rejected by others. The Legion became important in his life because its members would accept him. After its break-up, he was left alone.

Brin Londo did not ask to receive the Powers that created Timber Wolf, and he most certainly did not ask for the bizarre side-effects of the Zuunium serum. Londo loses intelligence and the ability to speak as Furball, but can still remember his former teammates and react to them appropriately. When completely transformed, Furball is more gentle and protective than Londo.

Londo joined the reformed Legion to be near to his old friends and to get their help (Brainiac is working on reversing the process of the serum). If a cure is not found for Londo's condition soon, he will die from radiation poisoning.

Timber Wolf

As Timber Wolf Londo was one of the most active and formidable Legionnaires. Londo was an aggressive, active hero, always in the midst of things, especially battle. He had animalistic tendencies but a good sense of logic.

TIMBER WOLF

DEX:	11	STR:	18	BODY:	20
INT:	6	WILL:	6	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	23			HERO POINTS:	70

- **Powers:** Danger Sense: 14, Running: 6, Tracking Scent: 6
- **Skills:** Acrobatics: 8, Charisma: 7
- **Advantages:** Connection: Legion of Super-Heroes (High); Iron Nerves; Lightning Reflexes
- **Motivation:** Unwanted Power
- **Wealth:** 5

Using Furball in Adventures

Furball may be found roaming the charred remains of cities on Earth or on the Legionnaires' new base. Either way, he can be an interesting Character to use to introduce Players to the present Legion of Super-Heroes. When the Player Heroes go to the Legion's new base on Talus to ask for assistance, they are greeted by a very large, threatening looking monster. Depending on how they act around him, they could be in for a fight.

GANGBUSTER

DEX:	8	STR:	5	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE: 22				HERO POINTS:	40

- **Skills:** **linked*
  Acrobatics: 8*, Martial Artist: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*
- **Advantages:** Area Knowledge (Suicide Slum); Connections: Superman (High), Metropolis Police Dept. (Low); Intensive Training; Lightning Reflexes
- **Drawbacks:** Secret Identity
- **Alter Ego:** José Delgado
- **Motivation:** Seeking Justice
- **Wealth:** 2
- **Equipment:**

Billy Club (x2) [BODY: 2, EV: 4]
BODY ARMOR [*BODY: 7*]
Nunchakas [BODY: 2, EV: 4]
Taser [BODY: 2, Lightning: 3, R#: 3] Limitation: Lightning has a Range of Touch.

Powers and Abilities

Delgado is a superb athlete and combatant. Although he is new to crime-fighting, Gangbuster has had years of experience in the boxing ring and grew up fighting in the mean streets of Metropolis' Suicide Slum. He also has excellent acrobatic ability and expertise with melee weapons which he integrates into his unique fighting style (DEX, Acrobatics and Martial Artist).

Personality/Role-playing

José Delgado is a selfless man who hates to see others suffer or be harassed by more powerful forces. He dons the armor of Gangbuster to protect the defenseless of Metropolis, targeting crime that affects them the most (drugs, gangs, etc.).

Delgado understands kids and the conditions they have to live with on the streets of Metropolis. As a survivor of Suicide Slum, he has experienced a hard life himself. This knowledge gives him a definite edge in his mission, but also a great deal of compassion for kids who go bad. This same experience also makes him a good teacher.

Gangbuster is one of the most well-meaning, yet unlucky vigilantes in the DC Universe. More than once he has been seriously injured on his missions. He has been beaten, broken, and put out of his home for the actions he has taken against criminals. Despite this, he keeps on fighting.

Superman, who is usually against vigilante activities, respects and trusts Delgado and will often team up with him to fight crime on the streets. Superman understands that Gangbuster knows the streets of Metropolis and its people in a way he never will. José has also befriended Lois Lane. She and Superman help him in his crime-fighting in any way they can.

Gangbuster inevitably appears in Metropolis when Superman cannot be around. He is quick, quiet, and slips out of sight when his job is done so no one can get a close look at him. Gangbuster is unusual in that he works during the day, when the city is bustling.

José sometimes works for money, but this is for survival, not greed. It does not make him any less formidable an opponent or less trustworthy in the eyes of other heroes.

Gangbuster is even more heroic considering he has no super abilities and has to live a "normal" life in addition to fighting crime. He does not have riches, alien gadgetry, or a genius IQ. However, he does have an unerring drive and a wish to right wrongs in the city which he calls home.

Gangbuster's Implant

During one of his early adventures, Gangbuster broke his spine in battle, paralyzing him from the waist down. He volunteered for an experimental electronic implant that would give him full mobility. What he did not know was that the device was created by Lexcorp. Lex Luthor used remote control on the implants causing Gangbuster's body to attack his enemies. Professor Hamilton, an ally of Superman, negated the effects of the device.

Luthor, Luthor Jr., or other enemies, may try to reactivate control over Gangbuster. The implant has 10 APs of Control. The person who wishes to Control Gangbuster must be in possession of a mechanism that can communicate with Gangbuster's implants, or develop another one using the Gadgetry Skill. The would-be-controller uses the device's Control as the AV/EV in an Action Check against an OV/RV equal to Gangbuster's STR/BODY (instead of normal INT/WILL). RAPs indicate successful activation of the implant controls.

Delgado may try to break free of the Control

GLOBAL GUARDIANS

DOCTOR MIST

DEX:	5	STR:	4	BODY:	5
INT:	8	WILL:	6	MIND:	5
INFL:	6	AURA:	8	SPIRIT:	7
INITIATIVE: 21				HERO POINTS:	50

- **Powers :** **Mystic Link*
  Awareness: 6, Illusion: 8*, Invulnerability: 8*, Transmutation: 8*
- **Skills:** Occultist: 7, Martial Artist: 5
- **Advantages:** Connection: Global Guardians (High); Leadership
- **Alter Ego:** Nommo
- **Motivation:** Thrill of Adventure
- **Wealth:** 9
- **Equipment:**

Stone of Life [BODY: 8, Sorcery: 8]

JACK O'LANTERN I

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE: 20				HERO POINTS:	45

- **Advantages:** Connection: Global Guardians (High); Popularity (in Europe)
- **Alter Ego:** Daniel Cormac
- **Motivation:** Thrill of Adventure
- **Wealth:** 4
- **Equipment:**

Lantern [BODY: 10, Dispersal: 12, Energy Blast: 12, Flash: 12, Force Field: 13, Illusion: 12, Lightning: 15, Teleportation: 8, Telekinesis: 12, R#: 2] Miscellaneous Limitation/Bonus: The Lantern is powerless during the noon hour (12am to 1pm),. and it's Powers are at +1 AP during the midnite hour (12pm to 1am).

OWLWOMAN

DEX:	7	STR:	5	BODY:	6
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE: 21				HERO POINTS:	25

- **Powers:** Claws: 12, Flight: 8, Ultra Vision: 3
- **Skills:** Military Science (Tracking): 9, Thief (Locks and Safes, Stealth): 7
- **Advantages:** Connection: Global Guardians (High); Lightning Reflexes; Sharp Eye
- **Drawbacks:** Minor Rage
- **Alter Ego:** Wenonah Littlebird
- **Motivation:** Responsibility of Power
- **Wealth:** 4

BUSHMASTER

DEX:	6	STR:	4	BODY:	4
INT:	4	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE: 15				HERO POINTS:	25

- **Skills:** Gadgetry: 11, Thief: 5, Acrobatics: 5
- **Advantages:** Connection: Global Guardians (High); Genius
- **Alter Ego:** Bernal Rojas
- **Motivation:** Thrill of Adventure
- **Wealth:** 4
- **Equipment:**

MASK [BODY: 2, Thermal Vision: 3]
BIONIC EXOSKELETON [*BODY: 8, STR: 9,* R#: 2]
GECKO GLOVES [BODY: 2, Cling: 4]
Terrapin Shell [BODY: 14, Growth: 0, R#: 2] Note: Bushmaster carries the shell as a collapsible backpack that opens to protect him and one other person (about 10' (0 APs) in diameter).
Chameleon Cloaker [BODY: 5, Invisibility: 6, R#: 3]
Venom Gun [BODY: 4, AV: 4, Poison Touch: 9, Ammo: 6, R#: 2] Note: Poison Touch may be used to put targets to sleep.
9 AP ACD REPTILE OMNI-GADGETS (x2)

OLYMPIAN

DEX:	7	STR:	5	BODY:	6
INT:	3	WILL:	5	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE: 15/32				HERO POINTS:	35

- **Advantages:** Connection: Global Guardians (High)
- **Drawbacks:** Serious Psychological Instability (Schizophrenic)
- **Alter Ego:** Aristides Demetrios
- **Motivation:** Responsibility of Power
- **Wealth:** 4
- **Equipment:**

Golden Fleece [*DEX: 12, STR: 13, BODY: 8, AURA: 7, SPIRIT: 8,* Invulnerability: 10, Flight: 12, Superspeed: 12, X-Ray Vision: 10] Limitation: The Fleece has a BODY of 6 when not worn.

IMPALA

DEX:	9	STR:	5	BODY:	6
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	5
INITIATIVE: 19				HERO POINTS:	25

- **Powers:** Jumping: 3, Running: 6
- **Advantages:** Connection: Global Guardians (High); Lightning Reflexes
- **Alter Ego:** Mbulaze
- **Motivation:** Upholding the Good
- **Wealth:** 4

THUNDERLORD

DEX:	5	STR:	4	BODY:	4
INT:	7	WILL:	6	MIND:	7
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE: 16				HERO POINTS:	25

- **Powers:** Sonic Beam: 13
- **Skills:** Artist (Actor): 7
- **Limitations:** Miscellaneous: Artist (Actor) can only be used to mimic various sounds and voices.
- **Advantages:** Connection: Global Guardians (High)
- **Alter Ego:** Liang Xih-k'ai
- **Motivation:** Upholding the Good
- **Wealth:** 4

WILD HUNTSMAN

DEX:	10	STR:	6	BODY:	7
INT:	4	WILL:	5	MIND:	5
INFL:	6	AURA:	8	SPIRIT:	7
INITIATIVE: 20				HERO POINTS:	35

- **Skills:** Animal Handling: 5, Weaponry: 8
- **Advantages:** Connection: Global Guardians (High); Pets (Okran and Donnerschlag, see below)
- **Drawbacks:** Minor Rage
- **Alter Ego:** Albrect von Mannheim
- **Motivation:** Upholding the Good
- **Wealth:** 4

Green Lantern John Stewart

Dex:	7	Str:	4	Body:	12 (4)
Int:	8	Will:	23	Mind:	8
Infl:	6	Aura:	5	Spirit:	12
Initiative:	21			Hero Points:	110

- **Skills:** Scientist: 5
- **Advantages:** Connection: Hal Jordan (High); Iron Nerves; Scholar (architecture, classic literature)
- **Drawbacks:** Public Identity; Guilt; Catastrophic Irrational Attraction to destroying Star Sapphire
- **Alter Ego:** None
- **Motivation:** Responsibility of Power
- **Wealth:** 5
- **Equipment:**

POWER RING [Body: 23, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 23, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 11, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

A Green Lantern's Power Ring is an incredible tool with a number of capabilities limited only by the GL's imagination and willpower. Some of these abilities are as follows:

- **Fly:** The ability to propel the ring-wielder at speeds approaching 1500 times the speed of light (Flight).
- **Form objects from emerald energy:** The ability to create tangible objects and tools out of the ring's "emerald energy" (Force Manipulation). This ability is directed by (and Linked to) the user's will power (Will). Stewart can only correctly form objects which he fully comprehends. Stewart is an architect and very mechanically oriented.
- **Locate other Green Lanterns:** The Ring allows Stewart to detect other Power Rings up to several thousand light years away (Life Sense; this Power can't be used in any other fashion).
- **Manifest user's will power:** This allows the user to manifest many abilities through the sheer force of will (Omni-Power; this Power is linked to 1/2 the user's Will).
- **Project an "energy self":** This Power allows Stewart to separate his "energy" or spirit self from his body and travel freely at the speed of thought while perceiving his surroundings normally (Spirit Travel).
- **Protect user physically and heal:** This protects Green Lantern from physical harm (Invulnerability). It also allows him to survive hostile environments such as the vacuum of space (Sealed Systems). The Ring also speeds the user's healing abilities to 16 times normal (Regeneration). Green Lantern also has a Body of 12 when wearing the ring and while worn, the ring itself has a Body equivalent to his Will (23).
- **Provide information:** The ring has the ability to store huge amounts of information (Recall) and aid the user in problem-solving tasks (Green Lantern can substitute the ring's Int for his own Int when making Action Checks that involve problem-solving).
- **Shield the wearer:** The ring can envelop the ring-wielder with a protective sheath of green energy (Skin Armor; Green Lantern loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor he activates).
- **Understand languages:** The ring allows Stewart to comprehend and translate virtually every language in the universe (Comprehend Languages).

Despite all its virtues, the Power Ring does have a couple flaws: it must be recharged every 24 hours using the Power Battery (see below), and all of its Powers are useless against anything colored yellow (i.e., a green hammer formed with Force Manipulation won't strike a yellow target; the ring's Sealed Systems Power is useless against yellow gases, etc.).

Power Battery [Body: 23, Energy Absorption: 18, Invisibility: 15, R#: 2] The Power Battery is usable only to recharge the Power Ring every 24 hours (Energy Absorption). The Ring wielder can will the battery to turn invisible (Invisibility of 15).

What it Takes to be a Green Lantern

The members of the Green Lantern Corps are among the bravest and most noble beings in the universe. Any potential Green Lantern must meet all of the following requirements:

- **Fearlessness:** GLs must have a Spirit of 12 or higher and the Iron Nerves Advantage. Additionally, all Green Lanterns must follow a strict code of behavior. Any deviation from this code can result in disciplinary action, including removal from the Corps.
- **High Will power:** The higher the will power, the

HAWKMAN

DEX:	8	STR:	5	BODY:	7
INT:	9	WILL:	8	MIND:	8
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE: 24				HERO POINTS:	100

- **Skills:** Charisma: 7, Detective: 7, Gadgetry: 7, Martial Artist: 8, Medicine: 7, Military Science: 7, Scientist: 7, Vehicles: 5, Weaponry: 10
- **Advantages:** Area Knowledge (Downside, Thanagar); Connections: Justice League International (Low), Thanagar (High), Hawkwoman (High); Scholar (Earth law enforcement history)
- **Alter Ego:** Katar Hol
- **Motivation:** Seeking Justice
- **Wealth:** 4
- **Equipment:**

ANTI-GRAV BELT [BODY: 9, Gravity Decrease: 7].Limitation: Gravity Decrease only allows the wearer to hover in place and lift great weights.
Pistol [BODY: 5, EV: 6, Ammo: 8, R#: 2]
Battle Armor [*BODY: 9*]
Helmet [Body: 9, Thermal Vision: 13]
Mace [BODY: 9, EV: 5]
Wings [STR: 6, BODY: 10, Flight: 8] Limitation: The Wings will not function unless used with an Anti-grav Belt.

Hawkman's Statistics

In the *Hawkworld* series, it was shown that Katar Hol has no actual no super-powers. Therefore the Sealed Systems, Skin Armor, Speak With Animals, and Telescopic Vision have been deleted from his statistics as found in the *Background/Roster Book.*

Powers and Abilities

All Wingmen are issued an Anti-Grav Belt and Wings which allow them to soar through the Thanagarian skies and patrol the Downside.The Belt grants it's wearer limited control over gravity, allowing him to levitate and hover, and to lift great weights, presumably by making objects touched lighter (Gravity Decrease).The Wings afford the Anti-Grav Belt wearer the maneuverability needed to fly swiftly and with great agility. The Wings themselves are useless without a Belt. Hol uses them to fight the criminal element on Earth as well as on Thanagar. He has experience and skill in their use and can use them for daring maneuvers or power dives. Hawkman gains an advantage by being able to attack from the sky.

Katar protects himself with standard Wingman Armor, capable of withstanding heavy weapons fire. He always employs a weapon as well, usually a hand blaster or laser rifle (EV: 6), with deadly accuracy. On occasion, he may use archaic Earth weapons, such as the Mace.

Katar Hol has no meta-human abilities. He has, however, a superior alien physiology. He is as agile as an Olympic Gymnast (DEX), he can lift about 1,000 pounds (STR), and his body is almost as dense as a brick wall (BODY). He has a sharp eye and an even sharper mind.

As a member of the Wingmen of Thanagar, Katar trained intensively in the use of weapons, military arts, combat, and interrogation (Charisma, Weaponry, Military Science and Martial Artist) to survive the harshness of the Downside.

Personality/Role-playing

Though he has broken with his totalitarian homeworld of Thanagar, Hawkman is a dedicated scholar of law enforcement. For this reason, Earth history and law fascinate him and the idea of American's democracy intrigues him. However, he considers some laws and law enforcement to be corruptions of the Constitution's original intent, and fears that Earth may become like Thanagar in the future.

Hol believes in enforcing justice with speed and a strong hand. Many law enforcement agents see him as a vigilante with far too much freedom.

Katar Hol is not much of a showman, and he does not care for the media attention his actions sometimes provoke. To others he often appears aloof and distant. Hawkman tries to do what he believes is best to serve the cause of true justice and democracy. However, he prefers not to go out in public except to fight crime.

Violence is part of Hawkman's life, but he also yearns for peace. He is very loyal to Hawkwoman and will protect his partner with his own life.

Flying Techniques

Hawkman is a master of fighting while in flight. His Wings let him fly at speeds of up to 250 mph and make difficult twists and turns. Some special tactics Hol uses include:

Hero Hotline

Diamondette

Dex:	5	Str:	3	Body:	4
Int:	5	Will:	4	Mind:	4
Infl:	4	Aura:	4	Spirit:	5
Initiative: 14				Hero Points:	35

- **Powers:** Claws: 12
- **Skills:** Medicine: 3
- **Advantages:** Connection: Hero Hotline (High)
- **Alter Ego:** Diana Theotocopoulos
- **Motivation:** Upholding the Good
- **Wealth:** 4

Hotshot

Dex:	5	Str:	3	Body:	4
Int:	4	Will:	4	Mind:	4
Infl:	4	Aura:	4	Spirit:	4
Initiative: 13				Hero Points:	35

- **Powers:** Flame Project: 8
- **Advantages:** Connection: Hero Hotline (High)
- **Drawbacks:** Uncertainty
- **Alter Ego:** William "Billy" Lefferts
- **Motivation:** Unwanted Power
- **Wealth:** 4

Microwavabelle

Dex:	4	Str:	3	Body:	3
Int:	7	Will:	5	Mind:	4
Infl:	5	Aura:	5	Spirit:	4
Initiative: 16				Hero Points:	35

- **Skills:** Gadgetry: 6
- **Advantages:** Connection: Hero Hotline (High); Genius
- **Alter Ego:** Belle Jackson
- **Motivation:** Responsibility of Power
- **Wealth:** 4
- **Equipment:**

MICROWAVE SUIT [Body: 3, Flight: 7, Heat Vision: 7, R#: 3] Limitation: If Heat Vision is used on metal or metallic objects, it is subject to Power Burnout.

Mister Muscle

Dex:	5	Str:	7	Body:	6
Int:	2	Will:	3	Mind:	3
Infl:	4	Aura:	4	Spirit:	5
Initiative: 13				Hero Points:	40

- **Skills:** Martial Artist: 6
- **Advantages:** Connection: Hero Hotline (High)
- **Drawbacks:** Minor Irrational Attraction to changing his heroic code-name.
- **Alter Ego:** Sturgis Butterfield
- **Motivation:** Upholding the Good
- **Wealth:** 4

Private Eyes

Dex:	2	Str:	2	Body:	2
Int:	8	Will:	6	Mind:	5
Infl:	2	Aura:	2	Spirit:	4
Initiative: 12				Hero Points:	35

- **Skills:** Detective: 7, Gadgetry: 6
- **Advantages:** Connection: Hero Hotline (High)
- **Drawbacks:** Serious Irrational Attraction to examining things with his Lenses.
- **Alter Ego:** Lester Lee
- **Motivation:** Upholding the Good
- **Wealth:** 4
- **Equipment:**

Lenses [Body: 4, X-Ray Vision: 9, Telescopic Vision: 9, Thermal Vision: 9, Full Vision: 9, Microscopic Vision: 9, R#: 2]

Stretch

Dex:	9	Str:	3	Body:	7
Int:	5	Will:	4	Mind:	5
Infl:	3	Aura:	2	Spirit:	4
Initiative: 17				Hero Points:	35

- **Powers:** Omni-Arm: 4, Stretching: 8
- **Advantages:** Connection: Hero Hotline (High)
- **Alter Ego:** Thomas Longacre
- **Motivation:** Responsibility of Power
- **Wealth:** 4

Voice-Over

Dex:	4	Str:	2	Body:	2
Int:	6	Will:	4	Mind:	4
Infl:	6	Aura:	5	Spirit:	4
Initiative: 16				Hero Points:	35

- **Skills:** Artist (Actor): 6, Gadgetry: 3
- **Advantages:** Connection: Hero Hotline (High)
- **Alter Ego:** Andrew P. Greenwald
- **Motivation:** Thrill of Adventure
- **Wealth:** 4
- **Equipment:**

COSTUME [Body: 3, Super Ventriloquism: 6, Sonic Beam: 8, R#: 2]

Description

Hero Hotline is a 911 of the bizarre. If you are in need of a hero, and the big meta-humans are off

HOURMAN II

DEX:	6	STR:	3	BODY:	4
INT:	7	WILL:	4	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE: 20				HERO POINTS:	35

- **Skills:** Artist (Painter): 3, Martial Artist: 4
- **Advantages:** Connections: Infinity, Inc. (High), Tyler Chemical Company (High); Scholar (art, chemistry)
- **Drawbacks:** Secret Identity
- **Alter Ego:** Richard "Rick" Tyler
- **Motivation:** Responsibility of Power
- **Wealth:** 3
- **Equipment:**

MIRACLO TABS [*Str: 7, Body: 9,* Running: 7, R#: 3] Limitations: Each tab's effect lasts for one hour; after the effects of one tab wear off, Hourman must wait one hour before activating another; Miraclo Tabs only work on Rick Tyler.

Powers and Abilities

When Hourman used a Miraclo Tab by touching it to the skin on his neck, he gained the strength of five strong men (STR). The chemicals also boosted his stamina, speed, and and ability to withstand damage. Hourman's skin and body became denser than normal, able to resist automatic weapons fire (BODY). He could run at speeds over one hundred miles per hour. Once the Miraclo wore off (after one hour), Hourman had to wait another hour before a second dose would take effect.

Personality/Role-playing

Rick Tyler is a young man looking for direction and maybe some excitement in his life. To satisfy his need for a purpose, he turned from a life in the sciences to art as a form of rebellion. Rick is still searching, however, and he continues to use his art as an outlet for his frustrations.

When he decided to use Miraclo for crime-fighting and adventuring with the other young heroes of Infinity, Inc, Rick felt that he was closer than he had ever been to finding his niche.

Hourman I

Hourman I (Rex Tyler) can be used for adventures from the World War II era to the present. He is adventurous and daring, but not terribly skilled in battle. Tyler was one of the first super-powered "mystery men," and worked alongside the All-Star Squadron on stateside adventures. Rex had twice the strength of Hourman II, but became addicted to the version of Miraclo that he had developed. Rex had reluctantly passed on the Hourman title to his son. He now often adventures once again as Hourman.

HOURMAN I

DEX:	6	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	6
INITIATIVE: 16				HERO POINTS:	75

- **Skills:** Gadgetry: 7, Scientist: 7
- **Advantages:** Area Knowledge (New York City); Connections: Justice Society of America (High); Genius; Scholar (chemistry)
- **Drawbacks:** Serious Irrational Attraction to Miraclo; Secret Identity
- **Alter Ego:** Rex Tyler
- **Motivation:** Upholding the Good
- **Wealth:** 5
- **Equipment:**

MIRACLO PILLS [*STR: 8, BODY: 9,* Running: 7, R#: 3] Limitations: The effects of Miraclo last for only one hour, and the user must wait one hour between doses for an effect; Long term use of Miraclo causes the user to develop a Serious Irrational Attraction to the drug.

- **Note:** The effects of the Miraclo Pills now come from his natural power. When using Hourman I in his current form, disregard the Pills, and instead apply the improved Attributes and Running directly to Rex' above stats.

Using Hourman in Adventures

If Player Characters find themselves in the Los Angeles area, they might meet Hourman II. As a struggling artist, Rick must show his work at galleries around the area and try to sell his work. The Player Heroes might encounter him during an investigation of an art gallery robbery.

Or, perhaps a group of super villains steals a case of Miraclo in order to adapt it to their own purposes. No doubt Hourman would be eager for some assistance in trying to recover the stolen drug.

Hourman I may be used in conjunction with WWII heroes to fight Axis forces from spreading across the globe.

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*, Artist (Actor): 5*, Detective: 5*, Martial Artist: 7*, Thief: 7*, Weaponry: 7*
- **Advantages:** Connections: Justice League International (High), Organized Crime (Low); Intensive Training; Lightning Reflexes
- **Drawbacks:** Dark Secret (Mafia family); Secret Identity
- **Alter Ego:** Helena Bertinelli
- **Motivation:** Seeking Justice
- **Wealth:** 9
- **Equipment:**

Boomerang [BODY: 3, EV: 4, Gliding: 1] Bonus: The APs of Gliding are added to the thrower's STR to determine Range.
Crossbow Pistol [BODY: 5, EV: 5, Ammo: 3, R#: 2]
Flash Bombs (x 3) [BODY: 1, Flash: 4, R#: 2]
Knives (x2) [BODY: 3, EV: 3] Bonus: Huntress' knives are balanced for throwing.
Stun Bombs (x2) [BODY: 1, Bomb: 5] Limitation: Bombs only do Bashing Damage.
Swing Line [STR: 8, BODY: 1] Note: The Swing Line is 1 AP long.
Tranquilizer Pistol [BODY: 4, Poison Touch: 5, Ammo: 5, R#: 3]
4-AP AC Omni-Gadgets (x2)

Powers and Abilities

The Huntress is well-trained in many fighting techniques thanks to her former bodyguard, Sal (Martial Artist). She is also an Olympic-level gymnast (Acrobatics). In battle, she combines these talents to become a one woman fighting machine, capable of taking down many opponents larger than herself. She is also extremely perceptive and intelligent. Bertinelli has mastered the use of almost all weapons (Weaponry), but rarely uses firearms, preferring non-lethal alternatives such as stun-bombs and tranquilizer darts.

Huntress is also effective outside of combat, as she is an accomplished detective (Detective), and well-versed in the methods of stealth and escape (Thief). Helena has recently displayed a talent for disguising herself (Artist/Actor).

Personality/Role-playing

Bertinelli takes a hard and straight-forward approach to dealing with crime. She is often very rough with opponents, and does her best to keep them on the defensive. They are the prey, and she is the Huntress.

Though Helena is heavily armed, she is not murderous or cruel. She will break the law when she feels it necessary or rough up a thug, however. She prefers to use psychological intimidation over physical violence.

Huntress often works alone on covert missions. Her lack of experience with other heroes and vigilante activities may cause law enforcement officials or upstanding heroes (like Superman) to not trust her.

Intimidation

The Huntress may try to Intimidate an opponent before making an attack, or scare them into spilling information (Intimidation). This is especially effective with thugs and hired muscle. The heroine uses her INFL/AURA as AV/EV against the opponent's INFL/SPIRIT. If the RAPs earned from the Intimidation Action Check equal or exceed the opponent's SPIRIT, he is Intimidated for an amount of time equal to the RAPs earned, minus the target's SPIRIT. The Intimidated Character must wait until all non-Intimidated Characters take their turn, regardless of Initiative. Huntress can also exert control over any Intimidated targets, preventing them from moving or taking any hostile actions. Huntress may not perform a Dice Action during a phase in which she does this, however.

When the Huntress decides to Interrogate a Character, the Action Check is the same as above, except that any RAPs earned yields Information: 1 RAP, and she gains scant information, RAPs equaling or exceeding the Interrogated Character's SPIRIT, and the thug will cough up all the information available to him. Interrogation cannot normally be used during Combat, as it takes a base of 8 APs (15 minutes) of time to properly execute.

Using Huntress in Adventures

The Huntress is a Character that will most often be involved in detective oriented scenarios. She deals with the underground and crimes related to it (gangland murders, drugs, etc.). Due to Huntress' origins, she often runs into organized crime on her solo adventures. She has little patience with such "family" affairs, as her own family was destroyed in a mafia war. She will do her best to expose such operations.

JAN ARRAH

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	6	MIND:	5
INFL:	4	AURA:	7	SPIRIT:	5
INITIATIVE:	19			HERO POINTS:	70

- **Powers:** Transmutation: 15
- **Skills:** Scientist: 6, Weaponry: 6
- **Limitations:** Miscellaneous: When using his Power, Jan must think through the elemental change taking place. The Gamemaster must therefore judge how much time it will take for him to change a substance as per the guidelines provided below under "Transmutation".
- **Advantages:** Connections: Anti-Earthgov Resistance (Low), Legion of Super-Heroes (High), Science Police (Low); Scholar (Chemistry)
- **Drawbacks:** Uncertainty
- **Equipment:**
  Staff [BODY: 6]
- **Motivation:** Upholding the Good
- **Wealth:** 6

Powers and Abilities

Jan Arrah, using the inherent Ability of his people, may change the molecular structure of inorganic substances through force of will. Arrah could, for example, change lead to gold or vice versa.

As he grows older, the process of transmuting materials becomes more conscious to him, where it was once instinctual. Arrah now needs to logically and methodically think out the rearrangement of the molecules and atoms when using his Power, making it's use much more difficult.

Trom

The planet Trom was once a peaceful and exclusive haven. Because of the native people's ability to transform one substance into another at will, they rejected social structures based on the accumulation of wealth and did not freely associate with other worlds that would try to plunder their resources. The Trommites focused their energies on more spiritual and scholarly pursuits, as well as the search for self-sufficiency and control. The planet itself was filled with treasures and artistic creations due to its artisans who used their transmutation ability creatively.

When the entire population of Trom was massacred by Roxxas, the planet was left in ruin. However, it is still filled with precious metals, rare compounds, and artifacts left by the transmuting race. To Trommites these items had no monetary value, but to plunderers, they are worth a fortune. Travellers who have time to visit Trom and pick up a collection of artifacts will have their Wealth Rating increased by 2 APs. Filling a space craft with objects will increase a person's Wealth by 4 APs. However, if Jan Arrah is on Trom, all fortune seekers will have to deal with him first.

Transmutation

When Jan Arrah uses his Transmutation Power, he makes an Action Check with his APs of Power (15 normally) as the AV/EV of the attempt. The OV/RV is equivalent to the BODY/BODY of the substance he is going to transmute (The BODY of most gasses is 0). Jan may manipulate any element or compound as long as it is at least 90% pure (impurities remain unchanged). RAPs indicate the volume of the chosen material which may be transmuted. Changes wrought through the use of this Power are permanent unless negated by another use of the Power.

Some substances are more difficult to transmute than others due to the complexity of their molecular structure. Since Jan has to envision the structure of an element as he changes it, more complex materials take more time to Transmute. The time in APs needed is equal to the OV Column Shifts imposed (glass, for example, is Extreme, which would take 4 APs, or 1 minute, of time).The Universal Modifiers Chart in the Rules Manual will be of assistance for determining the appropriate OV Column Shift Modifiers. Use only the Modifier for the original substance or the intended new substance, whichever is higher. Some examples are as follows:

- **Plexiglass (+2):** *Difficult.* Plexiglass has a BODY of 8.
- **Oxygen to Nitrogen (+3):** *Strenuous.* Turning all of the oxygen in an area into nitrogen is a common tactic employed to knock opponents unconscious. If Transmutation is successful, all Characters in the affected area are Physically Attacked with an AV/EV of 7/7 against an OV/RV that is equal to each Character's BODY/BODY. Multi-Attack penalties do not apply. A Character with Sealed Systems may add the APs of Power to his RV.
- **Glass (+4):** *Extreme.*
- **Asbestos (+5):** *Pushing the Limit.* An article of

Jo Nah

DEX:	10	STR:	5 (24)	BODY:	5 (16)
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	20 (30)		HERO POINTS:		75

- **Powers:** Flight: 15, Heat Vision: 14, Invulnerability: 20, Microscopic Vision: 14, Power Reserve: 19, Sealed Systems: 10, Super Breath: 11, Superspeed: 10, Systemic Antidote: 16, Telescopic Vision: 12, X-Ray Vision: 13
- **Skills:** Detective: 3, Gadgetry: 3, Medicine: 3, Scientist: 3, Thief: 7, Vehicles: 5
- **Limitations:** Power Restriction: Increased BODY and Invulnerability are ineffective against certain forms of high-level radiation; Miscellaneous: Power Reserve can only be used to increase STR or BODY. Miscellaneous: Jo Nah can only use certain Powers together (see "Ultra-Energy" below); Miscellaneous: Jo Nah cannot use his X-Ray Vision through Inertron.
- **Advantages:** Connections: Legion of Super-Heroes (High), Rimbor Underworld (Low)
- **Drawbacks:** Minor Psychological Instability (as a result of his time-traveling)
- **Alter Ego:** "Green Dragon," Ultra Boy
- **Motivation:** Responsibility of Power
- **Wealth:** 7

Powers and Abilities

Jo Nah has the ability to activate a number of Powers that are very similar to those of a Kryptonian or Daxamite under a yellow sun. He can only use his Ultra-Energy for one "Power" at a time, by shifting it to different parts of his body.

When Jo shifts his energy to his eyes, he has exceptional range of vision (Telescopic Vision), and can actually see through objects (X-Ray Vision), although this ability is blocked by the super-alloy Inertron. Jo can also focus the energy through his eyes to generate destructive beams of intense heat, hot enough to melt steel (Heat Vision).

With his energy in his muscles, Jo Nah becomes tremendously strong, able to lift a battlecruiser with one hand. His energized muscles allow him to move and perform tasks at blinding speed, achieving a land speed of over 1000 miles per hour (Superspeed).

Jo can shift the energy to his throat and lungs, granting him exceptional lung capacity (Sealed Systems). He can survive without air for about an hour this way. Jo can also exhale a powerful jet of air as an attack (Super Breath).

The most potent use of Jo's Ultra-Energy is Invulnerability. With it, he can survive any injury short of a nuclear explosion. This Power saved Jo from dying after the attack by the Imskian ultra-energy beast.

Personality/Role-playing

Jo Nah is a fun loving and confident adventurer and hero. He is aware of the power he possess and feels a strong responsibility to use it for good. Because he, Valor, and Laurel Gand are so tremendously powerful, he expects to be on the front lines when dealing with the most dangerous Legion foes.

Nah will always enter a fight before his teammates and will risk himself before others because he feels he has a better chance of surviving. On occasion, though, he mistakenly thinks that he has a situation under control when he actually does not. When Jo Nah takes the time to think before entering a situation, his performance is flawless and unbeatable. When he does not, he makes costly mistakes.

Jo loves excitement, particularly the excitement of a good fight. This love of action is also fed by his engagement in the semi-illegal smuggling of non-addictive Silverale on Rimbor. Despite appearances, though, Jo does not have a criminal drive. He simply does what he must to survive and have fun, whether the law looks kindly upon his actions or not.

Ultra-Energy

Jo Nah can only useone of his "powers" at a time, depending on what part of his body is infused with Ultra-Energy. It takes an Automatic Action for Jo to shift his energy from one area to another. Since only one Dice Action is allowed per phase, Jo could not punch someone with his STR, then shift to Flash Vision and burn another opponent. He could, however, blow away a squad of approaching Dominators with his Ultra-breath, then shift to Invulnerability to deflect incoming Attacks. Jo can shift his energy to his:

- **Eyes:** By shifting energy to his eyes, Jo gains the following Powers: Heat ("Flash-") Vision: 14, Microscopic Vision: 14, Telescopic ("Ultra-")

JUSTICE LEAGUE AMERICA

•Equipment:

JLI Signal Device [BODY: 4, Telepathy: 25]
Limitation: The Device's Telepathy represents the range of its signal.

JLI Transporter [BODY: 8, Teleportation: 23, R#: 2]
Teleportation only works between teleport tubes.

SECRET SANCTUARY [**Main Door:** BODY: 11, **Mountain Top Entrance:** BODY: 17, Security System: 11]

JLA COMPUTER [BODY: 10, INT: 10, Recall: 25]
The Computer is moved with them to each location.

Description

Through many years and incarnations, the Justice League (of) America has been a well loved, much trusted collection of the finest heroes in the world. Membership has included experienced and powerful heroes (Martian Manhunter and Green Lantern), new heroes (Fire and Ice), and those use their skills for justice (Blue Beetle, Batman, and Mister Miracle).

In the last few years, the team has consisted of Martian Manhunter, Guy Gardner, Blue Beetle, Booster Gold, Fire and Ice. Occasionally heroes like Batman, Mister Miracle, Big Barda, the Creeper, and Huntress would temporarily join the ranks.

Using Justice League America in Adventures

The present Justice League America is famous for their squabbling, bickering, and bantering which occurs during even the most serious situations. Though they have differing opinions and techniques, the members have learned to work together effectively most of the time.

The Justice League America has more than its share of meta-humans and highly skilled allies to call upon in times of need. Treat the group as having Omni-Connection (most through Maxwell Lord).

The League has more than its share of super-powered villains as well, enough to keep role-players busy for years. These include Despero, the Extremists, Starro, the Royal Flush Gang, and Felix Faust.

Background Update

Recently, Justice League International lost its U.N. support, and both teams were forced to disband. However, some of Earth's more experienced heroes joined the remnants of the latest League incarnation to battle the Royal Flush Gang (again). After this, Green Lantern Hal Jordan convinced Superman and Aquaman that a League is necessary, but that it must have their experience and discipline to make it work. With this encouragement, the Justice League reformed, JLA returning to their old base, the Secret Sanctuary, and JLE moving to London to reorganize.

After some manipulation, Maxwell Lord was able to regain U.N. support, and the American team moved to new offices in a building in the shadow of the U.N. In the midst of all of this, the the JLA roster changed quite a bit. The new team consists of Superman, Blue Beetle, Booster Gold, Maxima, Fire, Ice, the mysterious Bloodwynd, and Guy Gardner (sporting Sinestro's yellow Power Ring). Maxwell Lord works with the team once again, but Superman does not trust him (or Gardner). This causes some friction when decisions need to be made.

Subplots

There have been a couple of Romance Subplots brewing between Guy Gardner and Ice, and Oberon and Fire. Presently Ice has a major crush on Superman.

The new team recently went on a mission to save Maxima's world of Almerac from destruction at the hands of Starbreaker. After defeating the villain, Maxima was exiled from her world in a Miscellaneous Subplot.

The Justice League is the most well-known super-team around, which often leads to difficulties in maintaining a proper image and standing with the public (Public Reputation Subplot).

Recently, the team has had problems contacting Superman because of his busy schedule, putting his positions in the League and the Daily Planet in jeopardy (Job/Miscellaneous Subplot).

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book, Justice League Sourcebook, World in the Balance

KENT SHAKESPEARE

DEX:	13	STR:	11	BODY:	10
INT:	9	WILL:	12	MIND:	10
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	38		HERO POINTS:		70

- **Powers:** Extended Hearing: 8, Invulnerability: 13, Jumping: 8, Running: 8, Superspeed: 2, Telescopic Vision: 10, X-Ray Vision: 12
- **Skills:** Charisma: 12, Medicine: 10, Scientist: 6
- **Advantages:** Attractive; Connection: Legion of Super-Heroes (High); Lightning Reflexes; Sharp Eye
- **Alter Ego:** Impulse
- **Motivation:** Responsibility of Power
- **Wealth:** 5

Powers and Abilities

The virus that transformed Shakespeare's body, imbued him with the super-human ability to lift over 30 tons (STR) and leap a quarter of a mile (Jumping Power). He can run at a top speed that can surpass most 20th Century automobiles and move with tremendous alacrity in other circumstances as well (Running and Superspeed Powers).

Between Kent's Invulnerability and BODY of 10, (and the fact that he keeps dodging) he is an extremely hard target to knock down.

Shakespeare is a very intelligent and sociable Character. He is currently in training for a medical degree and has an extensive knowledge of Medicine and Science.

Quarantine

Quarantine is a small, out of the way planet used only as a medical facility for extremely contagious viruses and other dangerous maladies. Shakespeare worked there in the pediatric ward while evading Earth Gov and their branch of the Science Police. Kent made a number of young friends there, and at the request of Garth and Imra Ranzz, kept a close eye on their son, Garridan. Garridan carries the dreaded Validus Plague.

Quarantine's facilities have a Lab Rating of 15, Sealed Systems: 21, and an outer hull with a BODY of 13 APs. There are Security Systems (6-13 APs) set up in especially hazardous areas of the planet, but because of the large medical staff and the remote nature of the planet, these are often unnecessary.

Personality/Role-playing

Kent Shakespeare is an exuberant, cheerful member of the Legion of Super-Heroes. He is always ready with tasteless jokes or out of place comments, even in the most desperate situations.

Kent is also kind, caring, idealistic, and protective. These attributes make him appear almost naive to his cohorts, but in actuality he has a sharp mind and a keen perception of the world.

Shakespeare loves action and adventure. He seems to thrive on dangerous situations, rarely considering them with the seriousness they require. This unnerves his teammates, but they know they can put their faith in his abilities. Despite his cockiness and adventure lust, Kent knows the limits of his abilities and resources, and would not endanger others with his recklessness.

Kent plays hero not only for the fun, but also because he is able to aid and protect others. He will always be concerned with innocents that could be hurt during adventures, especially children.

Shakespeare's Medical Skill

When Brainiac 5 is not around, Shakespeare is next in line with medical knowledge. As a medical student and intern on Quarantine, he has a lot of skills fresh in his mind but does not have much clinical experience. Using the First Aid Subskill, Kent can treat wounds inflicted in Killing Combat by reducing or delaying the resulting damage (bleeding may be stopped and the infection of wounds can be prevented). The AV/EV of a First Aid attempt is 10/10 (his APs of Medicine), while the OV/RV equals the total amount of damage to the Current BODY Condition of the Character being treated.

Successful First Aid attempts will halt the loss of Current Body Condition APs sustained by his patient reduced to a negative Current BODY by Killing Combat. The RAPs earned equal the length of time in APs that the bleeding has been stopped. At the end of this time, wounds will reopen and the injured Character will again sustain damage every 8 APs of time.

The Medical Treatment Subskill enables Kent to aid others in combating the effects of disease. Medical Treatment may only be attempted once per day on any one Character. RAPs are added directly to the patient's Recovery APs (see page 18 of the *Rules*

LOBO

DEX:	10	STR:	16	BODY:	15
INT:	2	WILL:	9	MIND:	9
INFL:	9	AURA:	3	SPIRIT:	10
INITIATIVE:	23			HERO POINTS:	60

- **Powers:** Invulnerability: 24, Jumping: 5, Life Sense: 40, Regeneration: 3, Running: 6, Sealed Systems: 20
- **Skills:** Charisma (Intimidation): 11, Military Science (Tracking): 7, Vehicles (Space): 10, Weaponry: 10
- **Limitations:** Miscellaneous: Lobo's Life Sense can only be used for tracking his "target"; Sealed Systems is ineffective against gas attacks.
- **Advantages:** Iron Nerves; Lightning Reflexes; Scholar (Biology); Sharp Eye
- **Drawbacks:** Catastrophic Irrational Attraction to fighting; Catastrophic Irrational Attraction to keeping his promises; Catastrophic Rage; Serious Psychological Instability
- **Equipment:**

Hook and Chain [STR: 8, BODY: 10, Claws: 8, Stretching: 1]

SPACE HARLEY (Custom "SpazFrag 666") [STR: 7, BODY: 7, Flight 39, Projectile Weapons: 9, Radar Sense: 15, R#: 4] Drawbacks: Unluck

- **Motivation:** Psychopath
- **Wealth:** 3

Powers and Abilities

Lobo is the baddest, meanest assassin in the galaxy. His immense strength, and his ability to take tremendous physical punishment (STR and BODY), make him an extremely dangerous opponent. Small thermonuclear explosions barely faze him, as he can quickly recover from any injury this side of total annihilation (Invulnerability and Regeneration). Lobo can easily talk and breathe in space (Sealed Systems).

Lobo is the best Bounty Hunter anywhere. His ability to track (Military Science-Tracking) is beyond compare. In addition, Lobo has the power to sniff out his quarry through the vacuum of interplanetary space (Life Sense).

Lobo has a detailed knowledge of anatomy, and used to design killer microbes as a hobby (Scholar-Biology). He is also a master of all known weapons (Weaponry) but rarely uses them, unless he's in a hurry. Lobo can pilot his Harley like nobody's business (Vehicles-Space) when it's not broken down.

Personality/Role-playing

Lobo is the most ruthless, cruel, stubborn, and down-right despicable being in the known universe, though he is good for laughs. His goal is to maim and kill, enjoying himself as much as possible in the process. He finds ecstasy in his own anger and destructive force and usually flies into a berseker rage when in battle.

So he can see more action, Lobo hires himself out as a contract assassin. The violence is more important to him than the money he receives. Lobo proudly claims that he never kills without a contract, but will attack anyone who gets in his way, annoys him, or offers him help. He does this to maintain his reputation, and because it's so much fun.

Lobo has a very special place in his heart for destroying super-heroes because his favorite opponents are those that fight well, and because he can't stand knowing that someone claims to be badder than he is.

Presently Lobo is contract bound to work for the L.E.G.I.O.N., and he hates it. No teammate can trust him because he has already tried to kill several of the operatives.

The only beings to whom Lobo shows any compassion for are his space dolphins whom he calls his "fishies."

Lobo is always grumbling and complaining, usually about the L.E.G.I.O.N. or Vril Dox. Lobo will never take orders from anyone but Dox, and even then will bend them to the breaking point. He uses a number of colorful exclamations, including "Feetal's Gizz" (which is short for "Feetal's Gizzard"), "Frag," "Fraggin," and "Bastich."

Contracts

Hiring Lobo requires the employer-to-be to contact him. This is not always an easy task because Lobo travels all over the galaxy. However,using appropriate Connections (especially Omni-Connection) should get the word to him. Hiring Lobo usually requires a Wealth Check against an OV/RV of 12, although sometimes he'll just take a job if it amuses him. If the Check fails, he will probably kill the would-be employer for wasting his time.

Lobo will always fulfill his contract, unless he discovers that he was tricked in some way, or will not be paid as promised. Upon discovering this, Lobo will become Enraged, and track down and kill the

Lyrissa Mallor

—Deceased

Dex:	8	Str:	3	Body:	4
Int:	7	Will:	6	Mind:	7
Infl:	5	Aura:	6	Spirit:	5
Initiative: 22				Hero Points:	75

- **Powers:** Darkness: 15
- **Skills:** Charisma: 7, Detective: 5, Martial Artist: 8, Occultist: 4, Scientist: 5
- **Advantages:** Area Knowledge (Talok VIII); Connections: L.E.G.I.O.N. (High), Talok VIII Government (Low); Iron Nerves; Leadership
- **Drawbacks:** Authority Figure; Forced Exile; Guilt; Married; Public Identity
- **Alter Ego:** None
- **Motivation:** Responsibility of Power
- **Wealth:** 8

Powers and Abilities

Lyrissa, as a member of an ancient line of planetary protectors, wielded the ability to disperse light. Using her Darkness Power, she created a field of pure blackness. This black field could fill a radius limited only by her sight. She could, for instance, completely blacken an entire closed arena or cover and entire city if she were able to view it all. Mallor could move about in her field of Darkness unimpeded, giving her a definite edge over her opponents.

In addition to her Darkness Power, Lyrissa was well versed in the personal combat (Martial Artist Skill), having trained intensively to be a champion from an early age. She was at her physical peak before her death. With her cool demeanor and sharp mind, Lyrissa used her abilities to become a fierce opponent and espionage agent.

Personality/Role-playing

Lyrissa Mallor was a demanding woman who knew what it took to keep the L.E.G.I.O.N. operatives alive and the operation working. She often set kindness and joviality aside in her position as leader, but was always willing to be a friend to her teammates when they needed it.

Lyrissa Mallor was extremely intelligent and resourceful. These qualities helped her in running the L.E.G.I.O.N. for Vril Dox. She had enough sense not to trust Dox, however, and often argued and fought with him regarding his selfish use of influence and power.

Lyrissa was a dedicated mother and wife who had to leave Talok VIII and her family to spare them from the hardship of war with the Alliance.This selflessness was also reflected in her willingness to sacrifice her life for her team.

Talok VIII

Talok VIII is the only habitable planet in its binary star system. As a result of almost constant sunlight and heat bombarding the planet, Talok VIII has an extremely dry, arid environment, with nearly eighty-five percent of the planet's surface taken up by deserts. A few areas have large outcroppings of rock, however, and it was in the shadows of these rocks that a race of blue-skinned humanoids became the dominant life-form on Talok VIII.

The culture of Talok VIII is centered around their religion, which is founded on a deep reverence for the shadows which they believe gave them life. Every generation a defender of the planet is born with formidable shadow powers that come from within Talok VIII itself. This Shadow Champion must first face the mysteries of the Shadow Cave before receiving his or her powers. Thus far, only members of the Mallor family have been fortunate enough to be Talok VIII's Shadow Champion, with Lydea being one of the most recent in the bloodline.

Using Lyrissa Mallor in Adventures

Player Characters can find Lyrissa Mallor in a leadership position with the L.E.G.I.O.N. or on Talok VIII. She might introduce characters to other L.E.G.I.O.N. operatives. If the heroes contact L.E.G.I.O.N. during her tenure, she will be the one who answers the summons. Her no-nonsense attitude should lead to some interesting role-play with the Player Heroes.

Mallor can take Characters on Adventures to the desert world of Talok VIII or across the cosmos where the L.E.G.I.O.N. operates.

Subplots

In a Job Subplot, Mallor disagreed with Dox on the workings of the organization and how he treated

MARTIAN MANHUNTER

DEX:	7	STR:	18	BODY:	15
INT:	9	WILL:	9	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:	30			HERO POINTS:	145

- **Powers:** Chameleon: 10, Flight: 13, Invisibility: 10, Mind Probe: 6, Stretching: 6, Super Breath: 10, Superspeed: 5, Telepathy: 6, Telescopic Vision: 8, X-Ray Vision: 8
- **Skills:** Scientist: 6, Vehicles: 8, Weaponry: 5
- **Limitations:** Miscellaneous: Use of Invisibility Power strains Martian Manhunter's concentration: None of J'Onn's other Powers will function while his Invisibility is in effect.
- **Advantages:** Connections: Justice League International (High); Leadership; Lightning Reflexes; Scholar (Mars)
- **Drawbacks:** Minor Irrational Fear of Fire
- **Alter Ego:** J'Onn J'Onzz, John Jones
- **Motivation:** Upholding the Good
- **Wealth:** 4

Powers and Abilities

The Martian Manhunter controls a wide range of abilities inherent to members of his race. J'Onzz's form is extremely malleable, and he may impersonate other humanoids, including their clothing (Chameleon Power). He can also Stretch his body or become Invisible for short periods of time.

Martians were well beyond humans in mental capacity. The Martian Manhunter has a genius level IQ (by Earthling standards) and telepathic abilities (Telepathy and Mind Probe). He often uses Telepathy to communicate with teammates in battle to gain surprise on opponents. He only uses Mind Probe when absolutely necessary, as its use compromises his principles of privacy.

J'Onn has displayed other useful Powers during the course of his adventures such as X-Ray Vision (a.k.a. Martian Vision), Telescopic Vision, and Super Breath, all of which operate in a similar capacity to Superman's Powers. He may Fly by force of will, and his malleable body can survive tremendous punishment (BODY and Invulnerability). The Martian has the strength to uproot small buildings, and can move and react at super-speed (STR and Superspeed).

The Gift

Martians had the ability to create a perfect dream-like image of another being's greatest wish inside that being's mind. It was considered a great honor to receive The Gift from a Martian because they could only use the ability one time in their entire life. For the most part, they used it for loved ones. The ability is treated as the Illusion Power at 30 APs, and only works on one individual. J'Onn used it on Despero to make the monster believe that he had destroyed the League and Earth. Despero then left Earth and became inert.

Personality/Role-playing

Over the years, J'Onn's personality has gradually shifted and developed. In his earliest adventures with the League, J'Onn was an exotic alien visitor, unfamiliar with Earth's customs and laws. As he became more accustomed to his surroundings and grew closer to his fellow Leaguers, J'Onn became the group's straight man. Now, with his wisdom and experience, J'Onn has grown into a quasi-father figure for the younger, undisciplined heroes that make up Justice League International. As a result, he often finds himself acting as arbitrator, or even baby sitter, for the latest incarnation of the Justice League.

Ever since he joined the JLI, the Manhunter has started to develop a 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.

J'Onn is a quiet, competent hero who has proven himself a more than capable leader. He is cool and decisive and can be a fierce fighter when necessary. He rarely loses his temper, but when he does, it's usually as a result of League antics.

Fire Vulnerability

At one time, Martian Manhunter was terrified of fire. This fear was a result of seeing his wife cremated after she had died of a plague. J'Onn could not remember this occurrence when he first arrived on Earth, but he had a Catastrophic Irrational Fear of any open flame. If he was caught within the fire (or within 1 AP) he would lose the ability to use any of his Powers except Flight. Now that he knows what causes his fear, he no longer loses control of his abilities in the presence of flame or severe heat,

Mr. Bones

Dex:	5	Str:	8	Body:	7
Int:	5	Will:	5	Mind:	6
Infl:	6	Aura:	3	Spirit:	5
Initiative: 16			Hero Points:		45

- **Powers:** Poison Touch: 8
- **Skills:** Charisma; 6, Thief: 4
- **Limitations:** Poison Touch is Always On. Mister Bones must wear special clothing to avoid harming everyone he touches.
- **Advantages:** Connections: Helix (High), Infinity, Inc. (High)
- **Drawbacks:** Catastrophic Irrational Attraction to speaking in rhyme; Minor Irrational Attraction to smoking; Minor Physical Restriction: Mister Bones' right leg is mechanical restricting his movement to 3 APs per phase; Mistrust; Strange Appearance
- **Alter Ego:** None
- **Motivation:** Unwanted Power
- **Wealth:** 1
- **Equipment:**

COSTUME [Body: 1] Note: The material of the Costume keeps Mr. Bones from harming people with his Poison Touch unintentionally.

Powers and Abilities

Mr. Bones' skin produces a cyanide based poison which is extremely deadly to humans and other living creatures. He cannot control this effect, so he must wear protective clothing to keep from harming others. Mr. Bones himself is unaffected by the poison his skin secretes.

Due to the lack of any pigmentation in his body, Mr. Bones' skeleton is visible thorough his skin. This mutant trait gives him a great advantage when he is trying to Intimidate another Character (using his Charisma Skill), since most people are unnerved by a talking, animated skeleton.

Mr. Bones' musculature is tougher than normal, granting him superhuman Str sufficient to lift and throw a car, and affording him somewhat increased resistance to injury (Body).

Personality/Role-playing

Mr. Bones is abrasive, harsh, and sarcastic. This is actually a defensive reaction against a world that will not accept his strange appearance and origins. He enjoys trying to annoy others, including his own teammates, and has developed the irritating habits of speaking in rhyme and chain smoking when around other people.

Bones once committed crimes because he was ignorant about right and wrong. Although he is still not purposefully malicious, his obvious alienation due to his meta-powers and appearance still cause him to be malcontent.

Mr. Bones has been both villain and hero and could easily be played as either. He will tend to work with those that accept him most. Whatever the role, he will be looking out for himself, and most importantly, searching for a place to belong. He will keep a distance from other characters, both physically and emotionally.

Bones has been purposely sheltered all his life by the doctor who mutated all the members of Helix, and is still confused at times by the way the world works.

Rhyming

Whether as Player Character or NPC, Mister Bones has a very distinctive mode of expression that should always be followed. Not only is he ornery, but he speaks in rhyme most of the time. Whoever is playing Mr. Bones should try to speak in rhyme whenever possible, and a Player Character Mr. Bones should get extra Hero Points for Role Playing when he maintains this style.

Poison Touch

Mr. Bones' Power allows him to generate a cyanide based substance which irritates the skin of his opponents on contact. The initial attack is made with Bones' Dex/APs of Power as the AV/EV (5/8) and his opponent's Dex/Body as the OV/RV.If the initial attack is successful, the poison effect continues: In successive phases, the opponent is further attacked by the APs of Poison Touch as the AV/EV against the victim's Body/Body as the OV/RV. These attacks continue each phase until one of them fails. These continuing attacks simulate the spread of the poison through the opponent's body. Mr. Bones may not make another attempt to use Poison Touch on the victim until the previous attack fails. Cumulative attacks are not possible.

NIGHTSHADE

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE: 22				HERO POINTS:	50

- **Powers:** Darkness: 7, Dimension Travel: 7, Two-Dimensional: 6, Warp: 11, Force Manipulation: 8
- **Skills:** **linked*
  Acrobatics: 7*, Charisma: 7*, Martial Artist: 7*, Thief: 7*
- **Limitations:** Power Restrictions: Dimension Travel Power can only be used to go to and from the Nightshade Dimension which is now believed to be destroyed; Warp cannot be used to attack; using the Two-Dimensional Power causes Nightshade great pain; Force Manipulation is Always On and take the form of shadow creatures originating from Nightshade's body.
- **Advantages:** Connections: Captain Atom (Low), Suicide Squad (High), U.S. Intelligence (High); Rich Family
- **Drawbacks:** Guilt; Serious Irrational Fear of using her Warp Power; Secret Identity; Minor Psychological Instability (the Succubus is inside Nightshade and has partially possessed her); Uncertainty
- **Alter Ego:** Eve Eden
- **Motivation:** Unwanted Power
- **Wealth:** 6
- **Equipment:**

NIGHT GOGGLES [BODY: 2, Ultra Vision: 3]

Powers and Abilities

Eve Eden, as Queen of the Nightshade Dimension, can open portals (Warp) and step through to other places, or to the Nightshade Dimension (by invoking her Dimension Travel Power). Other people may move through her Warps, but all must close their eyes to avoid the horrendous visions in the darkness. Nightshade herself is unaffected by the Teleportation or Dimension Travel.

Eden can step into the shadows, and become part of them and immune to Physical Attacks (Two-Dimensional Power). She can still make normal attacks while in shadow form. She may also create areas of Darkness around herself with a maximum radius of hundreds of yards.

Nightshade has also picked up a number of Skills including combat and espionage techniques working for the C.B.I.

Personality

There are two distinct sides to Eden's lifestyle. First is the social debutante. Eden is educated and lives comfortably in Washington D.C. where she is in the public eye. She plays this role, first of all, to gain her father's attention and be near him, but it is also a convenient cover for her true nature as a super-hero.

Eve's other side is that of the daring, driven hero and government operative. As Nightshade, she takes her missions for the Suicide Squad very seriously and has been given the role of leader many times. Eve is also an extremely intelligent woman who knows her strengths and weakness and how to best accomplish a task.

Nightshade originally used her abilities in hopes of saving her brother from the Nightshade Dimension. Her guilt about her inability to save him, and his recent death, drive her on to constant over-accomplishment. In fact, Nightshade is presently obsessed with her work.

Eden is a devout Catholic and her religion has become important to her to give her direction and a sense of peace. She depends upon her faith to keep the Succubus within her contained.

Nightshade is one of the few non-criminal members of the Suicide Squad. She is trustworthy and dedicated, and has experience working with numerous governmental agencies and top agents.

Nightshade's Powers

Nightshade's Two Dimensional Power causes her pain with extended use. Using the APs of the Power as the OV/RV (6/6) and her WILL/MIND as the AV/EV (6/4), she must make a successful Action Check every 4 APs of time to continue using her Two-Dimensional Power.

Eve's Darkness Power also requires extreme concentration and a Dice Action must be made using WILL/MIND as the AV/EV and the Darkness Power as the OV/RV to continue to use the Power for more than 4 APs of time.

If Characters travelling with Nightshade (using Warp or Dimension Travel) do not close their eyes, they suffer the equivalent of a Phobia attack at 8 APs, with OV/RVs equal to their INT/MIND. RAPs indicate the amount of time (in APs) the victim must do nothing but quiver in fear.

NORTHWIND

DEX:	8	STR:	5	BODY:	6
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	18			HERO POINTS:	25

- **Powers:** Animal Control: 3, Flight: 7, Speak With Animals: 5
- **Skills:** Military Science (Tracking): 8
- **Limitations:** Speak With Animals only works with birds; Animal control only works on Birds (see below).
- **Advantages:** Area Knowledge (New Feithera); Connections: Infinity, Inc. (High), Hawkman I and Hawkwoman I (High)
- **Alter Ego:** Norda Cantrell
- **Motivation:** Upholding the Good
- **Wealth:** 5

Powers and Abilities

Northwind was born with wings attached to the length of his arms which allow him to fly as fast as a small prop airplane and faster than a diving hawk. Norda can speak to the birds and persuade them to do his bidding (Speak With Animals and Animal Control), allowing him useful and plentiful allies in the air.

Northwind's body is part Feitheran and part human. He has a high, though not supernatural, constitution and stamina, reflected by his Physical Attributes.

Personality/Role-playing

Norda is a quiet, giving hero who values most the satisfaction that he has done something positive. His goal is to aid and protect those who need protection and to continue fighting evil.

Northwind has often had to deal with prejudice because of his appearance, both in his native home of Feithera and in the outside world. At first this hurt him a great deal, but after working with Infinity, Inc., he grew in self-acceptance and maturity. As a result, he was able to go home to his people confidently and has since gained their acceptance. Still, Norda will never feel that he fits in completely as a human or Feitheran.

Although Northwind can be a powerful combatant, he is a pacifist by nature, and not easily angered. He will only fight defensively and only if necessary.

Migration

If Northwind knows his destination and can fully concentrate on Flight, he can fly anywhere on Earth unerringly and without rest. His STR is considered 13 APs for the purpose of migratory flight. Northwind makes an Action Check using the STR (13) APs as AV/EV against an OV/RV equal to the distance in AP's Northwind wishes to travel. If he succeeds, he does not need to rest during the flight.

Speaking with Birds

Northwind can ask the birds to make actions on his part. He will never use his Animal Control Powers to force a bird to do something self-destructive or malicious. He asks birds to help him by using his Speak With Animals Power to communicate and Animal Control to Persuade.

Using both Powers at once counts as one Dice Action during a phase. Use the APs of Animal Control as the AV/EV of the attempt against the INFL/SPIRIT of the bird (usually 1/1 or 1/2). The RAPs earned indicate the length of time the bird will be influenced to fulfill Norda's wishes. He can Persuade more than one bird at a time using the Multi-Attack Modifiers. For instance, 2 birds adds +1 Column Shift to the OV/RV of the attempt, 3-4 adds +2 Column Shifts, and so forth.

Using Northwind in Adventures

Player Characters would most often find Northwind adventuring with Infinity, Inc. until the group dissolved. Since his powers allow him to travel quickly and make reconnaissance missions, he was the hero that would track down a group of Adventurers if Infinity, Inc. was in need of help.

Northwind takes his heritage seriously and loves his birthplace. Now that Infinity, Inc. is dissolved, he spends most of his time in New Feithera. His dual heritage and experience with American culture allows Norda to act as something of an ambassador for the two peoples. He could lead Player Heroes to an Adventure in New Feithera, a land rarely seen by human eyes.

NUKLON

DEX:	7	STR:	8	BODY:	9
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE: 19			HERO POINTS:		65

- **Powers:** Density Increase: 2, Dispersal: 10, Growth: 2
- **Skills:** Gadgetry: 6, Vehicles: 7
- **Advantages:** Connections: Infinity, Inc. (High), N.A.S.A. (High); Lightning Reflexes
- **Drawbacks:** Public Identity
- **Alter Ego:** Albert Rothstein
- **Motivation:** Upholding the Good
- **Wealth:** 4

Powers and Abilities

Nuklon's meta-powers display themselves in his tremendous stature, as well as control over the density of his physique. Rothstein's size gives him strength enough to lift a semi-truck over his head (as reflected in his STR score).

His STR increases even more with the use of his Growth Power. Nuklon may double his already tremendous frame of seven and one-half feet up to fifteen feet, adding 2 APs to his STR, 2 APs to his RV against Physical Attacks, and several hundred pounds to his mass.

Nuklon also found that he could increase his density to become nearly invulnerable (Density Increase) and decrease his density enough to be able to pass through most substances (Dispersal).

Albert Rothstein is also a pilot as well as a mechanical expert (reflected in his Vehicles and Gadgetry scores).

Personality/Role-playing

Nuklon was the physical powerhouse of Infinity, Inc. He is not a brute, however, and will not harm others needlessly. He is actually very gentle, but even so, he tends to be somewhat clumsy.

Albert realizes the responsibility that comes with abilities like his and accepts it openly. He is very proud of his hero heritage (Al Pratt, the original Atom, is his godfather) so he decided to keep a public identity. In fact, heroing was his life until the Infinitors went their separate ways.

Albert tends to be shy, and feels awkward in social situations, especially since he lives in a world not designed for a man of his incredible size. In many ways, his social skills still need development. He has always been attracted to fellow teammate Lyta Trevor (Fury), but could never bring himself to challenge Hector Hall (Silver Scarab) for her affections.

Nuklon's Density Increase

With concentration Nuklon can increase his mass using the Density Increase Power. When he does this, his two APs of the Power add two APs to his RV against Physical Attacks and two APs to his weight. A drawback of this Power is that it removes two APs from his DEX.

When he is using Density Increase and Growth, he is as tough as stone, nearly invulnerable, and difficult to lift. With both Powers fully activated he has a weight of 5 APs (approximately half a ton), a DEX of 5, and a STR of 10.

Using Nuklon in Adventures

Nuklon can be found adventuring in conjunction with the Infinity, Inc. Plots in which he plays a major role could possibly have the theme of following a proper "hero code." He will always be the Character that will sacrifice himself before others.

Rothstein's piloting and mechanical expertise can be of as much use as his Powers during Adventures. He may be able to connect heroes with representatives of N.A.S.A. The Player Heroes could also encounter him working as a mechanic in Los Angeles, and ask him for assistance as they tackle a mission in the area.

Subplots

Nuklon's failed attempts at a relationship with Lyta Trevor (Fury) constitute a Romance Subplot.

A Job Subplot has evolved from the break-up of Infinity, Inc. Nuklon is trying to make a living and train for aircraft design. He often works as a mechanic to survive.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book

PEACEMAKER

DEX:	7	STR:	4	BODY:	5
INT:	3	WILL:	8	MIND:	2
INFL:	6	AURA:	2	SPIRIT:	7
INITIATIVE: 20				HERO POINTS:	50

- **Skills:** Acrobatics: 4, Gadgetry: 6, Martial Artist: 7, Military Science: 8, Weaponry: 8, Vehicles: 7, Thief: 6
- **Advantages:** Connections: Pax Institute (High), U.S. Intelligence (Low); Lightning Reflexes; Expansive Headquarters (chateau on Lake Geneva, Pax Institute)
- **Drawbacks:** Dark Secret (Peacemaker's father was a Nazi war criminal); Catastrophic Irrational Attraction to fighting terrorists; Guilt (Peacemaker believes that he is haunted by a goading vision of his father and by the future victims of terrorism); Serious Psychological Instability; Serious Rage, Secret Identity
- **Alter Ego:** Christopher Smith
- **Motivation:** Seeking Justice
- **Wealth:** 10
- **Equipment:**

BODY ARMOR [*BODY: 6*]

HELMET [DEX: 6, BODY: 5, Mind Blast: 6, Thermal Vision: 6, Telepathy: 14, R#: 2] Limitations: Telepathy Power represents the range of the all-band radio transmitter. DEX can be used at Telepathy range to remotely control his various aircraft with an effective Vehicles Skill of 6 APs.

Grenades (x2) [BODY: 6, Bomb: 8]

HUGHES AH-64 APACHE (modified) [STR:7, BODY: 9, Flight: 7, R#: 2] Weapons include: MACHINEGUN [BODY: 5, AV: 5, EV: 8, Ammo: 12, R#: 3], Air to Air Missiles (x4) [BODY: 2, AV: 7, EV: 13, Radar Sense: 19], Air to Ground Missiles (x4) [BODY: 3, Bomb: 9, Radar Sense: 16]

MINI-JET BACKPACK [DEX: 3, BODY: 3, Flight: 6]

LAKE GENEVA CHATEAU [BODY:9 , Security System: 10]

Nerve Gas Pellets (x5) [BODY: 1, Poison Touch: 8]

Pistol [BODY: 4, EV: 6, Ammo: 6, R#: 2]

Submachinegun [BODY: 4, AV: 5, EV: 6, Ammo: 6, R#: 3]

Tool Kit [BODY: 1]

Powers and Abilities

Peacemaker has mastered the use of all weapons and a number of various fighting techniques (Weaponry and Martial Artist). Other Skills add to his prowess as a terrorist hunter, including breaking into (or out of) high security areas (Thief) and tracking and demolitions (Military Science). His Acrobatic abilities aid him in battle and help him make an impressive entrance.

Smith has invested a great deal of capital into his anti-terrorism campaign, developing some of the most sophisticated weaponry and vehicles in the world. He knows each of his weapons inside-out. As Peacemaker he always wears his Helmet and Armor and carries at least one weapon.

Personality/Role-Playing

Peacemaker is a psychotic vigilante who believes his destiny in life is to stop all terrorism in the world. He has said he can hear the voices of future terrorist victims, as well as his long-dead father, Wolfgang Schmidt. The voice of Wolfgang in particular pushes him on to a life of manhunting.

Peacemaker often works with the Intelligence Community out of obligation, but is actually a loner. He prefers to focus on his own goals and doesn't like the distraction of other heroes. For this reason, Peacemaker does not work well with other operatives. Therefore, when he has to work for Checkmate or the Agency, he will get the job done any way he can. If other operatives have the same violent solutions to problems as himself, he becomes more tolerant of them. Peacemaker will usually follow orders, but his personal mission may override them at any time. In such cases he will refocus on his own quarry and drop everything else.

No one is aware that Peacemaker "hears" the ghost of his father speaking to him at all times. Most of his peers do realize that he is psychologically unstable and possibly psychopathic. He can and will kill if he can justify it with the protection of innocents. Peacemaker's superiors keep a sharp eye on him and are ready to take him down when he bursts into mad rages.

Peacemaker is daring and fearless. He leaps at the chance to dole out justice. He is solemn in his actions and words while he is actually reveling in the thrill of battle. His style can become quite extreme by heroic standards. One should remember that, although he is trying to do good, he is unbalanced and often melodramatic.

Wolfgang Schmidt

Whenever Peacemaker rolls a natural "2" (double ones) on any Dice Action, he is visited by a

PHASE

DEX:	7	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE: 19				HERO POINTS:	50

- **Powers:** Dimension Travel: 7, Dispersal: 25
- **Skills:** Martial Artist: 5
- **Bonuses:** Tinya can partially Disperse her body if she wishes (i.e. she can keep her torso Dispersed and make her fist solid).
- **Limitations:** Miscellaneous: Dimension Travel can only be used to travel between the Earth Dimension and Bgztl (Travel Distance of 2—see *Magic Sourcebook,* p. 20); Miscellaneous: Dimension Travel cannot be used to transport others between dimensions.
- **Advantages:** Connection: L.E.G.I.O.N. (High)
- **Drawbacks:** Forced Exile (30th Century); Miscellaneous: Phase has amnesia, and knows nothing of her life in the 30th Century.
- **Alter Ego:** Tinya Wazzo
- **Motivation:** Upholding the Good
- **Wealth:** 5

Powers and Abilities

Like all the natives of her world, Tinya Wazzo has the ability to pass through solid objects and become intangible(Dispersal). Phase's control of this Power is greater than most of her race in that she has mastered becoming intangible for long periods, as well as making only parts of her body intangible. Through concentration, she can also make lightweight objects close to her body, such as clothing and small pieces of equipment, intangible. When using Dispersal, she is all but immune to physical harm. Only incredibly powerful energy weapons and nuclear explosives can damage her ghostly form.

Phase can pass through almost any natural or man-made material. Substances denser than promethium (BODY 20) begin to give her problems. However, Phase can only stay within another substance as long as she can hold her breath. Wazzo may even pass through the "Buffer Zone" between Earth and Bgztl (Dimension Travel). She has not used this ability since entering the 20th Century.

Personality/ Role-playing

Phase is an outgoing, adventurous woman who discovered she does not take well to a quiet, structured lifestyle. Having been raised in the rigid rules oriented society of Bgztl, she decided that Earth was more intriguingly chaotic and went to work there with Legion of Super-Heroes. With the Legion, she seemed to thrive on dangerous situations.

Wazzo is now more controlled and mature than in her Legion of Super-Heroes days. Recently given a position as L.E.G.I.O.N. field commander after the death of Lyrissa Mallor, she has done her best to prove her mettle in a leadership capacity. She takes her responsibility very seriously and treats her teammates and subordinates as friends. She works hard to keep the L.E.G.I.O.N. working efficiently. She has the discipline and control to keep her L.E.G.I.O.N. comrades in line, and is always fair. She also is willing to give Vril Dox a piece of her mind when necessary, even though he unnerves her.

Partial Phase

Because Phase has an incredibly high level of control over her Dispersal, she can disperse any part or parts of her body and keep the rest of her body fully tangible. When she does this, she does not lose any points to her STR score, though she may lose some mass. Nor does she gain any APs to her OV/RV against Physical Attacks, unless the attack is directed at the part of her body that is dispersed. This can have an added advantage during battle, since she can phase through normal obstacles and then solidify for Physical Attacks on others (eg. Phase could punch someone on the other side of a wall).

Bgztl

The planet Bgztl is in a dimension near to Earth. One must pass the "Buffer Zone" to reach it. Usually only Bgztalians traverse the Zone, and even then, only rarely. Very few can do so without technological aid. Bgztl has a Travel Distance of 2 from the Earth Dimension (see *Magic Sourcebook,* p. 20).

Using Phase in Adventures

Phase tends to spend most of her time keeping the L.E.G.I.O.N. in line while pacifying Dox. She will often be found in Adventures where Player Characters run into the L.E.G.I.O.N. She may recruit the PCs for a mission or even a permanent assignment if she feels they are worthy of the challenge.

If you want to use Phase as Phantom Girl in an old fashioned Legion of Super-Heroes Adventure, the

Power Girl

Dex:	6	Str:	18	Body:	13
Int:	9	Will:	11	Mind:	15
Infl:	8	Aura:	7	Spirit:	7
Initiative:	34			Hero Points:	100

- **Powers:** Awareness: 5, Directional Hearing: 6, Extended Hearing: 6, Flight: 12, Invulnerability: 13, Sealed Systems: 8, Super Hearing: 6, Superspeed: 9, Systemic Antidote: 13, Telescopic Vision: 4
- **Skills:** Gadgetry: 6, Scientist: 9
- **Advantages:** Connections: Infinity, Inc. (Low), Doom Patrol (Low), Justice League International (High); Lightning Reflexes; Scholar (computer science, magic)
- **Drawbacks:** Minor Rage; Secret Identity
- **Alter Ego:** Karen Starr, Kara
- **Motivation:** Upholding the Good
- **Wealth:** 7
- **Equipment:**

Justice League International Signal Device [BODY: 4, Telepathy: 25] Limitations: The Device's Telepathy Power represents the range of its signal.

Powers and Abilities

Even after losing a considerable percentage of her abilities, Power Girl is still one of the most powerful heroes on Earth. Her Str allows her to lift a freight train or rend nearly any earthly substance with ease. Kara's body is extremely resistant to damage; she can easily deflect mortar rounds and howitzer shells. Beyond this, she can withstand adverse environments and poisons deadly to humans with her Sealed Systems and Systemic Antidote Powers.

Power Girl's senses are incredibly acute, allowing her a greatly extended range of hearing and vision. All of her enhanced senses were reduced by her injuries, but for some reason her vision powers suffered the most. Power Girl is sensitive to mystical events because of her magical nature (Awareness).

Kara is also extremely intelligent, a skilled fighter, and a developing leader. She is an expert on the subject of computer systems and programming.

Personality/Role-playing

Power Girl is confident, sharp minded, and hot tempered. She has little patience for inaction, so she often leaps immediately into battle, sometimes against the wishes of her leaders. Although Kara can become extremely angry and reactive, she rarely does foolish things in combat. She is wary of those who are more powerful than herself and knows when to keep her distance.

Kara is a very kind woman, but she often comes across as stern and belligerent. This is mainly due to the cavalier attitude of some of her fellow League members. Some of them do not take heroing as seriously as she does and this frustrates her. Kara is also bewildered by the relentless battle of the sexes she must fight with her male teammates, especially Wally West (Flash III).

Power Girl has shown promise as a possible leader for the JLE. In fact, Kara believes she would make the best leader. However, when there is already an established leader, she will always follow orders and work with the team. She would give her life for her teammates, though at times she feels like killing them herself.

Power Girl is not afraid to speak her mind, and often has differing opinions from her associates. She is usually willing to compromise, because she quickly tires of arguing.

Power Girl before Teasdale

Before she was almost killed by the Gray Man during the "Teasdale Imperative," Kara's powers were considerably stronger:

Dex:	7	Str:	22	Body:	15
Int:	9	Will:	11	Mind:	15
Infl:	8	Aura:	7	Spirit:	7
Initiative:	36			Hero Points:	100

- **Powers:** Awareness: 5, Directional Hearing: 8, Extended Hearing: 8, Flight: 13, Invulnerability: 15, Sealed Systems: 9, Super Hearing: 8, Superspeed: 10, Systemic Antidote: 15, Telescopic Vision: 12
- **Drawbacks:** Secret Identity; Uncertainty

Using Power Girl in Adventures

Power Girl is a good Character to connect Player Characters with Justice League Europe. If the PCs contact the JLE for assistance, she might answer the phone. Her phone manner would be brief at first (depending on what her teammates said or did to her that day), but she would lighten up when she hears that the PCs need help. She may be willing to aid a group of Player Characters in the physical department. However, since she is one of the more

RAVEN—*Deceased*

DEX:	4	STR:	2	BODY:	6
INT:	5	WILL:	16	MIND:	11
INFL:	8	AURA:	13	SPIRIT:	8
INITIATIVE: 17				HERO POINTS:	60

- **Powers:** **Soul Self Only*
  Broadcast Empathy: 7, Damage Transference: 20, Dimension Travel: 12, Empathy: 15, Fog: 8, Mental Blast: 12, Regeneration: 8, Teleportation: 20, Force Field: 15*, Phobia: 12*, Spirit Travel: 6*
- **Limitations:** Miscellaneous: For every 2 APs of time beyond 6 APs that Raven's Soul Self remains out of her body, she loses 1 AP of Current MIND Condition
- **Advantages:** Area Knowledge (Azarath); Connection: New Titans (High); Scholar (Trigon)
- **Alter Ego:** None
- **Motivation:** Upholding the Good
- **Wealth:** 4
- **Note:** The above listed Powers and Attributes reflect Raven's original form, not her current incarnation as an entity of evil, which will appear in any future references.

Powers and Abilities

Due to her demonic heritage, Raven developed incredible Mental and Mystical Powers. These included the ability to read the emotions of others (Empathy) as well as to project her own emotions as a focused mental attack (Broadcast Empathy, Mental Blast). She often used this to calm a crowd or pacify an opponent.

Raven was trained to use her Damage Transference Power to heal others. Though this process was painful, she healed the injured willingly.

Raven could move though dimensions and teleport across space (Dimension Travel and Teleportation). She used Dimension Travel to travel to and from Azarath.

Raven had the ability to separate her spirit from her body using the Spirit Travel Power. Her spirit (or her "Soul Self" as it was most often called) took the form of a giant raven that silhouetted her body. It caused fear (Phobia Power) in anyone it enveloped in its impenetrable darkness. Raven was limited, however, in the amount of time she could use this special ability. Her Soul Self had to return to her body within four minutes or she began to lose mental stamina (APs of MIND).

Personality/Role-playing

Raven was an extremely disciplined woman who spent most of her life controlling her emotions. She knew that increased use of her Powers (especially her raven Soul Self) and allowing herself to experience emotions would create an opening through which Trigon could attack her. For this reason, Raven preferred to stay in the background, away from action and emotional contact.

Once she no longer needed such control, Raven had had a difficult time understanding affection. At times she manipulated the emotions of some of her teammates out of misunderstanding. Eventually, Raven learned to care for her teammates, and they became the most important part of her life.

Raven was secretive and aloof. However, as a trained healer, she was willing to aid anyone who was in pain, therein dispelling the illusion that she was an uncaring spectator.

Her demon heritage had a grip on Raven until the end. Only her incredible force of will could keep back the evil of her heritage. Once her sire, Trigon, was dead and she no longer had to worry about her demonic side taking control of her, she relaxed and became more open with her feelings.

Azarath

The extra-dimensional land of Azarath was originally settled by a group of mystics who wanted to live in peace, harmony, and self-restraint. Their pacifistic society survived a thousand years without strife. When the evil they had left behind finally returned in the form of Trigon, they were unable to defeat him. They did manage to trap Trigon in their dimension so that he could not destroy other worlds. However, it took the combined might of Raven, the New Titans, and the Azarathians' merged soul forces to defeat him. Though Trigon was gone, Azarath was tainted with his evil. Azarath had a Travel Distance of 10 (see page 20 of the *Magic Sourcebook*).

Soul Self

When Raven used her Spirit Travel Power, her Soul Self took the form of a large bird-like silhouette. This Soul Self was visible and partially tangible. When her Soul Self was released, it had Powers of its own (ones that Raven did not normally control). The silhouette manifested itself when Raven teleported through space or dimensions and appeared with billowing clouds of smoke (Fog Power) and elderich

Sarge Steel

Dex:	5	Str:	4	Body:	5
Int:	7	Will:	8	Mind:	7
Infl:	6	Aura:	5	Spirit:	6
Initiative: 20			Hero Points:		35

- **Skills:** Acrobatics: 4, Artist (Actor): 4, Detective: 7, Martial Artist: 8, Military Science: 7, Thief: 7, Vehicles: 6, Weaponry: 7
- **Advantages:** Connections: White House (High), U.S. Intelligence (High), Checkmate (High), C.B.I. (High), Suicide Squad (Low); Iron Nerves; Leadership; Scholar (meta-humans); Security Clearance (High)
- **Drawbacks:** Secret Identity
- **Alter Ego:** Unknown
- **Motivation:** Responsibility of Power
- **Wealth:** 6
- **Equipment:**

.45 Automatic [Body: 4, EV: 4, Ammo: 7, R#: 3]

METAL HAND [Str: 6, Body: 12]

Steel can use his Metal Hand to Attack or even Block. For Physical Attacks he replaces his Str with 6 (the Hand's Str) as the EV.

Steel may attempt to Block a blow or other Physical Attack allowing the hand to take the damage instead of his Body. This is an Action Check using Steel's Dex as the AV/EV of the attempt. The OV and RV are both equal to the Acting Value of the incoming attack. If the Block Action Check earns one or more RAPs, the Block succeeds, and the attack is then resolved normally, using Sarge's Dex as the OV and the Body of the Hand (12 APs) as the RV. RAPs of damage are taken to the Hand's Current Body Condition.

Powers and Abilities

Sarge Steel is one of the most formidable non-meta-human agents working for American Intelligence. His military prowess is unrivaled and he keeps himself in peak physical condition. Steel has mastered most every form of martial arts, and delivers a nasty left hook with his mechanical fist. Possibly his most amazing characteristic is his unbreakable spirit; he is nearly impossible to crack even under torture due to his Iron Nerves.

Steel has traveled around the world and made countless contacts. His reputation and expertise are well known and command international respect.

Personality/Role-playing

Steel is a rough, hard nosed veteran crime-fighter and soldier. His stubbornness and inflexibility anger many of his associates, but his knowledge is well respected. He is hard on others because he has been through it all and has the experience others need to survive. Steel is also extremely patriotic, and the old soldier is honored by his position in the Presidential Cabinet.

Since Vietnam, Sarge Steel has focussed his talents on special Intelligence missions for various government agencies. Now, although the President and the Central Bureau of Intelligence depend on him for his expertise in military intelligence, they rely more on his knowledge of meta-humans, which is a growing concern to the government. As a result, Sarge's role has become more administrative and less dangerous. If the need arises, however, he is still ready to take on death defying missions.

Steel has been placed in charge of Meta-Human Affairs for American Intelligence and he strongly distrusts meta-humans. He keeps an eye on operations like the C.B.I., Checkmate, the Captain Atom Project, and Task Force X (a.k.a. the Suicide Squad). If the intelligence community were to consider creating a new meta-human organization, Steel will strongly oppose it. He understands the need to harness meta-human abilities, but he does not want to deal with conflicting governmental super-power organizations.

Security Clearance Advantage

As Presidential Advisor and Head of Meta-Human Affairs, as well as "Queen" of Checkmate, Sarge has access to some of the most top secret areas, equipment, and information under governmental control. Steel has a High Level Security Clearance. This means he can enter any American Intelligence or Secret Service controlled area (the White House, Checkmate Headquarters, etc.) with a Security System Rating of 18 APs or less without an escort. This allows him access to powerful people and tremendous amounts of information.

Using Sarge Steel in Adventures

Heroes on adventures dealing with government operations will likely meet up with Steel, and may even find themselves under his command. Most

Shade the Changing Man

DEX:	4	STR:	3	BODY:	5
INT:	6	WILL:	7	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE: 18				HERO POINTS:	100

- **Powers:** Air Walking: 4, Aura of Fear: 6, Awareness: 8, Chameleon: 4, Dimensional Travel: 5, Illusion: 15, Matter Manipulation: 13, Flight: 4, Force Manipulation: 18, Self Link (Personality Transfer): 8, Spirit Travel: 12, Telepathy: 13, Teleportation: 21
- **Skills:** Artist (Writer): 2
- **Bonuses:** Telepathy can only be used in conjunction with Illusion Power. It allows Shade to enter a person's mind to cure madness.
- **Limitations:** Power Restriction: Dimension Travel can only be used to travel to Meta (Travel Value: 10); Personality Transfer allows Rac Shade to take over the body of Troy Grenzer or another dead body. Miscellaneous: Rac does not have full control of his powers; see below for details.
- **Advantages:** Area Knowledge (Meta, Area of Madness); Scholar (American Culture, Madness)
- **Drawbacks:** Forced Exile; Minor Psychological Instability: Occasionally remaining pieces of Troy Grenzer's psyche (or the psyche of those he is possessing) will force itself to Shade's consciousness and try to manipulate or destroy Shade's morals and beliefs; Secret Identity; Uncertainty; Miscellaneous: Rac Shade's original body, which he left in the meta-zone, is dead and deteriorated beyond hope of resurrection.
- **Alter Ego:** Rac Shade, Troy Grenzer
- **Motivation:** Unwanted Power
- **Wealth:** 0

Powers and Abilities

Rac Shade's original body is outfitted with a Madness Vest which allows him to manipulate reality. Using the vest, he draws the madness from inside minds and controls it. He has used these forces to Teleport across America, Fly, change forms (using Chameleon or Illusion Powers), and create forceful blasts of solid madness (Force Manipulation). He can reconstruct surrounding reality with his Matter Manipulation Power or affect his target's perceptions through use of Aura of Fear and Illusion Powers. The combined affects of his powers are usually followed by a localized psychedelic twisting of reality. Shade has developed his Powers far enough to be able to return to Meta and the Area of Madness (where his original body continues to deteriorate) through the use of Dimension Travel.

Shade still has trouble controlling, and even understanding, some of his abilities. The side effects of his Powers often cause strange physical and perceptual changes in the area around him, even when he is not consciously using them. Rac is training himself to control this effect. His increasing control over the Madness may eventually allow him to do anything that his concentration and imagination will allow.

Wizor trained Shade to use his Powers for tracking down and dispersing areas of madness that have begun to appear on Earth. To do this, he transports himself to the epicenter of the madness and then uses his own abilities to negate the effects of the insanity. Usually, Shade has been known to enter a maddened victim's mind and clear up the obsessions or disturbances that created the madness in the first place. Ironically, the Changing Man often discovers that he is the origin of certain disturbances.

Rac's Powers often manifest as whims of his subconscious mind with surprising results. Other people with strong mental afflictions, those "touched" by madness, may also subconsciously tap into Shade's Powers and wreak havoc by warping reality. In game terms, Shade does not lose any power from this because he is simply a conduit for the madness. He does, however, have to clean up the situation and bring things back under control.

Personality/Role-playing

Rac Shade is a lonely and emotional soul, who has been betrayed by those he trusted and who has brought pain to those he loves. He has a power he does not necessarily want and would prefer to return home to Meta and live a peaceful life.

As long as he is exiled to Earth, however, he reluctantly continues to use his abilities to quell the madness growing in America, personified by the American Scream. He performs these exorcisms on an individual basis (one maddened person at a time). Even with the protection of the Madness Vest, it is unknown what all the exposure to insanity may do to Shade.

Rac often battles with the resonant personality of Troy Grenzer, which remained after Shade took over the executed murderer's body. Sometimes, Shade's dark side takes the form of Grenzer and controls Shade. At these times, he is unpredictable, animalistic, and fearless. Rac will only release this side of his personality in moments of dire need or extreme weakness. Recently, this dark persona has been dubbed "Hades" by Shade's travel companions.

Shade should be played as an over-emotional,

Son of Vulcan

Dex:	2/6	Str:	2/19	Body:	3/9
Int:	6	Will:	7	Mind:	7
Infl:	5	Aura:	6	Spirit:	9
Initiative: 13/17				Hero Points:	65

- **Powers:** **Mystic Linked*
  Dimension Travel: 13, Flame Immunity: 15*, Hypnotism: 6*, Invulnerability: 8*, Sealed Systems: 12*, Omni-Power: 10
- **Skills:** Artist (Photographer/Writer): 4; Detective: 5, Weaponry: 11
- **Bonuses:** Omni-Power can be applied to specific Skills and Advantages (see "Power of the Gods" below).
- **Limitations:** Power Limitations: Son of Vulcan must say the name "Vulcan" before he can use his heightened Attributes, Powers and Weaponry Skill; Dimension Travel can only be used to teleport various weapons to the Son of Vulcan from the forges of Vulcan (Travel Value 13) and back; Omni Power is limited to those Powers certain gods wield (see "Powers of the Gods" below).
- **Advantages:** Connections: Roman Pantheon (High), Vulcan's Forge (High); Insta-Change
- **Drawbacks:** Serious Physical Limitation: When in human guise, Mann's right leg is missing; Secret Identity
- **Alter Ego:** John Mann, Halciber Fillus
- **Motivation:** Responsibility of Power
- **Wealth:** 4
- **Equipment:**

MYSTICAL ARMOR [*Body: 15*]
Mystical Shield [Body: 15] Used to Block attacks.
LIGHTNING BOLTS OF ZEUS (x5) [Body: 0, Lightning: 15] Note: Lightning Bolts self-destruct on contact and may only be used once.
Weapons of Vulcan (see the "Weapons of Vulcan" section)

Powers and Abilities

When John Mann transforms into the Son of Vulcan by calling out his patron god's name, he changes into a powerful being with titanic strength and endurance. He is taller, more muscular, and fully armed if the circumstances call for it.

Son of Vulcan's Str allows him to smash any mortal barrier. He wields an array of Powers that protect him from harm. He can survive in space or go without breathing for over four hours (12 APs) before tiring. Plus, his body is tough as stone. Because Mann's patron is the God of the Forge, he is immune to effects of extreme heat, even at the heart of a volcano (Flame Immunity).

Son of Vulcan has some limited ability to manipulate the minds of other sentient creatures. He has used this Hypnotism Power to make others fall asleep.

Son of Vulcan's Mystical Armor was forged by the Roman god, Vulcan. It protects him from harm from most physical attacks, even those of high-level explosives.

Vulcan opened his forge to his young human ward, so Mann has his choice of finely crafted and magical weapons which he summons from the armory with his Dimension Travel Power. This allows him access to just the right weapon for the occasion. Son of Vulcan usually summons one at a time.

The King of the Roman Gods, Jupiter, has also granted Son of Vulcan the use of his Lightning Bolts forged by Vulcan.

Personality/Role-playing

Mann never asked for the power the Roman gods bestowed upon him; but when they did, he knew he had a responsibility to fight the evil that men do. As Son of Vulcan, Mann takes his mission seriously and carries it out unwaveringly. He is intelligent, resourceful, and knows when to follow his own sense of right and wrong, even against the wishes of the gods themselves.

Powers of the Gods

On occasion, Mann may ask Vulcan to borrow special abilities from other gods. This is reflected by Son of Vulcan's Omni Power. To use this Power, Vulcan must try to Persuade the particular god to allow Son of Vulcan to use a Power or Skill. This requires an Action Check using Mann's Infl/Aura as the AV/EV of the Persuasion attempt against an OV/RV of 7/7 (a low number for gods because of their familiarity and interest in Son of Vulcan's welfare). Positive RAPs mean that Son of Vulcan may use their ability. Normal rules (Hero Point cost, etc.) apply for use of the Omni-Power.

The OV/RV of the Persuasion attempt may change according to the state of mind of the god, and his or her position on Son of Vulcan's use of the Power(s). Some suggestions for what Powers the Roman gods might grant him are below:

- **Apollo:** The god of light would give him Flash, Energy Blast, heightened Dex (at APs of Omni Power) and prophecy (Pre- and Post- Cognition).

STRATA

DEX:	4	STR:	20	BODY:	17
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	6	SPIRIT:	6
INITIATIVE: 13				HERO POINTS:	25

- **Powers:** Density Increase: 10, Energy Absorption: 12, Invulnerability: 15, Sealed Systems: 10, Telepathy: 10
- **Limitations:** Power Restrictions: Density increase is always on and is reflected in the Attributes above; Telepathy can only be used to communicate with other silicon-based life forms.
- **Advantages:** Connection: L.E.G.I.O.N. (High)
- **Drawbacks:** Strange Appearance(to non-Dryadians)
- **Alter Ego:** None
- **Motivation:** Upholding the Good
- **Occupation:** L.E.G.I.O.N. Operative
- **Wealth:** 5

Powers and Abilities

The race of Dryadians developed on a high-gravity world and their bodies are silicon-based living stone. For this reason, Strata displays massive strength and an extremely high density (reflected in her BODY rating as well as the Density Increase Power that is always activated).

Personality/Role-playing

Strata appears content with the life of a L.E.G.I.O.N. operative and guide to trainees. She is one of the few operatives who is not afraid of, or greatly annoyed by, Vril Dox. She tends to become the arbiter during many of the disputes characteristic of the L.E.G.I.O.N. due to her cool head. She does all she can to keep the L.E.G.I.O.N. running smoothly and because of this, she has made a number of close friends during her stay.

Strata is particularly effective in combat because of her ability to assess situations and find an opponent's weaknesses. Because of her natural resilience, Strata often uses her body as a shield to protect her teammates and will usually use defensive tactics.

Shedding Skin

A rough, dark, granite-like material covers the body of immature Dryadians. During the maturation process, the skin sloughs off to revealing a smooth, crystalline skin. In their mature form, Dryadians discover whether they are male or female, and their bodies become much tougher once the Skin Armor is gone.

In her immature state, Strata had a BODY of 10 and Skin Armor of 7. When Lobo attacked her, he ripped off some of her Skin Armor, revealing the crystalline form beneath and causing the maturation process to begin early. To make this kind of attack, an opponent must use a Critical Blow or Devastating Attack directed at cracking or tearing off the Skin Armor. RAPs earned in this Physical Attack are subtracted from the Skin Armor rather than BODY until the Skin Armor is reduced to 0. The Dryadian cannot Recover Skin Armor following an attack of this kind. After this, the Dryadian gains 1 AP of BODY every 2 days (16 APs) until the Body Rating is equivalent to the sum of the original BODY and Skin Armor Ratings (10 + 7 in Strata's case) as result of the speeded maturation process.

Strata is now fully matured.

Using Strata in Adventures

Strata will always be found on adventures in conjunction with the L.E.G.I.O.N., most often leading the new recruits or working on specialized and dangerous missions for Vril Dox. An intriguing scenario using Strata would be to have her recruit the Player Characters to join L.E.G.I.O.N. She would put the heroes through various tests and training missions to keep them busy and to develop their talents. She might also train them to be a special sub team of the L.E.G.I.O.N. for specific tasks. The L.E.G.I.O.N. is, after all, a larger group than its core members.

Subplots

In a Job Subplot, Strata often has difficulties training some of her new recruits. She is also involved in several Friends Subplots as she attempts to keep the L.E.G.I.O.N. operatives working together as a team.

Strata is developing a strong friendship with fellow operative Garv, who is also large and physically powerful. Their relationship could evolve into a Romance Subplot.

Appearances in DC Comics

Adventures of Superman Annual #2; *Invasion!* #2; *L.E.G.I.O.N. '89 (et al.)* #1-27, 29-on; *L.E.G.I.O.N. '90 Annual (et al.)* #1-2; *Legion of Super-Heroes* (4) #3; *Lobo* #1, 4; *Who's Who '91* #8

Vi

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	5
INITIATIVE:	19			HERO POINTS:	70

- **Powers:** Shrinking: 35
- **Skills:** Acrobatics: 6, Gadgetry: 3, Martial Artist: 9, Military Science: 5, Scientist: 3, Thief: 5, Vehicles: 5, Weaponry: 5
- **Advantages:** Area Knowledge (Imsk); Connection: Legion of Super-Heroes (High)
- **Drawbacks:** Guilt; Physical Restrictions: Salu is missing her right eye and her right leg. Both are prosthetics with a BODY equal to her own and an R# of 2.
- **Alter Ego:** Salu Digby, Shrinking Violet
- **Motivation:** Seeking Justice
- **Wealth:** 7

Powers and Abilities

As all Imskians, Vi is able to shrink down to sub-atomic size. The transformation is lightning fast, and she can stop at any size in between. Vi retains all her Physical Attributes at current levels, no matter what her size.

Digby has trained fiercely in Legion combat techniques. Between her Skills as a Martial Artist and Thief, and her Shrinking Power, Vi is one of the most formidable and dangerous hand-to-hand combatants ever to serve the Legion.

Personality/Role-playing

Having survived a number of harsh experiences, the once shy Shrinking Violet has developed into a confident, self-sufficient, and overly serious woman.

Digby is always ready for action. She enjoys taking on dangerous situations and powerful opponents. She is a good team player though she may not always agree with her colleagues. She is extremely protective of her teammates and makes watching their backs a priority.

Vi, once hesitant, now takes an active role in most situations that concern her. She speaks her mind and acts confidently. She is not as quiet as she was in the past, although she has maintained her ability to think about what she says before she says it. When she does speak, it is with strength and authority.

Vi is presently patching up relations with Rokk Krinn now that the Imsk/Braal war is over. She feels personally responsible for his loss of Powers due to her role in the Venado Bay incident. Although Krinn does not blame her for his loss and he does his best to let her know this, she cannot forgive herself. She has refused to have the scar she received during the battle removed from her face because it reminds her of her involvement in the massacre.

Imskian Shrinking

Vi's Shrinking Power allows her to perform a number of special feats in combat:

- **Physical Attack:** Vi can attack a Character while enlarging. The motion of her body as she grows adds momentum to her normal hand-to-hand attack, adding +1 Column Shift to her EV.
- **Defense:** Vi adds the number of APs of Shrinking engaged to her OV against Physical Attacks.
- **Surprise:** If Vi is using her Shrinking Power at a level of 7 APs or more, she may attempt a Surprise attack under conditions where a normal sized person would be seen. At 13 APs of Shrinking she is only noticeable by Characters with some form of heightened perception Power. Her opponent is allowed a Perception Check with his INT/WILL as the AV/EV of the attempt, and Vi's active APs of Shrinking (Examples include: Child: 2, Cat: 5, Mouse: 8, Insect: 12, Virus: 25, Atom: 32) as the OV/RV. If positive RAPs are gained, the Character realizes Vi is present. If the Attempt fails, Vi's opponent takes no action and has a -1 Column Shift on his OV for one phase.

Note that Vi doesn't Shrink to the size of an atom and stay there indefinitely, in order to keep her OV at 39. The reason for this is that her movement APs (base of 4) are reduced by the number of APs of Shrinking engaged. For example, if Vi is the size of a mouse (8 APs), her Running movement is -4, or 6 inches per phase. At the size of an atom (32 APs), she would have to hike for over a year (24 APs) just to cross this page!

Using Vi in Adventures

Since very few barriers can stop her, and imprisoning her in anything less then a stasis field is improbable, Vi often acts as an espionage agent for the Legion. The Player Characters could meet her when she is on a mission for the Legion. She might release them if they are captured by a certain villain

VIGILANTE I

DEX:	4	STR:	3	BODY:	4
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	7
INITIATIVE: 17				HERO POINTS:	45

- **Skills:** Animal Handling: 8, Artist (Musician): 5, Detective: 5, Martial Artist: 7; Vehicles (Land): 7, Weaponry: 11
- **Advantages:** Connections: Entertainment Industry (Low), Seven Soldiers of Victory (High), All-Star Squadron (Low), El Diablo (Low); Lightning Reflexes; Scholar (cowboy lore); Sidekick (Stuff)
- **Drawbacks:** Secret Identity; Age (old)
- **Alter Ego:** Greg Saunders
- **Motivation:** Seeking Justice
- **Wealth:** 9
- **Equipment:**

Six-Shooters (x2) [BODY: 5, EV: 5, Ammo: 6, R#: 2]
Lasso [STR: 5, BODY: 7] Note: Vigilante's Lasso is 3 APs long.
MOTORCYCLE [STR: 6, BODY: 7, Running: 7, R#: 2]

Powers and Abilities

Vigilante is still known for his talent with the six-shooter (Weaponry) and his abilities in fisticuffs (Martial Artist). In his normal guise as western singer Greg Saunders, he wowed audiences with his singing and performance in a number of musical westerns during the 40's and 50's (Artist: Musician).

Vigilante developed a number of skills for combating corrupt hombres of the wild west, such as horse back riding and other rodeo skills (Animal Handling). In order to track down the lawless in cities, Vigilante learned to ride a motorcycle nearly as well as horses (Vehicles).

Personality/Role-playing

Unlike most heroes that begin their career seeking revenge for the death of a loved one, Vigilante never became obsessed with fighting crime. He takes a fairly open-minded approach to his task, focussing on doing what he can to protect innocent people and work toward justice. He knows one man can't beat all criminals, but he feels that what he does sends the criminals a warning.

Saunders has a strong sense of right and wrong but not much faith in the system. He goes beyond the law to end criminal activities and respects other heroes who have the courage to do the same, like El Diablo and Batman.

Presently Saunders' age and a changing world have slowed him down, but when the world needs him, he pulls out the six-shooters and lariat and puts on the old costume.

Saunders' music and his business are just as important to him as law enforcement. Hunting down criminals has taken a back seat to his business endeavors. He feels he has earned his retirement and is enjoying is golden years.

The War Years

In his youth, Vigilante's statistics were slightly different from those found above:

DEX:	7	STR:	4	BODY:	5
INT:	5	WILL:	7	MIND:	7
INFL:	5	AURA:	5	SPIRIT:	7
INITIATIVE: 21				HERO POINTS:	45

- **Skills:** Animal Handling: 8, Artist (Musician): 4, Detective: 4, Martial Artist: 7; Vehicles (Land): 7, Weaponry: 11
- **Advantages:** Connections: Entertainment Industry (Low), Seven Soldiers of Victory (High), All-Star Squadron (Low); Lightning Reflexes; Scholar (Cowboy Lore); Sidekick (Stuff)
- **Drawbacks:** Secret Identity
- **Wealth:** 6

Rope Tricks

Lassoing an object is a Dice Action using Vigilante's APs of Weaponry against an OV/RV of 2/2 (typically). The OV/RV may change according to the difficulty of the attempt (size of object, height, distance) and circumstances involved with the attempt. Use the Universal Modifier Table (page 11 of the *Rules Manual*) for finding the OV/RV for more complex lassoing attempts.

If Vigilante is lassoing an opponent or moving target, he uses his Weaponry/STR as AV/EV for the attempt against his opponent's DEX/STR as OV/RV. Positive RAPs gained signify the target has been lassoed and is considered Grappled by the rope. In subsequent phases, Vigilante can tighten the rope using his STR. Consider this a normal attack while Grappled (see Grappling rules on page 21 of *The Rules Manual*).

WILDCAT II

DEX:	8	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE: 23			HERO POINTS:		45

- **Powers:** Claws: 7, Cling: 4, Tracking Scent: 7
- **Skills:** Acrobatics: 9, Artist (Writer): 2, Martial Artist: 6, Thief: 8
- **Advantages:** Connections: Infinity, Inc. (High), Music Industry (Low); Lightning Reflexes; Scholar (rock & roll)
- **Drawbacks:** Secret Identity
- **Alter Ego:** Yolanda Montez
- **Motivation:** Responsibility of Power
- **Wealth:** 5

Powers and Abilities

Wildcat was born a meta-human with increased strength, stamina, and cat-like reflexes and speed (a combination of high DEX and Acrobatics Skills). As her code-name implies, she has the feline ability to track anyone by scent alone (Tracking Scent), as well as move about in silence by applying her Thief Skill.

Wildcat's fingernails have evolved into sharp Claws that can cut through substances as hard as wood or fired brick. She can retract them when not in use, so they appear as normal nails. The combination of strength and Claws also gives her the Cling Power; this allows her to swiftly climb almost any surface.

Personality/Role-playing

Yolanda Montez was born with her Powers that she could have kept secret if she had wished. But when she realized the good she could do and the people she could aid using them, she leapt to the task. Wildcat pays homage to her godfather, Ted Grant (the original Wildcat) by becoming a hero using his name and motif. She was always very proud of Grant and feels responsible for carrying on the Wildcat hero legacy.

Montez is a bright, vivacious woman with a sense of adventure. When she puts on her costume, she becomes a savage fighter, able to hold her own in most conflicts.

Climbing

Wildcat's Cling Power allows her to traverse perfectly vertical, or even inverted surfaces, as if they were level ground. Attempts to Cling to any unusually slippery substances are resolved according to the Universal Modifiers Chart (ice or Teflon is Difficult, while an oil coated wall or ceiling would be Extreme).

The collective weight of objects carried while she uses Cling cannot exceed her STR of 4 APs. Therefore, Wildcat could carry up to three averaged sized people (and herself) while making a normal vertical climb. Because of her Claws and Acrobatics Skill, Wildcat can have one hand full and still climb at full speed.

Using Wildcat in Adventures

Wildcat is most often seen with Infinity, Inc. Since their break-up she has been partially retired as a hero. Player Characters might meet her in a plot that involves a threat on a rock star's life. For her job, Yolanda would cover the story, but for her love of the rock industry and simply because it's right to protect a helpless person, she just might come out of retirement. The heroes, either attending the concert, protecting the star, or just showing up to help might encounter her at that time.

Montez is believed to be connected in origin to the bizarre collection of meta-humans known as Helix. She may join them on an unconventional adventure or lead heroes against the eccentric group of social outcasts.

Subplots

Yolanda's job with *Rock Stars* magazine may have to take a back seat when she is on missions as Wildcat. She would then have to catch up on her deadlines in a Job Subplot.

Wildcat found herself involved in a strange "Family" Subplot with the members of Helix. Supposedly all of their mothers were experimented on by Doctor Love. His machinations resulted in the birth of numerous meta-humans including Montez.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book

Appearances DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

ARES

DEX:	8	STR:	22	BODY:	18
INT:	11	WILL:	26	MIND:	20
INFL:	19	AURA:	20	SPIRIT:	18
INITIATIVE:	42			HERO POINTS:	200

•**Powers:** **Mystic Linked*
Animate Objects: 19, Aura of Fear: 7, Energy Blast: 20*, Control: 7*, Darkness: 15*, Dimension Travel: 25, Energy Absorption: 13*, Flame Project: 16*, Flight: 20*, Growth: 8*, Hypnotism: 16*, Invulnerability: 25*, Life Sense: 17, Mind Blast: 15*, Mystic Shield: 16, Sealed Systems: 20*, Skin Armor: 6, Telepathy: 15, Teleportation: 25*

•**Skills:** Martial Artist: 16, Military Science: 16, Occultist: 15, Weaponry: 20

•**Bonuses:** Darkness Power works against all vision Powers, Ares can make himself or selected targets visible in the Darkness at will.; Dimension Travel Power can be used to Summon any weapon.

•**Advantages:** Area Knowledge (Areopagus, Olympus); Authority Figure; Connections: All Military Organizations (High), New Olympus (Low); Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye

•**Drawbacks:** Attack Vulnerability: Ares suffers -4 Column Shifts to his OV and RV against attacks using the Amulet of Harmonia (see" Special Vulnerabilities" section below); Serious Rage; Serious Psychological Instability; Catastrophic Irrational Attraction to causing war, death, and destruction; Catastrophic Irrational Attraction to destroying the Amazons

•**Motivation:** Power Lust

•**Equipment:**
WAR ARMOR [*BODY: 30*]

Powers and Abilities

Ares is a god with power beyond human comprehension. As a god, he has a tremendous number of Mystical and Mental Powers at his disposal, most of which he uses to coerce mortals into warring with one another (such as Control, Hypnotism, and Aura of Fear). Ares can quickly travel through space and dimensions (Flight, Teleportation, and Dimension Travel), and survive for extended periods in nearly any environment (Sealed Systems).

Beyond all his Powers, Ares is, by definition, the ultimate authority on war, military science, the use of weapons, and all fighting techniques (Military Science, Weaponry and Martial Arts Skills).

Ares is always ready for battle, and his equipment reflects this. He can instantly summon to his hand any weapon he desires (using the Dimension Travel Power). He always wears his armor, which is nearly indestructible. While wearing it, Ares can survive any attack, up to and including a direct hit from a nuclear warhead.

Personality/Role-playing

Ares can best be described as obsessively destructive. In fact, he has dedicated his entire existence to the cause of war and violence. He enjoys the pain and bloodshed of mortals, but also needs their worship, direct or indirect, which he often forces from them.

Ares cares for no one and spends most of his time alone in his home, the Areopagus. Many millennia ago, he separated himself from the other gods whom he considered weak and compassionate. Though he has fathered three children, he had no emotional attachment to their mother, Aphrodite. His children, especially Harmonia, are the only entities to whom he has shown any sign of affection.

Ares is a morose, brooding god, acting dark and depressed even when engaged in his favorite activities. When angered, he is a vicious, terrifying force of death who strikes in an uncontrolled rage. Although he goes on such destructive binges, he actually has an incredible mental capacity and develops plans well before acting them out. He is a master strategist and very few have outwitted him.

Ares has declared himself the ultimate enemy of the Amazons because they encourage peace and harmony in the world. He especially hates Wonder Woman, who forced him to see that his ultimate wish of total destruction for mankind would cause him to cease to exist.

Special Vulnerabilities

Ares' OV and RV are lowered by -4 Column Shifts against Attacks using the Amulet of Harmonia. Ares is especially sensitive to this artifact and cannot use Mystic Shield or Energy Absorption to protect himself from its effects.

BLOCKBUSTER II

DEX:	5	STR:	10	BODY:	10
INT:	2	WILL:	4	MIND:	6
INFL:	2	AURA:	4	SPIRIT:	6
INITIATIVE:		9		HERO POINTS:	60

- **Powers:** Growth: 1, Skin Armor: 4
- **Limitations:** Growth is Always On
- **Drawbacks:** Miscellaneous: Blockbuster must consume tremendous amounts of food and drugs to to maintain his strength and stamina (see "Weaknesses" below); Serious Rage
- **Alter Ego:** Roland Desmond
- **Motivation:** Psychopath
- **Wealth:** 3

Powers and Abilities

Blockbuster is a towering 8' giant whose body is composed of rock-hard muscle. His skin is nearly impenetrable, able to withstand small artillery fire. Blockbuster's strength offsets his massive bulk, allowing him to move with remarkable agility. He is also capable of lifting over 25 tons.

Currently, Blockbuster has lost the ability to change back to his normal human form. When he could, he had the Insta-Change Advantage, and his Growth was not Always On.

Personality/Role-playing

Since he received his meta-human abilities, Roland Desmond has used his newly discovered power for destruction and self-gratification. He is completely self-centered and a consummate show-off. He fears no one, and will take on the toughest heroes simply to prove his might. In fact, he is willing to kill to prove it.

Roland has been a small time criminal for years and cares nothing for heroics. He cannot be calmed when he is in a rage, since he could care less about the destruction he causes. In fact, he seems to take great pride in the damage that he can cause with his new super-human form. Unlike his brother Mark (the original Blockbuster), he holds a great deal of animosity towards heroes and will destroy them whenever possible.

Untrained in combat, Desmond can be easily beaten by an opponent using strategy and skill, but one blow from him could quickly end the fight in his favor. He relies completely on his strength and savagery when opposed.

Weaknesses

One of the drawbacks to Blockbuster's power is that he tires easily. His heightened metabolism causes him to need tremendous amounts of food and sleep, and Roland often uses steroids to augment his already massive form. After exerting himself in battle (after 10 rounds or more) or any other strenuous activity (exerting his full Physical capacity for 9 APs or more of time, such as traveling on foot at high speeds), Blockbuster makes an Action Check with the AV/EV and the OV/RV equal to his BODY/BODY. If he fails to gain positive RAPs on the attempt he must rest for half a day (14 APs) or suffers a -2 Column Shift on all Physical Dice Actions until he has rested.

Blockbuster may try to use drugs to boost his stamina, which may have some effect on his behavior. He also uses drugs on occasion to keep himself moving as it is hard to gain momentum with such a tremendous form. If Blockbuster takes chemical stimulants and/or steroids, he will escape the Column Shift Penalty of all Physical Dice Actions while on the drug. However, due to the massive amount he must consume to affect a body his size, he adds the Catastrophic (instead of Serious) Rage Drawback and must suffer an Attack with his BODY/BODY as OV/RV and an AV/EV equal to 8 (treat as Poison Touch).

Blockbuster must also eat 5 times as much food per day as the average human. For each day he does not eat this much, he loses 1 point of STR (to a minimum of 4).

Blockbuster I

The hulking behemoth known as Blockbuster is actually the second man to carry the name. Originally Roland's brother was Blockbuster, a monster by misfortune. Mark Desmond developed a serum to increase his sickly physical form, but it triggered his meta-gene (obviously very similar in nature to his brother's). He died a hero fighting the Apokoliptian monster Brimstone.

BLOCKBUSTER I —*Deceased*

DEX:	5	STR:	10	BODY:	12
INT:	2	WILL:	2	MIND:	6
INFL:	2	AURA:	2	SPIRIT:	8
INITIATIVE:		11		HERO POINTS:	60

BOLT

DEX:	8	STR:	4	BODY:	5
INT:	4	WILL:	4	MIND:	4
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE: 21				HERO POINTS:	35

- **Skills:** Acrobatics: 6, Gadgetry: 5, Martial Artist: 8, Thief: 6, Vehicles: 6, Weaponry: 6
- **Advantages:** Genius; Lightning Reflexes
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Wealth:** 5
- **Equipment:**

COSTUME [BODY: 3, *STR: 7*, Teleportation: 10, Lightning: 12, Flight: 6, R#: 2] Limitation: Minor Power Burnout on Lightning.

Bolt's Statistics

According to DC's *Who's Who '91,* Bolt's special abilities are contained entirely in his suit. Therefore, his statistics have been shifted around to show that his suit gives him his Powers. Also, since Bolt reputedly knows how to work with, fix, and design his technology, he has been given the Gadgetry Skill and Genius Advantage.

Powers and Abilities

Bolt has no Powers and relies on his electronic Gadgets when on a mission. He is, however, a veteran assassin and a master of the trade (employing Martial Artist, Thief and Weaponry Skills). Bolt designs and builds the complex circuitry that powers his costume (Gadgetry Skill).

The costume Bolt wears to conceal his identity is more than a tasteless motley. It contains sophisticated electronics that allow him to fire massive electrical discharges that can blow through a steel wall (Lightning). With the costume, he can fly at moderate speeds up to 60 miles per hour. Most important to his work, he gains the element of surprise with his ability to Teleport. He can use this Power to Teleport about one mile of distance.

Personality/Role-playing

Bolt is a mysterious assassin who works for the highest bidder. However, just because one has the money to hire him does not mean he will take the job being offered. He is very particular about which "hits" he makes and will question his perspective employer extensively about details to make certain he is not being set up.

Despite how careful he is, however, he always seems to fall into the path of one super-powered hero or another when fulfilling his contracts. His last conflict with Starman ended with him behind bars, a rarity for this elusive criminal.

Even if Bolt is caught, however, he never reveals information about his employers or his contract. Not, at least, willingly. Under extreme duress, Bolt might break down and tell what he knows, but this has yet to be proven because he hasn't been held that long.

Bolt gives an impression of an uneducated misanthrope by his speech, mannerisms, and career choice. In actuality, Bolt is a clever man who makes decisions carefully and quickly. If this were not the case, he would not still be alive and at large.

It is believed Bolt uses most of his income to finance and develop new technology. Whether anyone knows his true identity or not is a mystery, but he seems to have a number of resourceful and powerful connections. It is possible that he may be a powerful force in organized crime.

Using Bolt in Adventures

Bolt will usually be found on a mission to assassinate someone important. He is hired for his expertise and equipment, so he often takes out big names, politicians, crimelords, or possibly even vigilantes and heroes.

Bolt could be used as a lead in to a much greater villain who hired Bolt to kill one (or more) of the Player Characters. Or, the heroes could stop one of his assassination attempts and try to bring the elusive mercenary to justice along with his mysterious employer.

Subplots

Bolt appears to have an Enemies Subplot with any hero within his vicinity, because they inevitably show up and beat the tar out of him.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book, World in the Balance

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

The Brain and Monsieur Mallah

The Brain

Dex:	2	Str:	0	Body:	12
Int:	13	Will:	10	Mind:	10
Infl:	9	Aura:	7	Spirit:	8
Initiative:		24	Hero Points:		75

- **Powers:** Iron Will: 8, Mental Blast: 8
- **Skills:** Charisma: 10, Detective: 8, Medicine: 12, Gadgetry: 12, Scientist: 10
- **Advantages:** Connections: Society of Sin (High), Underworld (High), Zandia (Low); Connoisseur; Genius; Iron Nerves; Leadership; Scholar (surgery); Sharp Eye
- **Drawbacks:** Strange Appearance; Catastrophic Physical Restriction: The Brain is literally a disembodied brain that cannot survive outside of its containment unit.
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Wealth:** 13

Monsieur Mallah

Dex:	8	Str:	7	Body:	7
Int:	8	Will:	7	Mind:	7
Infl:	6	Aura:	4	Spirit:	5
Initiative:		26	Hero Points:		75

- **Skills:** Acrobatics: 8, Gadgetry: 5, Martial Artist: 8, Medicine: 8, Scientist: 6, Weaponry: 6
- **Advantages:** Connections: Society of Sin (High); Genius; Lightning Reflexes; Scholar (surgery, weapons technology)
- **Drawbacks:** Strange Appearance
- **Alter Ego:** None
- **Motivation:** Mercenary
- **Wealth:** 5
- **Equipment:**

Sub-machine gun [Body: 2, AV: 5, EV: 6, Ammo: 4, R#: 3]

Powers and Abilities

All that is left of the Brain's original body is a brain kept in a containment unit of chemicals and nutrients that keep it alive. He does not have a humanoid form to move about in "normally." His brain can, however, be transplanted by skilled hands into a robotic form if one becomes accessible. His normal unit is an armless contraption that wheels about while he gives orders.

Brain is a genius as well as a criminal strategist. He seems able to order and intimidate others even without the ability to physically threaten them. The Brain also has an indomitable will power (Iron Will) and can focus blasts of mental energy that can injure his opponents physically (Mental Blast).

Monsieur Mallah is a gorilla with a genius level I.Q. thanks to the machinations of the Brain. His gorilla heritage gives him great Strength and speed, plus a natural combat ability (Dex, Acrobatics and Martial Artist). Mallah is also a talented scientist and capable surgeon who can keep the Brain alive and his containment suit in working order.

Personality/ Role-playing

The Brain is a high-level genius who likes to use his intelligence to manipulate, persuade, and intimidate weaker minds. However, he is also very much a coward, and when faced with forces who are not deterred by his sharp mind, he tends to go on a nervous rampage, shrink back in fear, or go into hiding. He often surrounds himself with an elite force to protect himself.

Mallah is a formidable opponent due to his natural acrobatic abilities and physical build. Although he carries a sub-machine gun and wears extra ammo at all times, he is not a truly hateful or nihilistic creature. He fights and works for the Brain, whom he owes his heightened intelligence. Mallah's job as chief lieutenant for the Brain is to protect the Brain at all costs, and the gorilla does so loyally and with deep affection.

The two are inseparable, and even without the other members of the Brotherhood of Evil (now called the Society of Sin), they have launched many schemes to gain power. Neither would hurt the other. In fact, they recently expressed deep emotions for one another shortly before they both apparently died in an explosion.

Brain Transplant

If Brain's Body Condition reaches 0 in Killing Combat, the unit that carries his Brain becomes inoperable. However, his brain may be rescued and placed into another containment unit or robotic body

BYTH —*Deceased*

DEX:	9	STR:	6	BODY:	7
INT:	7	WILL:	8	MIND:	7
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:		22	HERO POINTS:		50

- **Powers:** Shape Change: 13
- **Skills:** Charisma: 7, Detective: 7, Martial Artist: 7, Military Science: 9, Weaponry: 9
- **Bonuses:** Miscellaneous: Byth's Shape Change Power allows him to assume the form of any animal he has ever seen. Byth can also use Shape Change to alter only a single part of his body, allowing him to assume parts of several forms simultaneously.
- **Advantages:** Area Knowledge (Thanagar); Connections: Thanagarian Underground (High), Wingmen (Low); Leadership
- **Drawbacks:** Catastrophic Irrational Attraction to the "Krotan Drug;" Serious Psychological Instability; Serious Rage
- **Motivation:** Power Lust
- **Wealth:** 12
- **Equipment:**

Rifle [BODY: 5, AV: 4, EV: 6, Ammo: 15, R#: 2]

Powers and Abilities

Byth excelled in the Skills that are necessary for the role of Thanagarian Wingmen, including mastery of combat, weapons, and the use of the hawk wings (Martial Artist and Weaponry Skills). His intelligence and speed, plus his leadership abilities, kept him alive in the dangerous Downside.

The former Wingman also used the drug called Krotan which gave him the ability to manipulate his form to resemble any Thanagarian or off-world creature he could imagine. Although he was unable to replicate meta-human abilities, he could use any Powers inherent to an animal he mimicked and often used claws and teeth for an attack. The drug also made him more violent and vicious than normal.

Personality/Role-playing

Byth was trusted and honored as a Wingman, but he used his influence for his own twisted maniacal purposes. He ruined lives and led his world toward disaster all for individual power and later, to fuel an addiction to a powerful off-world drug.

Although he was psychopathic, Byth was careful and methodical. He planned and schemed thoroughly so that others would take the fall for him. He was commanding and charismatic, making him a natural leader, and something of a tyrant.

Byth was an obsessive and maniacal fiend. He did not care about the lives of anyone, not Earthlings, Downsiders, or even his own Thanagarian people. All he cared for was the power and luxury he could gain by destroying those in his path. Byth appeared to relish the act of murder, especially when under the influence of drugs.

By the end, Byth was only interested in his drug cartel and the use of the morphonogenic drug, Krotan. Thoroughly addicted to the drug, he was completely unstable mentally , believing that he was unstoppable.

Byth was a vicious, ruthless, psychopathic killer. He always struck first if there was to be a fight, and he would always try to destroy Hawkman and Hawkwoman before any other opponent.

Krotan

Krotan is a morphonogenic (body altering) drug that originates on one of Thanagar's many slave worlds. It has become a popular recreation drug for Thanagarians, and Byth had quite a business going by smuggling the substance.

Characters who use Krotan gain the ability to change their form (treat as Shape Change of 13 APs). Beings with a INT of 6 or more (such as Byth) can create creature forms from their imagination, or partially transform their body (their arms could become snakes, for instance). Characters under the influence of the drug are treated as having Serious Psychological Instability. As Krotan is extremely addictive, a user must make an Action Check using his MIND/WILL as AV/EV against an OV/RV of 8/8 each time the effects of the drug wear off. If no RAPs are gained, the Character must find a way to get more Krotan soon, and all Dice Actions performed will be at a +1 Column Shift to the OV and RV until he scores some.

Using Byth in Adventures

Adventures using Byth may involve tracking him down and bringing him to justice. To expand his drug cartel, he would no doubt want to introduce Krotan to the streets of American cities. Player Characters would have their hands full with defeating countless metamorphing people under the influence

CHEMO

DEX:	3	STR:	12	BODY:	18
INT:	1	WILL:	1	MIND:	20
INFL:	1	AURA:	2	SPIRIT:	20
INITIATIVE:		5	HERO POINTS:		50

- **Powers:** Acid: 18, Adaptation: 20, Growth: 30, Invulnerability: 25, Poison Touch: 9
- **Bonuses:** Miscellaneous: Chemo's Invulnerability has increased effectiveness (see "Invulnerability" below)
- **Limitations:** Power Restrictions: 7 APs of Growth are always on; Growth does not cause STR increase; Adaptation may only be used to duplicate Powers and Attributes of a being who has lent a physical element of himself to Chemo's composition (see "Adaptation" below)
- **Drawbacks:** Strange Appearance
- **Motivation:** Nihilist

Powers and Abilities

Chemo is composed of a thick, malleable plastic shell that contains a dangerous bubbling mixture of chemicals. Chemo can spray a high concentration of various liquids from its mouth which can be anything from poisonous mist to tremendously corrosive acids capable of burning through almost any material. Oddly enough, the giant is always completely filled with seething green liquid, even when it grows or sprays a lot of acid.

Chemo's original size is 25 feet. The more active Chemo is, the larger the behemoth becomes. On occasion, Chemo has quadrupled his size, becoming a horrendously powerful foe, but a rather easy, slow-moving target. Chemo's shell is flexible enough to take another form (while keeping its tremendous size), but this is usually a physical reaction and not controlled by Chemo's will (see Adaptation).

Chemo is nearly indestructible, able to withstand barrages from high-explosive warheads without a scratch. Even if Chemo is blown to bits, it will eventually reform itself to wreak havoc again (Invulnerability).

Personality/Role-playing

Chemo's main goal is to destroy. It is not picky about what it destroys, though it does seem to enjoy crushing buildings. Therefore, it is especially partial to large metropolitan areas. Needless to say, a visit from Chemo lowers property values for miles around.

Chemo has no concern for life, if it even comprehends such concepts, and mercilessly destroys everything in its path until it is stopped. It has a very short attention span and easily forgets what it is doing, but it does have a rudimentary memory and will attack those who have fought it in the past, especially the Metal Men.

Though slow and cumbersome, Chemo catches many off-guard with a blast of deadly chemicals, its primary form of attack. At present Chemo has been destroyed, but it will undoubtedly turn up again.

Adaptation

The component chemicals that boil within Chemo's body give it its characteristic abilities. Foreign substances interacting with this seething inner soup can cause physical changes in the monster. On one occasion, Clark Kent (Superman) fell into a vat of chemicals that were the remains of Chemo. When the creature reconstructed itself, the few cells that Superman lost in the vat gave Chemo a genetic base to create itself in the form of a giant Superman. On occasions such as this one, it can mimic Attributes, Powers, appearances, and Vulnerabilities.

Chemo does not do this intentionally: the Power is automatic. The total APs of Powers, Skills, and Attributes duplicated cannot exceed 20 APs (the Power Rating), and it takes Chemo one hour to reproduce the Ability or Attribute within itself.

Invulnerability

Chemo has the ability to completely reform itself from even the smallest drop of its chemicals. This ability is represented in game terms by the Invulnerability Power. If Chemo's BODY condition falls to -18 or lower, the Gamemaster makes an Action Check using the Invulnerability APs as the AV/EVs and Chemo's current BODY APs (absolute value) as OV/RVs. RAPs from this roll equal the number of BODY points Chemo regains.

If no RAPs are gained, Chemo will still come back (eventually). Another Action check can be attempted every 20 APs (1 month) of time, until Chemo recovers. The only way to completely destroy Chemo is to lower his BODY condition to -100 (absolute zero), or kill him with Mental or Mystical Damage.

COPPERHEAD

DEX:	4	STR:	5	BODY:	6
INT:	6	WILL:	7	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:		17		HERO POINTS:	40

- **Powers:** Claws: 3, Stretching: 1
- **Skills:** Acrobatics: 4, Thief: 9
- **Limitations:** Power Restriction: Copperhead can only stretch his body a maximum of 0 APs, but may use Stretching at 1 AP for defensive purposes
- **Advantages:** Connections: Underworld (Low); Scholar (killing techniques, fringe religions); Lightning Reflexes
- **Drawbacks:** Serious Irrational Attraction to snake and snake-motif crimes; Serious Psychological Instability
- **Motivation:** Psychopath
- **Wealth:** 4
- **Equipment:**

SNAKE SUIT [*DEX: 12, BODY: 8,* Cling: 6, Extra Limb (tail): 6, Poison Touch (fangs): 7, Stretching: 5, R#: 2] Limitation: Stretching only works on tail. Note: the R# is to ascertain whether Copperhead has any venom left in his costume; See also "Coiling Attack" below.

Powers and Abilities

Copperhead believes he is a cold-hearted reptile and has devoted all his time and energy to becoming more serpentine. He even filed his teeth to needle point sharpness while in prison (Claws Power). Extremely disciplined and possessing a strength born more from madness than exercise, Copperhead has trained his body to stretch. He may even disconnect his joints or slither using his abdominal muscles. This ability, along with his special snake-skin suit covered with a silicone coating, allow him to squeeze through tight spots and make it nearly impossible to grab hold of him. Copperhead can Stretch and twist to wrap himself around a body and then crush the victim with his nearly super-human strength.

Copperhead's Costume adds to his ability to Stretch and gives him an Extra Limb in the form of a prehensile tail that stretches. The suit is coated with a silicone substance that is very slippery. He uses the suit's fangs on victims he has Grappled.

Personality/Role-playing

Copperhead relishes the excitement of the chase and the kill. He now only deals in murders, mostly for hire. Occasionally he does it just for kicks.

When not slithering about, Copperhead prefers his solitude. He concentrates on his pseudo-religious studies and practicing his meditations and stretching exercises. The sleek skinned villain has a thirst for knowledge and has proven his intelligence and cunning in his success as a hit man.

Copperhead acts as as characteristically serpentine as possible. He may be found slithering around outside of buildings, along floors, or in the trees ready to catch an opponent by surprise. The assassin uses a hide-and-seek method of attack, slipping close to an opponent unawares and either crushing them with his arms and legs in a coiling fashion or biting them with the poison-tipped fangs in his costume. When in a good mood, he may use both methods. He never gives his target the advantage of knowing he is present before attacking, and does not back down in a fight.

Copperhead believes himself to be the most dangerous creature alive. When obviously overpowered will he slip out of sight and hide until the next chance to attack appears. At times, Copperhead loses his edge because gets sloppy. When he has a victim in his grip, he likes to gloat before the kill, which gives his victims the extra few seconds they may need for escape.

Coiling Attack

Copperhead can "coil" himself around an opponent using his arms, legs, and costume tail to crush the life out of his opponent. He does this by making a Grappling Attack against the victim. He uses his DEX/STR against his opponent's DEX/BODY as normal for a Physical Attack. If Copperhead gains RAPs he has successfully Grappled his opponent and inflicts Physical damage as normal. Until the Grapple is broken, Copperhead uses his STR/STR as AV/EV against his opponent's STR/BODY as OV/RV from then on.

To break the Grapple, either Copperhead or his victim must make an Action Check using STR as the AV/OV and EV/RV. If the Character gains RAPs the Grapple is broken. When Copperhead Attacks to Grapple, his opponent suffers -1 Column Shift to his OV because of his Stretching and Extra Limb Powers.

Slipping Away

Copperhead's costume allows him to avoid being caught and Grappled. Opponents attempting to Grapple (either wrestle or catch) the villain must take a +2 Column Shift Penalty to the RV for the attempt. This bonus also applies when Copperhead attempts to break free of a Grapple.

When wearing the suit, Copperhead can slip through the most incredibly small spaces (for a

DARKSEID'S ELITE

DOCTOR BEDLAM

INT:	12	WILL:	6	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:		19	HERO POINTS:		65

- **Powers:** Aura of Fear: 7, Self-Link (Spirit Travel): 9, Invisibility: 15
- **Skills:** Gadgetry: 15, Scientist: 13
- **Advantages:** Connection: Apokolips (High); Genius; Scholar (Fear)
- **Drawbacks:** Miscellaneous: The Doctor has no real physical form.
- **Motivation:** Psychopath
- **Equipment:**

ANIMATES [DEX: 7, STR: 7, BODY: 7, INT: 2, WILL: 2, MIND: 2]

Bedlam can mentally control up to 6 animates at one time and can even transfer himself into one of their bodies, temporarily gaining corporeal form. An animate inhabited by Bedlam instantly resembles the Doctor's former appearance.

Paranoid Pill [Fog: 25, Broadcast Empath: 8]

The gas released by the pill attacks everyone it touches with Broadcast Empath, causing the targets to become overcome by paranoia, fear, and hatred.

KANTO

DEX:	12	STR:	7	BODY:	7
INT:	11	WILL:	11	MIND:	10
INFL:	8	AURA:	6	SPIRIT:	8
INITIATIVE:		35	HERO POINTS:		100

- **Skills:** Charisma: 8, Martial Artist: 12, Military Science: 15, Thief: 10, Weaponry: 14
- **Advantages:** Area Knowledge (Apokolips); Connection: Apokolips (High); Lightning Reflexes; Scholar (Assassination, Renaissance history)
- **Motivation:** Mercenary

STEPPENWOLF

DEX:	10	STR:	6	BODY:	8
INT:	12	WILL:	11	MIND:	9
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:		35	HERO POINTS:		150

- **Skills:** Animal Handling: 10, Charisma: 11, Martial Artist: 11, Military Science: 16, Vehicles: 10, Weaponry: 12
- **Advantages:** Area Knowledge (Apokolips); Connections: Apokolips (High), Dog Cavalry (High); Leadership; Lightning Reflexes
- **Motivation:** Power Lust
- **Equipment:**

Cable Snare [STR: 15, BODY: 16, Energy Blast: 12]
Miscellaneous Drawback: The Cable Snare is 3 APs long.

ELECTRO-AXE [BODY: 16, EV: 11, Lightning: 10]
Miscellaneous Drawback: The electro-axe is mounted on a cable that can only stretch to 1 AP in length.

DR. VIRMAN VUNDABAR

DEX:	5	STR:	4	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	6
INITIATIVE:		24	HERO POINTS:		75

- **Skills:** Charisma: 9, Gadgetry: 13, Martial Artist: 7, Military Science: 12, Scientist: 8, Weaponry: 5
- **Advantages:** Area Knowledge (Apokolips); Connection: Apokolips (High); Genius; Scholar (19the Century Germany, Traps)
- **Motivation:** Power Lust

KALIBAK THE CRUEL

DEX:	8	STR:	21	BODY:	16
INT:	6	WILL:	17	MIND:	9
INFL:	10	AURA:	6	SPIRIT:	12
INITIATIVE:		28	HERO POINTS:		110

- **Powers:** Invulnerability: 20
- **Skills:** Charisma (Intimidation): 8, Martial Artist: 11, Weaponry: 8
- **Advantages:** Area Knowledge (Apokolips); Connection: Apokolips (High); Iron Nerves; Lightning Reflexes
- **Drawbacks:** Serious Irrational Attraction to boasting and taunting
- **Motivation:** Nihilist
- **Equipment:**

Beta-Club [STR: 22, BODY: 30, Energy Blast: 17, Mind Blast: 15]

More of the Elite

For Desaad and Granny Goodness, see their separate entries in *Who's Who #1*. For Amazing Grace and Glorious Godfrey see their separate entry in this volume.

Description

Each of the Elite have their own personal agendas and interests, but all of them bow down before Darkseid to do his bidding. All but Granny Goodness fear Darkseid. Some, like Desaad, flatter

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 (Low), Underworld (Low); Genius; Scholar (optics, quantum physics)
- **Drawbacks:** Minor Irrational Fear of Jacob Finlay's ghost; Unluck
- **Alter Ego:** Dr. Arthur Light
- **Motivation:** Power Lust
- **Wealth:** 4
- EQUIPMENT:

COSTUME [*BODY: 6*, Energy Blast: 7, Flash: 9, Force Field: 8, Force Manipulation: 8, Flight: 8, Illusion: 12, R#: 5] Bonus: Dr. Light can combine his Force Manipulation and Illusion Powers to create solid light images of himself or others, which usually explode on contact as Bomb: 7; Limitation: Force Manipulation can only create simple forms.

10-AP ABC Light Omni-Gadgets (x2)

Powers and Abilities

Light was never trained for battle, or even agile. His true advantage was his high intelligence, which was wasted on criminal endeavors, and his genius for creating sophisticated light-based Gadgetry. No matter how hard he tried, Dr. Light appeared incapable of employing his own technology successfully.

Doctor Light's Powers were derived from technology developed through his knowledge of physics and light-based weaponry. Light's inventions had been incorporated into his costume with which he could create blinding flashes, laser blasts, and even solid energy illusions. At one point, he learned to affect the fabric of space and time to an extent through controlling photons (this Power would be considered Warp: 25 and Dimension Travel: 6).

Personality/Role-playing

Arthur Light was lured to crime by the power it promised. He was a consummate failure, however, and never came close to his aspirations.

Somewhat neurotic, Arthur Light believed he was a dangerous villain. When he felt that he had an opponent where he wanted him, Light would gloat and makes speeches admiring his own genius. He would always make some mistake, however, and be beaten.

Because of his hyper-inflated ego, Light continually tried to challenge major super-hero teams like the Justice League of America and the Teen Titans, only to be soundly defeated and severely humiliated through his own ineptitude. Picking up the pieces of his shattered ego, he would immediately return to the drawing board, invent more light weapons, upgrade his costume, challenge the heroes again and be easily beaten once more. He was completely bent on proving his superiority, so this cycle continued on until his death.

Light was sniveling and self-centered. Though an incompetent super-villain (and hero), he was nevertheless gifted with a scientific mind and may well have had a glorious career as a scientist if he had not been so power hungry.

Jacob's Ghost

Jacob Finlay was Light's partner for many years until he was killed in a laser accident at S.T.A.R. Labs. Originally, Finlay wanted to use the technology they had developed to fight for justice and it was he that created the Dr. Light costume. His ghost continued to appear to haunt Light about his criminal use of the costume.

Every time the Dr. Light rolls a natural two (double ones) on any Dice Action, Jacob's Ghost will appear to harass him. Jacob may also appear at times when the Gamemaster feels it is necessary to the progression of the storyline. Light should make an Irrational Fear Roll when the spectre appears. If he rolls a 5 or less on a 2d10, he is incapacitated with fear and will do whatever Finlay tells him.

The only way Doctor Light can get Finlay to leave him alone is to use his light technology. Consider the ghost to have a Body of 6 against light-based attacks.No one else can perceive Jacob's Ghost.

Using Doctor Light in Adventures

Light is not much of a challenge by himself, but he often teams up with other villains to fight a group of heroes. He might organize such a group himself (of other loser villains) in order to gather a new

EXTREMISTS

Deceased

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
- **Drawbacks:** Strange Appearance
- **Motivation:** Power Lust
- **Equipment:**

CYBERNETIC ARMOR [*DEX: 10, STR: 18, BODY: 15,* Energy Absorption: 17, Power Reserve: 17] Limitations: Power Reserve is 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 he ever absorbs more than 17 APs of energy, the Energy Absorption Power breaks down and Power Reserve is immediately reduced to 0 APs.

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, magnetism)
- **Motivation:** Power Lust
- **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 Drawback: The wearer must spend one Automatic Action every phase to concentrate on maintaining control of any objects held with Magnetic Control.

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.
- **Motivation:** Psychopath
- **Equipment:**

MECHANICAL CLAWS [*DEX: 9,* BODY: 5, Claws: 8, R#: 2]

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, Flight: 15*, Magic Blast: 12, Magic Sense: 10, Magic Shield: 11, Matter Manipulation: 14*, Mind Probe: 8*, Mind Blast: 8*, Personality Transfer: 10, Self Link (Spirit Travel): 6, Sorcery: 10, Telepathy: 8*
- **Limitations:** Spirit Travel only works if Dreamslayer's physical body is destroyed; Personality Transfer can only be used when he is in Spirit form, to "inhabit" a new body.
- **Skills:** Occultist: 10
- **Advantages:** Connection: the Extremists (High); Iron Nerves; Leadership
- **Drawbacks:** Strange Appearance
- **Motivation:** Psychopath

TRACER

DEX:	7	STR:	3	BODY:	4
INT:	2	WILL:	3	MIND:	5
INFL:	5	AURA:	24	SPIRIT:	5
INITIATIVE: 18			HERO POINTS:		50

- **Powers:** Analytical Smell/Tracking Scent: 16, Claws: 9, Jumping: 4, Regeneration: 10
- **Skills:** **linked*
  Acrobatics: 7*, Martial Artist: 5, Military Science (Tracking): 10, Thief: 7*
- **Advantages:** Connection: the Extremists (High); Lightning Reflexes
- **Drawbacks:** Catastrophic Rage; Serious Psychological Instability; Unluck

Motivation: Nihilist

Description

The Extremists are a malicious and destructive super-villain team who caused a nuclear holocaust on the other-dimensional world known as Angor. They

Glorious Godfrey & Amazing Grace

Glorious Godfrey

Dex:	5	Str:	3	Body:	5
Int:	8	Will:	6	Mind:	6
Infl:	13	Aura:	20	Spirit:	6
Initiative:		26	Hero Points:		95

- **Powers:** Broadcast Empath: 6
- **Skills:** Gadgetry: 5, Charisma (Persuasion): 25
- **Bonuses:** Area Effect on Broadcast Empath
- **Limitations:** Miscellaneous: Godfrey must speak to use Broadcast Empath Power.
- **Advantages:** Area Knowledge (Apokolips); Connections: Darkseid (High); Leadership
- **Drawbacks:** Miscellaneous: Godfrey is very jealous of Desaad's relationship with Darkseid.
- **Alter Ego:** G. Gordon Godfrey
- **Motivation:** Power Lust
- **Equipment:**

Mind Control Helmets [Body: 6, Control: 9] Limitations: Control only works on the wearer.

Amazing Grace

Dex:	6	Str:	3	Body:	5
Int:	8	Will:	6	Mind:	5
Infl:	8	Aura:	7	Spirit:	5
Initiative:		22	Hero Points:		55

- **Powers:** Control: 10
- **Skills:** Charisma (Persuasion): 12, Thief (Stealth): 5, Weaponry: 7
- **Advantages:** Area Knowledge (Armaghetto); Connections: Darkseid (Low)
- **Motivation:** Power Lust
- **Equipment:**

Knife [Body: 5, EV: 3]

Powers and Abilities

Glorious Godfrey was born with the ability to verbally convince or persuade others of lower intelligence than himself (Charisma Skill), as well as to emotionally manipulate the minds of his target audience. He could, therefore, incite a mass of people to riot and cause violence, or to be calm (Broadcast Empathy). He has been known to emotionally manipulate groups of fifty or more people (though one must take into account the effects of mob reactions).

Amazing Grace has a similar Power, but where Godfrey controls the emotions of his victims, she is more direct, commanding other beings, and giving them false beliefs or suppressing their memory with her vast psionic powers (Control Power). She also may manipulate a large group of people to an extent, but usually focuses her Power on one influential person.

Neither Glorious Godfrey nor Amazing Grace are trained in Physical combat (though Grace does have some familiarity with Apokoliptian weapons). They prefer to use their Powers on opponents. Nevertheless, as New Gods, their Attributes are far above normal human standards.

Personality/Role-playing

Godfrey is evil, conniving, and cares nothing for anyone but himself. He is fairly loyal to Darkseid, although his loyalty comes from fear more than respect as he is truly a coward at heart. Occasionally, Godfrey's desire for power drives him to desperate acts, even in opposition with Darkseid. He attempted to gain such power when he tried, unsuccessfully, to invoke the power of Doctor Fate's helmet. At present, he is in a coma-like state due to the mystical backlash of the helmet.

His sister, Amazing Grace, works to a similar end for Darkseid. Like her brother, she only cares for her own well-being and knows to stay on Darkseid's "good" side by following his every command. As one of the Elite, she lives in luxury most inhabitants of Apokolips could only dream of, and does not risk it by turning on her dark lord. Still, she is murderous, treacherous, and completely untrustworthy.

Glorious Godfrey and Amazing Grace will always use their Powers on opponents in preference to physical conflict. Both will most probably be in disguise during a mission. Although it is their duty to protect Darkseid and follow his every wish, Godfrey or Grace may become less than courageous when their Powers are ineffective and they will run to save their own skins.

War Dog Robots

During Darkseid's campaign to destroy Earth's "Legends," Glorious Godfrey was given access to several Apokolitian War Dog Robots. These fearsome machines were fully capable of independent

KANJAR RO

DEX:	6	STR:	3	BODY:	4
INT:	9	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE: 21			HERO POINTS:		55

- **Skills:** Gadgetry: 11, Scientist: 9, Thief: 6
- **Advantages:** Area Knowledge (Downside, Thanagar); Connections: Hawkman (Low), Thanagarian Government (Low); Genius; Leadership
- **Drawbacks:** Mistrust; Miscellaneous: Kanjar Ro is from one of the slave worlds of Thanagar and is considered an inferior race to his Thanagarian superiors.
- **Motivation:** Power Lust
- **Wealth:** 8
- **Equipment:**

Energy Rod [BODY: 11, Telekinesis: 9, Telepathy: 40]

Note: The Energy-Rod probably has many more Powers that are yet to be revealed.

GAMMA METAL GONG [BODY: 11, Control: 6 (12)]

Bonuses: The gong's Control Power can be used on all the inhabitants of a planet at the same time, but is limited to holding its victims in a state of paralysis; if the gong is used o a single target, its Control APs are boosted to 12.

COSMIC BOAT [BODY: 11, Flight: 40, Sealed Systems: 25]

Note: With the Energy-Rod, Kanjar Ro can shrink the boat down to pocket size.

Powers and Abilities

Kanjar Ro has displayed no supernatural abilities and it appears he has no training in physical combat. However, he is extremely intelligent and manipulative. His cunning and persuasive nature have allowed him to survive the rigors of the Downside.

It is believed that on his homeworld, Ro was a great scientific mind (hence his Science Skill). When he was shipped as a slave to the Downside, the Skill rarely came into use. However, he has picked up Gadgetry and Thief Skills to aid him in survival.

Personality/Role-playing

Kanjar Ro works only for his own benefit. He uses aiding those who are oppressed, such as the Downsiders of Thanagar, as a cover as he steals from charitable sources. He also steals power through treachery and cunning, manipulating the Thanagarian elite to his own ends.

Ro has turned his back on his own people and other races who are enslaved on Thanagar for personal gain. It is doubtless that he will turn on his Thanagarian connections as well, when they are no longer valuable to him. Ro has already done this to Katar Hol (Hawkman) who helped put him in a position of power.

Ro's two main goals are to live in luxury and have some administrative control over others. He especially enjoys the intellectual edge he has over many of his superiors in the Thanagarian government.

Though his plans of rising up the power ladder are bold, Ro is actually a terrible coward. When things do not go according to plan, he snivels and begs for mercy.

Kanjar Ro can act like a very personable fellow. He puts on a convincing act of innocence and humbleness when begging his superiors for something. On occasion, Ro acts a liaison for other races visiting Thanagar and puts on his best face.

Position of Power

Katar Hol (Hawkman) is one of Kanjar Ro's biggest lobbyists. He gives Ro 8 APs of Money per month to aid the Downsiders and to represent their needs honestly to the Thanagarian High Council. However, Ro tends to spend this money on frivolities and accouterments that will impress and ingratiate him with powerful people in Thanagarian government.

Kanjar may try to bribe another government official, especially one of his superiors, to gain more control or to rise on the ladder of success. He makes a Wealth Action Check using his Wealth Rating as AV/EV against an OV/RV equal to the Wealth Rating of the person to be bribed. If he gains one RAP or more, he may try to Persuade the bribed individual, who suffers a -2 Column Shift penalty to his OV/RV.. If the Wealth Check fails, Kanjar still Persuades, but his target gets a +2 Column Shift adjustment to his OV/RV.

Using Kanjar Ro in Adventures

Kanjar Ro can be the Player Character's connection with the Downside inhabitants of

Killer Croc

Dex:	7	Str:	7	Body:	6
Int:	2	Will:	5	Mind:	4
Infl:	6	Aura:	2	Spirit:	8
Initiative: 17			Hero Points:		45

- **Powers:** Regeneration: 1, Skin Armor: 2
- **Skills:** Charisma (Intimidation): 9, Marital Artist: 7, Weaponry: 7
- **Advantages:** Area Knowledge (Gotham City sewers); Connections: Arkham Asylum (Low); Scholar (wrestling)
- **Drawbacks:** Serious Rage; Catastrophic Irrational Attraction to killing Batman; Strange Appearance; Minor Psychological Instability
- **Alter Ego:** Waylon Jones, "Croc"
- **Motivation:** Psychopath
- **Wealth:** 2

Powers and Abilities

Killer Croc was born with a strange deformity which gives him tough, reptilian skin that protects him from most "street" weapons and makes him almost invulnerable to unarmed attacks (Skin Armor). His large frame and well developed muscle structure (seen in his naturally high Str and Body Ratings) make him a deadly fighter. He is at the peak of human Strength.While not a trained fighter, Croc makes up for it in combat with speed and savagery.

Personality/Role-playing

Croc has spent his life watching out for himself and enduring persecution for his appearance. He learned to take what he needs and wants because that is the only way he can get it. Croc also learned that he can gain power for himself through murderous acts and is not afraid of the prospect.

Croc is one of Batman's most hated foes. Because Batman has managed to take him into custody, he will try to enact revenge on Batman whenever he gets the chance. As his name implies, Killer Croc will enter Killing Combat if he is fighting Batman.

Jones has recently shown he is capable of compassion for those that respect and try to understand him. Mostly these people are the down - and-out, the homeless of Gotham, who have given him support and love. Croc is willing to take on the responsibility of protecting these people.

Killer Croc has been judged criminally insane, and when captured, he is placed under high security at Arkham Asylum.

Sewer Hideout

Killer's latest hideout was in the cavernous sewer systems of Gotham city, deep in holding tanks no longer in use. He shared this space with a number of homeless people, and they all worked together to make the place livable. A Character trying to find the entrance to said tunnels would need to make a Perception Check against an OV/RV of 8/8. Characters with Area Knowledge Advantage (for Gotham) would roll against a 4/4.

Gotham occasionally flushes out the water system which is deadly to anyone within the tunnels. To hear the sound of water rushing and have enough time to escape, Croc and other Characters should role a Perception Check against and OV/RV of 3/3. Anyone caught in the tunnels is struck by tons of water (treat as an attack by Water Control: 10). The rushing water will last for 8 APs of time.

Croc Wrestling

Jones began his career wrestling alligators in the circus. His Skill in this form of attack is formidable. His opponents suffer a -1 Column Shift penalty to their OV/RV whenever he attempts to Grapple.

Grappling is resolved as a normal Physical Attack (Dex/Str as AV/EV, Dex/Body as OV/RV). If this attack earns one or more RAPs, Croc's target has been Grappled, and the defender takes damage as usual. Until the Grapple is broken, an opponent may only make Physical Attacks and only use Powers with a Rang of Touch against Croc. The wrestling Characters use their Str as the AV,OV, and EV, while engaging in hand-to-hand combat.

To break the Grapple, either Croc or his opponent makes a Dice Action of Str versus Str. If any positive RAPs are gained, the Grapple is broken. Croc will rarely try to break a Grapple.

Using Killer Croc in Adventures

Adventures using Killer Croc will usually include a homicide or a theft of some sort. Players may try to team up with Batman, or gain information

MAD HATTER

DEX:	3	STR:	2	BODY:	3
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:		14	HERO POINTS:		50

- **Skills:** Gadgetry: 7, Scientist: 7, Thief: 4
- **Advantages:** Connections: Arkham Asylum (Low); Genius; Pet (chimpanzee); Scholar (computers, hats)
- **Drawbacks:** Serious Irrational Attraction to hats; Serious Psychological Instability
- **Alter Ego:** Jervis Tetch
- **Motivation:** Mercenary
- **Wealth:** 5
- **Equipment:**

Mind Control Device [*STR: 5,* BODY: 1, Control: 6]
Note: When placed in a hat, the wearer's STR is raised to 5 APs.

This Gadget stimulates adrenal glands to pump adrenaline into the bodies of those wearing the Device (usually inside a hat). This makes people into zombies with incredible strength and endurance whom Tetch can command.

Hatter's Pet Chimpanzee

The original Hatter had a pet chimpanzee who assisted him in his crimes. It was a protector for the villain, and was useful in creating distractions for getaways. The chimpanzee didn't seem to have an actual name, although Hatter frequently addressed it as "My Dear."

"MY DEAR"

DEX:	3	STR:	3	BODY:	2
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:		6			

- **Skills:** Acrobatics: 6

Powers and Abilities

Tetch designs and builds sophisticated electronic devices for use in criminal activities. He often hides them in hats, either his own or his target's, depending on the use for the device. Most have the ability to mentally manipulate others. For some reason, Tetch does not make devices that will change or enhance his own abilities.

The Mad Hatter has a high level of expertise in the fields of micro-electronics, computer programming, and biofeedback. He uses his Scientist Skill for programming and hacking into systems where he does not belong. He employs the Gadgetry Skill to build his miraculous devices.

Personality

Mad Hatter, like his namesake, is a certifiable lunatic, and he does his best to fill the role of Lewis Carroll's crazy Wonderland character. His impulsiveness and unpredictability can be fatal to those around him. One would not think by looking at him that he was a dangerous opponent or criminal mastermind.

Hatter is a cowardly but clever individual who has a penchant for thievery. He has discovered that he can make a lot of money very quickly through the use of his computer skills, and his schemes are remarkably well conceived. Though his crimes are usually hat-oriented, Tetch does not dwell on them as much as the second Mad Hatter did.

Hatter, while crazy, is a bit more in touch with reality than most of his peers at Arkham, and will often prey on other criminal gangs. He realizes that he is no fighter and will avoid hand-to-hand combat, preferring to let his mind-controlled thugs do the fighting for him.

Mad Hatter II

While the original Mad Hatter was incarcerated, another man, claiming to be Jervis Tetch, began to commit crimes using a wide variety of gadget-hats. This second Hatter was not insane, merely cashing in on a good idea. Unlike his predecessor, he used hat gadgetry to give himself special abilities. He also seemed to change personality and character with each different hat—just for effect. He had some fighting abilities in his own right, and was skilled in the use of weapons. He was later killed by the first Hatter, who escaped from Arkham.

MAD HATTER II (DECEASED)

DEX:	2	STR:	2	BODY:	3
INT:	7	WILL:	5	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	14		HERO POINTS:		50

- **Skills:** Artist (Actor): 4, Gadgetry: 10, Martial Artist: 3, Scientist: 3, Thief: 5, Weaponry: 3
- **Advantages:** Genius
- **Drawbacks:** Serious Irrational Attraction to Stealing Valuable Hats and Committing Crimes with a Hat Theme.

MAJOR FORCE

DEX:	7	STR:	23	BODY:	10
INT:	2	WILL:	4	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	4
INITIATIVE:	15			HERO POINTS:	50

- **Powers:** Energy Absorption: 12, Matter Manipulation: 16, Skin Armor: 8, Sealed Systems: 20
- **Skills:** Thief: 4
- **Bonuses:** Energy Absorption is technically limitless (see "Being Thrown Through Time" below).
- **Limitations:** Matter Manipulation can only be used to create and control "quantum matter," a mysterious black substance with a BODY of 8.
- **Advantages:** Connection: U.S. Military (Low)
- **Drawbacks:** Dark Secret (criminal, government. operative); Minor Psychological Instability; Minor Physical Restriction: Major Force has an artificial hand composed of quantum matter; Serious Rage
- **Alter Ego:** Clifford Zmeck
- **Motivation:** Psychopath
- **Wealth:** 6

Powers and Abilities

Zmeck may instantly transform into Major Force at will (Insta-Change). When he does, his body is coated with an extremely durable alien metal that protects him from massive artillery bombardment (Skin Armor) and allows him to survive in almost any environment (Sealed Systems). Major Force is strong enough to easily lift an aircraft carrier over his head and can destroy almost any physical barrier (STR).

Like Captain Atom, Major Force has the ability to tap energy from the "quantum field" for powerful attacks. He can also absorb any amount of energy. However, absorbing too much energy can be detrimental (see Being Thrown through Time).

Major Force can solidify energy he draws from the quantum field into a black substance which he may use as a Physical Attack (Matter Manipulation).

Personality/Role-playing

Major Force has very little intelligence or sense of responsibility when it comes to using his abilities. In fact, Zmeck is a psychopath who had committed a series of heinous crimes before he was used as a test subject.

Major Force is untrained and undisciplined. His rip and tear style of getting things done often endangers innocent bystanders and other meta-humans who are called in to work with him. He has little patience for Atom or other heroes that get in his way.

As part of a government program to integrate meta-humans into intelligence agencies (the Atom Project, Task Force X, and Checkmate! for example), Zmeck was placed under the command of General Eiling, and he followed Eiling's orders with all the extra violence and destruction he could manage. He did not, however, disregard his superior's orders enough to risk being court martialed, though the way he interpreted orders often put him in conflict with Captain Atom. Zmeck continued working for the government for what he could gain from it, knowing full well he had enough power to leave whenever he pleased. When he finally decided he was sick of being ordered around by Eiling, he went AWOL.

Keeping Force In Line

Major Force has been equipped with a number of devices intended to keep him under control. These items, created and installed by Dr. Megala, were implanted just beneath Force's alien metal skin before it had hardened. They are:

- **Wide-angle Micro-camera:** [BODY: 1, Remote Sensing: 17]

  Located just beneath Zmeck's forehead, this item broadcasts everything he sees and hears to the Major Force Project.
- **Respiratory Control:** [BODY: 1, Poison Touch: 13, Ammo: 63, R#: 2] Bonus: Poison Touch is not affected by Force's Sealed Systems. Limitation: R# represents Zmeck gaining an immunity to the gas.

  Sixty-three Delta-9 Microgas Pellets are imbedded in Zmeck's brow, along with a molded facial cover that channels the nerve gas to his pores and mouth. He has recently developed an immunity to the gas.
- **"Adam's Apple":** [BODY: 2, AV: 11, EV: 11] Bonus: is not affected by Force's Skin Armor. Force suffers a -2 Column Shift penalty to his RV against the Attack. Note: Attack is Killing Combat.

  This item is a small but powerful explosive implanted in Zmeck's neck. If he becomes completely uncontrollable, or if the decision to "shut down" the Major Force project is made, the device can be remotely detonated, likely killing Zmeck instantly.

Mister Nebula & Scarlet Skier

Mr. Nebula

Dex:	5	Str:	6	Body:	8
Int:	3	Will:	8	Mind:	12
Infl:	12	Aura:	9	Spirit:	13
Initiative:		20	Hero Points:		75

- **Powers:** Growth: 25, Neutralize: 35, Comprehend Languages: 15
- **Skills:** Artist: 1, Gadgetry: 9
- **Bonuses:** Comprehend Languages will translate any conversation Mister Nebula has, for all to hear. Anyone within hearing range will be able to understand everything in any conversation which includes Mister Nebula. He loves the sound of his own voice, and wants everyone to hear it. Neutralize works against any Attack made against Mr. Nebula (see "Immortal Design" below).
- **Limitations:** Power Limitation: Neutralize may only be used on Powers that are used directly against Mister Nebula.
- **Advantages:** Connections: Scarlet Skier; Extensive Headquarters (Nebulamobile); Genius; Gift of Gab; Scholar (redecorating, tacky art)
- **Drawbacks:** Forced Exile (home dimension); Catastrophic Irrational Attraction to redecorating everything in some horrid, tasteless style; Serious Irrational Attraction to black velvet paintings.
- **Motivation:** Artistic Fervor
- **Alter Ego:** Kirtan-Rodd of Kvetch
- **Equipment:**

NEBULA ARMOR [*Body: 12,* Flight: 15, Sealed Systems: 15] Note: Mr. Nebula's armor is horrendously tacky, and includes a built-in Terrain Modifier (see below).

NEBULAMOBILE [Body: 18, Flight: 35, Recall: 16, Sealed Systems: 25, Security System: 18]

TERRAIN MODIFIERS [Body: 12, Matter Manipulation: 25] Bonus: Matter Manipulation works on organic substances as well; Limitation: Substances manipulated do not revert back.

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: G'nort (High), Mister Nebula (High), Cluster (Low); Scholar (locating, dramatic monologues)
- **Drawbacks:** Serious Irrational Attraction to destroying G'nort; Unluck
- **Alter Ego:** Dren Keeg, Prisoner #314-B27
- **Motivation:** Mercenary
- **Wealth:** 2
- **Equipment:**

COSMIC ARMOR [*Str: 4, Body: 6,* Sealed Systems: 15] Limitations: the armor rusts very easily and must be kept well-oiled.

COSMIC SKIS & THRUSTER [Body: 4, Flight: 38, R#: 11]

Scarlet Skier's Cosmic Skis are his only form of transportation. The Reliability Rating reflects its common ability to break down or come to some form of harm during times of need. G'nort recently damaged the Skis so that the Skier cannot leave Earth.

Powers and Abilities

Mister Nebula is a humanoid who can grow to whatever size fits the decor (Growth). He is not terribly intelligent, however. He is invulnerable to any weapon or Power (Neutralize). Nebula's most feared creations are the Terrain Modifiers, which allow him to alter a planet's decor to fit his singularly tasteless vision of design (Matter Manipulation).

The Scarlet Skier has displayed no super-Powers or Attributes. In fact, he is fairly weak and a lousy fighter. He relies on his Armor and Skis to help him survive and to keep him from freezing his butt off in space (Sealed Systems).

Personality/Role-playing

Mister Nebula is tacky and disgustingly tasteless. What is worse is that his goal is to redecorate the universe. He believes everyone appreciates the atrocious changes he causes on various worlds. The cosmic designer is not terribly intelligent or perceptive. He is, however, dreadfully cheerful and loves his job.

The Scarlet Skier spends his days locating new worlds for Mister Nebula to redecorate. He has terrible luck and usually ends up in impossible situations This makes him abrupt and easily irritated. All in all, Skier really just wants to go home, but he has obligations to Nebula that he must fulfill.

Scarlet Skier also hates G'nort with a passion

PARASITE

DEX:	7	STR:	9	BODY:	7
INT:	1	WILL:	3	MIND:	8
INFL:	6	AURA:	2	SPIRIT:	9
INITIATIVE:		14	HERO POINTS:		75

- **Powers:** Mind Drain: 25, Power Drain: 25, Vampirism: 16
- **Bonuses:** Miscellaneous: Power Drain also works on Attributes and Skills; Vampirism has a Range of 1 AP.
- **Limitations:** Power Restriction: Vampirism cannot be used on a victim until the Parasite has drained the victim's Powers (if any) and Attributes; Power Drain and Mind Drain each have a Range of 1 AP and do not affect Gadgets or Mystical Powers.
- **Drawbacks:** Catastrophic Rage; Strange Appearance; Fatal Vulnerability: Parasite must use Vampirism on some living creature once per day, or he will begin to die; Serious Psychological Instability
- **Alter Ego:** Rudy Jones
- **Motivation:** Nihilist
- **Wealth:** 0

Powers and Abilities

Parasite can not only drain another being's Attributes and Powers (Power Drain), but their memories and knowledge as well (Mind Drain). In essence, he absorbs the life-force of his victim, often leaving them dead (Vampirism). The villain can then use the abilities he drained. He must touch his victims for the Powers to work. Parasite needs to use Vampirism once a day or he will die.

The Parasite does not always know how to use the absorbed Powers. For example, he had trouble seeing when he absorbed all of Superman's Vision Powers. The over abundance of Drained memories has driven him insane as well.

Personality/Role-playing

Parasite thoroughly enjoys the power he has over other living creatures. He has no reservations about killing to survive, something he must do every day, and even relishes the task. All his victims would be human if it were feasible because they have more life energy than other animals. More than anything, he craves lots of power, so he often tangles with meta-humans and super-heroes like Starman and Firestorm. The more energy and power he absorbs, the more power-hungry and ecstatic he becomes.

Rudy Jones is not very smart, and never plans for anything ahead of time. This lack of foresight usually sends him walking right into situations where he can be easily defeated. His lack of insight and clouded judgment caused his initial transformation into his present form when he decided to go searching for hidden money in cans of nuclear waste. In short, Parasite does not plan; he simply acts.

Parasite becomes more insane with every mind he drains. The more memories he absorbs, the more confused he becomes. The villain does not seem to know how to employ the knowledge he drains from others minds, but it causes his thought process to be unpredictable, making him very dangerous.

The villain should be played as a raving power monger. Parasite will leap into the most dangerous situations and attack the most powerful of foes, laughing all the while. He enjoys his power immensely and does not seem to notice that it is slowly destroying him.

Parasite's Appetite

To stay alive Parasite must use Vampirism on a living creature at least once every day (15 APs of time). He may live off of small animals, but it weakens him, especially after dining on the life-force of humans. When he has not eaten, Parasite begins to lose 1 AP of BODY per hour (10 APs of time), until he reaches a BODY of -7, whereupon he dies of hunger.

Presently, Parasite is incarcerated at Belle Reve. He is only served small amounts of food everyday. Guards must be extremely careful when nearing his cell. If Parasite drains the energy of even one person, he will be able to free himself.

Combining Powers

The Parasite may use his Vampirism, Power Drain, and Mind Drain Powers at the same time when attacking an opponent. He must first make contact with his victim. Then he makes an Action Check for each of the Powers used, though the combined attack only counts as one Dice Action. If using two of his Powers, Parasite's opponent gets +1 Column Shift to their OV/RV against the attacks. If he uses all three Powers, the opponent gains +2 Column Shifts to their OV/RV. If any of Parasite's attempts fail to result in positive RAPs, all the Powers fail. If he succeeds in all attempts, each power takes effect.

Using Parasite in Adventures

Parasite will fearlessly seek out powerful Characters so that he may drain them dry. He might track down a Player Character or team of Characters

PENGUIN

DEX:	3	STR:	2	BODY:	4
INT:	9	WILL:	4	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:			70

- **Skills:** Animal Handling (Animal Training): 5, Charisma: 6, Gadgetry: 7, Martial Artist: 5, Vehicles: 7, Weaponry (Exotic): 7
- **Advantages:** Connections: Suicide Squad (Low), Underworld (High); Connoisseur; Genius; Leadership; Pets (10-20 birds of prey and others); Scholar (birds, literature, chess)
- **Drawbacks:** Serious Irrational Attraction to birds and bird-motif crimes
- **Alter Ego:** Oswald Chesterfield Cobblepot
- **Motivation:** Mercenary
- **Wealth:** 9
- **Equipment:**

Flame Thrower Umbrella [BODY: 4, Flame Project: 7, R#: 3]

Lightning Umbrella [Body: 4, Lightning: 7, R#: 2]

Parachute Umbrella [BODY: 4, Gliding: 2 R#: 2]

This Umbrella has an open diameter of over seven feet and allows the Penguin to drop from great heights safely as long as he keeps a tight grip.

Rifle Umbrella [BODY: 4, AV: 4, EV: 6, Ammo: 8, R#: 2]

This is a working umbrella that fires bullets out of the tip with the force of an automatic rifle. The trigger is located in the handle. This weapon may also have a retractable bayonet (consider as Claws of 6 APs).

Smoke/Poison Gas Umbrella [BODY: 3, Fog: 11, Poison Touch: 7, R#: 3] Note: all characters in the Fog are affected by the Poison Touch.

The Umbrella emits a cloud of smoke to cover an escape (similar to Batman's smoke pellets). Another version sprays a poisonous gas or a sleeping gas (treat as Poison Touch).

Sword Umbrella [Body: 4, EV: 6, R#: 2]

10 AP ACD Omni-Umbrellas (x4)

Powers and Abilities

The Penguin has no meta-human abilities, but he is an extremely clever criminal strategist. He is also an above average combatant, trained in boxing (Martial Artist). Due to his size and shape, most are surprised by his fighting prowess and speed. Cobblepot can also turn any umbrella into a nasty weapon (Gadgetry).

Penguin loves birds and has a knack for training them (Animal Handling). He has trained a number of his birds to attack enemies or help him in his crimes (Pet Advantage).

Personality/Role-Playing

Ostracized for his appearance and use of his omnipresent umbrella as a youth, Oswald decided that society only deserved his contempt. He became, therefore, an extremely vain man, only interested in gaining power and riches to "show the world" what he can do. Others underestimate him because he still comes across as an eccentric. He has a vicious streak, however, that makes him very dangerous.

Penguin does not like competition. If working with another villain, he will use his umbrellas and birds to aid the endeavor, and do a lot of footwork. However, he will have a plan in mind for back-stabbing his partners and escaping with the loot if trouble occurs.

Cobblepot has several passions, among which are chess, birds and literature (namely Shakespeare). He often patterns his crimes around these interests, as well ice and cold (because of his notable moniker). He likes to quote Shakespeare, mainly as an attention getting device.

The Penguin is an extremely vain man and is easily swayed by flattery. If one appeals to his ego, they often end up on his good side or in his confidence. This has occasionally led to his downfall in the past.

Birds

Penguin owns an Aviary that holds between 10-20 birds at a time. It has a Lock and Security System of 7 APs. Characters who trip the Security Systems will be attacked by two birds of prey, and attract the wrath of Cobblepot!

Cobblepot is a knowledgeable ornithologist, and has a number of birds which he keeps at the Gotham Aviary. He has trained most of them, and even uses them occasionally to aid him in his crimes. He may use the hawks to attack an opponent, and has taught penguins to carry off loot or perform other simple tasks. To train a bird, Penguin uses his APs of Animal Handling Skill as the AV/EV against a OV/RV equal to the bird's INFL/SPIRIT in a Dice Action. A bird can only follow one simple command, such as "attack."

Poison Ivy

Dex:	5	Str:	3	Body:	4
Int:	8	Will:	8	Mind:	4
Infl:	9	Aura:	8	Spirit:	8
Initiative: 24			Hero Points:		55

- **Powers:** Plant Control: 8, Plant Growth: 6, Poison Touch: 5, Systemic Antidote: 8
- **Skills:** Acrobatics (Climbing): 8, Charisma: 10, Gadgetry: 6, Martial Artist: 5, Scientist: 6, Thief: 4
- **Bonuses:** Poison Touch can be used for various effects (see Poison Touch below)
- **Advantages:** Attractive; Connections: Arkham Asylum (Low), Suicide Squad (Low); Scholar (botany, horticulture, poisons)
- **Drawbacks:** Serious Irrational Attraction to Batman; Serious Psychological Instability
- **Alter Ego:** Pamela Lillian Isley, Lillian Rose
- **Motivation:** Psychopath
- **Wealth:** 4

Powers and Abilities

Not only is Pamela Isley an expert botanist, but she can mentally control the growth and motion of all plant forms with her Plant Growth and Plant Control Powers. She can employ entwining thorn bushes or unbreakable tree limbs and roots for attacking and capturing foes.

Perhaps Poison Ivy's most formidable talent is her ability to create various "potions" within her body chemistry which she can transfer to an opponent through touch. Isley must successfully make contact with the victim's bare skin to produce any effect. If her target is male, she will try to use a kiss for this effect. She is also immune to her own poisons as well as others because she can change her body chemistry to acclimate (Systemic Antidote).

Isley is a fair hand-to-hand combatant and very agile when applying her Martial Artist and Acrobatics Skills.

Personality/Role-playing

Poison Ivy seems to have no real direction when committing crimes except for the need to call attention to herself. She does seem to like the thrill involved with pulling off particularly dangerous crimes.

Poison Ivy's emotions are mercurial and elemental. She can be sweetly innocent one moment and bitterly cruel the next. Because of her link with nature, she is not completely of the world of mankind. She follows the rules of the vegetable kingdom, reveling in the process of growth, freedom, decay, and death.

Isley especially craves the affection of men, and she prides herself in being able to manipulate and seduce any man. Isley has even attempted numerous times to capture Batman's attention, and she finds him all the more attractive, as well as infuriating, for his stern refusals. Poison Ivy has developed a love/hate relationship with Batman, wishing to destroy him, and hoping he will surrender his love to her at the same time. This instability makes her all the more dangerous as a villain. She may try to seduce or kill a male hero, depending on her mood.

Poison Ivy is a very confused individual with little self-respect. She is proud of only two things: her ability to affect men and her natural skills as a thief. She cannot deal with anyone on a close, emotional level and often sees herself only as an object of male fascination.

Poison Touch

Poison Ivy can create various effects using Poison Touch:

- **Skin Irritant:** Poison Ivy can give someone a rash just like her namesake. The initial attack is made with the her Dex/APs of Power as AV/EV and the opponent's Dex/Body as OV/RV, respectively, the opponent sustaining RAPs of damage. In successive phases, the opponent is further attacked by the APs of Poison Touch as the AV/EV against the victim's Body/Body as OV/RV. The attacks continue each phase until one of them fails.
- **Aphrodisiac:** Poison Ivy can make a male opponent fall in love with her. The initial attack is as above except that the opponent defends with his Dex/Will as the OV/RV, much like the Control Power. The victim uses his Int/Will for subsequent phases until one fails. If the total cumulative RAPs from this attack equal or exceed the victim's Mind, he falls in love with Ivy. All men under the influence of this poison will do whatever Poison Ivy tells them in hopes of gaining her affection. They will spend all their time near her and will not be able to concentrate on anything but her beauty. A man smitten with Ivy's poison can try to break free of her influence if he is removed from her presence. He can make one attempt per phase to

Punch & Jewelee

Punch

Dex:	5	Str:	3	Body:	4
Int:	2	Will:	7	Mind:	4
Infl:	4	Aura:	5	Spirit:	4
Initiative:		11	Hero Points:		50

- **Skills:** Acrobatics: 6, Artist (Actor): 6, Thief: 4
- **Advantages:** Connection: Suicide Squad (Low)
- **Drawbacks:** Married; Serious Psychological Instability
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Wealth:** 3
- **Equipment:**

AIR BOOTS [Body: 4, Air Walk: 5, Flight: 7, R#: 2] Limitation: Minor Power Burnout on Flight.

Sting Strings (Gun) [Str: 5, Body: 4, AV: 4, Lightning: 7, Control: 9, R#: 2] Limitation: May not be used to Multi-Attack.

Punch may use the Strings to to harm (Lightning) or Control his target. To use either attack, the Strings must first Grapple the target, using AV/EVs of 4/5 against the target's Dex/Str. Positive RAPs do not do damage, but the target is immediately attacked with the appropriate Power, and is Grappled. The Power will automatically attack the target each phase until he can break the Grapple, or until Punch chooses to attack a different target.

Jewelee

Dex:	5	Str:	3	Body:	4
Int:	2	Will:	6	Mind:	5
Infl:	4	Aura:	5	Spirit:	4
Initiative:		11	Hero Points:		50

- **Skills:** Acrobatics: 6, Artist (Actor): 6, Thief: 4
- **Advantages:** Connection: Suicide Squad (Low)
- **Drawbacks:** Married; Minor Rage; Minor Psychological Instability
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Wealth:** 3
- **Equipment:**

Hypno-Jewel [Body: 11, Flash: 6, Illusion: 4]

Blast-Jewel [Body: 11, Energy Blast: 8]

Powers and Abilities

Punch and Jewelee have no innate Powers, but their unpredictability and alien weaponry more than compensate. Both are extremely agile and use their natural Acrobatic abilities to easily avoid attackers.

Punch can walk on air and fly at moderate speeds using his Air Boots (Air Walking), and his Sting Strings can shock an opponent (Lightning), or have him dancing like a marionette.

Jewelee possesses a collection of jewels that she uses to create a variety of effects. Her Hypno-Jewel generates bright flashes of light to dazzle all onlookers, and can also create convincing holograms (Flash, Illusion). Jewelee also uses a jewel that can create powerful blasts of force (Energy Blast).

Personality/Role-playing

Upon first glance, Punch and Jewelee seem like crazed kids out for thrills. They act silly and bounce around as though they are part of some circus, continually pulling dangerous practical jokes and causing all sorts of mischief.

Under it all, the couple are serious criminals who know that their act will distract victims and heroes enough to make up for their lack of super-human powers. Punch and Jewelee can be malicious and may kill to get what they want, if they feel like it.

Punch and Jewelee are not terribly powerful or skilled, but they can give their adversaries a challenge while making them look ridiculous. If Jewelee is hard pressed in battle, she may become enraged and try to kill her opponent. One important fact: Punch and Jewelee will not fight in hand-to hand-combat, preferring to use their weapons or nearby "props."

Fooling Around

Punch and Jewelee have a knack for convincing others they are harmless, or at least not challenging opponents. To convince others that their schemes and actions are simply pure silliness (instead of part of a well-devised plan) either Punch or Jewelee, or both, may use their APs of Actor Subskill as the OV/RV of an Perception Check by another Character. The number of positive RAPs gained against Punch and Jewelee on this Perception Check signify the amount of knowledge gained about the duo's true intentions. RAPs equal to or more than the RV (the Actor

RIDDLER

DEX:	5	STR:	4	BODY:	4
INT:	10	WILL:	5	MIND:	4
INFL:	8	AURA:	4	SPIRIT:	6
INITIATIVE:		25	HERO POINTS:		65

- **Skills:** Artist (Actor): 6, Charisma: 7, Martial Artist: 6, Thief: 6, Vehicles: 6, Weaponry: 7
- **Advantages:** Connections: Underworld (High); Leadership; Scholar (puzzles and riddles)
- **Drawbacks:** Catastrophic Irrational Attraction to riddles, puzzles, and riddle motif crimes
- **Alter Ego:** Eddie Nashton, Edward Nigma
- **Motivation:** Mercenary
- **Wealth:** 4
- **Equipment:**

Puzzle Piece Bombs (x5) [BODY: 1, Bomb: 6, R#: 2, Note: The Bombs explode on contact]
Question Mark Pistol [BODY: 4, EV: 3, Ammo: 6, R#: 5]

Powers and Abilities

The Riddler does not have any meta-human Powers, but is extremely intelligent and a master at riddles and puzzles. Nashton also trained himself to be an excellent marksman, especially when employing his specially designed puzzle motif weapons. He is also a reasonably good hand-to-hand combatant, more from years of being beaten by Batman than from practice or training.

Personality/Role-Playing

Edward Nashton has an overwhelming obsession with puzzles, and this drives him more than anything else into conflicts with the one mind in the world worthy of his riddles: Batman. Nashton is literally compelled to leave clues behind in the form of riddles or puzzles.

Riddler is a coward at heart, to the point of recently retiring from his criminal activities. If the he is cornered, he will surrender rather than fight. This does not mean that Riddler will not fight, for he is an exceptional marksman. He will only engage in battle when it is to his advantage to do so, preferring to outwit his opponents rather than outfighting them.

Riddler is capable of very little malice. He would never even dream of killing Batman, for doing so would eliminate his greatest challenge. Riddler would far prefer humiliating Batman by stumping him with a particularly tricky riddle.

The Riddler usually commits a number of minor, seemingly unrelated crimes, culminating in a grand theft. Each of the lesser crimes supplies a clue to the final caper. This pattern always leads to Riddler's downfall, as clever heroes (like Batman) will invariably catch on, and thwart his plan just as it is about to succeed.

Riddled With Clues

Riddler has the self-defeating obsession of leaving a clue for Batman to find for each crime he pulls. There may be a number of clues for a number of schemes in quick succession during a scenario. If the Riddler wants to commit a crime without leaving a riddle behind as a clue, he would need to role a 18 or greater on a 2d10 (because of his Catastrophic Irrational Attraction). The same holds true if he tries to hold off from stealing something connected with riddles and puzzles, especially something of value or in the public eye (or both).

The Riddler is best used if the Gamemaster can actually come up with puzzles and riddles for the Players to solve during the adventure. The Players should be able to figure the riddles out and use the answers to track down the Riddler. However, if the Players get stumped, Characters with the Detective (Clue Analysis) Subskill can attempt an action check to get some hints from the GM.

AV/EVs to a Clue Analysis equal a Character's APs of Detective, while the OV/RVs vary depending on the difficulty of the puzzle or riddle, using the Universal Modifiers Chart as a guide. Riddler's most challenging riddles will have an OV/RV of 10/10 (equal to his INT).

If the attempt scores positive RAPs, the Gamemaster must give the Players a hint about the riddle or its relevance to the Riddler's master plan. 1 RAP will provide a minor clue, RAPs up to 1/2 the RV will provide a major clue, and RAPs equal to or greater than the RV will essentially solve the riddle, or at least a major portion of it.

In any case, the Gamemaster should never hand the solution to the Players when it is possible for them to solve it on their own. If the PCs manage to foil the Riddler's schemes without extra hints, they should be awarded extra hero points at the end of the adventure (up to 1 Standard Award).

Royal Flush Gang

Ace

Dex:	6	Str:	5	Body:	6
Int:	2	Will:	4	Mind:	3
Infl:	4	Aura:	3	Spirit:	3
Initiative: 12			Hero Points:		45

- **Skills:** Thief: 5
- **Advantages:** Connection: Royal Flush Gang (High)
- **Drawbacks:** Secret Identity
- **Alter Ego:** Ernie Clay
- **Motivation:** Mercenary
- **Wealth:** 4
- **Equipment:**

EXOSKELETON [*Dex: 7, Str: 13, Body: 6*]

King

Dex:	5	Str:	4	Body:	4
Int:	5	Will:	5	Mind:	4
Infl:	5	Aura:	4	Spirit:	4
Initiative: 17			Hero Points:		55

- **Powers:** Invulnerability: 10, Regeneration: 10
- **Skills:** Acrobatics: 3, Martial Artist: 5
- **Bonuses:** Miscellaneous: King's Invulnerability and Regeneration Powers make him essentially immortal.
- **Alter Ego:** Joe Carny
- **Motivation:** Mercenary
- **Wealth:** 4

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 (Disguises)
- **Drawbacks:** Serious Irrational Attraction to drinking alcohol (the Queen is an alcoholic).
- **Alter Ego:** Mona Tyler
- **Motivation:** Mercenary
- **Wealth:** 4
- **Equipment:**

Razor Spades and Wrist Shooter[Body: 4, EV: 5, Ammo: 52, R#: 3] Bonus: Queen can fire up to eight razor spades in a single phase: add one to the final dice roll (after all rolls for doubles) for each additional spade fired past the first.

Jack

Dex:	5	Str:	4	Body:	4
Int:	5	Will:	4	Mind:	4
Infl:	5	Aura:	4	Spirit:	4
Initiative: 17			Hero Points:		50

- **Powers:** Heat Vision: 7
- **Skills:** Acrobatics: 3, Charisma: 6, Martial Artist: 5
- **Drawbacks:** Serious Irrational Fear: Jack believes he is considered ugly by all women because of his laser eye.
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Wealth:** 4

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
- **Alter Ego:** Wanda Wayland
- **Motivation:** Mercenary
- **Wealth:** 4
- **Equipment:**

Spade Bombs (x 10) [Body: 1, Bomb: 7] The Spade Bombs are attached to her costume. She removes them and throws them.

2 Way Headset Radio [Body: 2, Telepathy: 14, R#: 2, Note: Telepathy represents the range of the radio]

Average Foot Soldiers (Teenagers)

Dex:	4	Str:	3	Body:	3
Int:	3	Will:	2	Mind:	2
Infl:	2	Aura:	3	Spirit:	2
Initiative: 11			Hero Points:		55

- **Skills:** Acrobatics: 5, Martial Artist: 5, Weaponry: 5
- **Motivation:** Mercenary
- **Wealth:** 3
- **Equipment:**

2 Way Headset Radio [Body: 2, Bomb: 3, Telepathy: 14, R#: 2, Note: Telepathy represents the range of the radio. Bomb power is a self destruct device.]

General Equipment

All the Royal Flush Gang members have access to the following equipment:

FLYING CARD [Body: 5, Flight: 8]
Blaster Pistols [Body: 4, EV: 9, R#: 2]
8 AP ABC Omni-Cards (x2)

Society of Sin

Houngan

Dex:	5	Str:	3	Body:	5
Int:	6	Will:	5	Mind:	4
Infl:	5	Aura:	6	Spirit:	7
Initiative: 16			Hero Points:		50

- **Skills:** Charisma: 6, Gadgetry: 7, Occultist: 8
- **Advantages:** Connections: Society of Sin (High), Haitian Voodoo Community (High), Brain and Monsieur Mallah (Low); Genius; Scholar (voodoo)
- **Alter Ego:** Jean-Louis Droo
- **Motivation:** Psychopath
- **Wealth:** 5
- **Equipment:**

Computer Fetish [Body: 2, Voodoo: 9, R#: 3]

Phobia

Dex:	6	Str:	3	Body:	4
Int:	5	Will:	5	Mind:	6
Infl:	5	Aura:	7	Spirit:	6
Initiative: 18			Hero Points:		50

- **Powers:** Phobia: 13
- **Skills:** Martial Artist: 5
- **Advantages:** Connections; Society of Sin (High), British Aristocracy (High), Brain and Monsieur Mallah (Low)
- **Alter Ego:** Angela Hawkins III
- **Motivation:** Thrill Seeker
- **Wealth:** 8

Plasmus

Dex:	6	Str:	7	Body:	7
Int:	4	Will:	5	Mind:	5
Infl:	5	Aura:	2	Spirit:	5
Initiative: 15			Hero Points:		50

- **Powers:** Acid: 9, Cell Rot: 9, Dispersal: 3
- **Skills:** Charisma (Intimidation): 6
- **Limitations:** Acid and Cell Rot have No Range and are Always On.
- **Advantages:** Connections: Society of Sin (High), Brain and Monsieur Mallah (Low)
- **Drawbacks:** Strange Appearance
- **Alter Ego:** Otto Von Furth
- **Motivation:** Psychopath
- **Wealth:** 4

Trinity

Dex:	3	Str:	3	Body:	3
Int:	5	Will:	4	Mind:	5
Infl:	3	Aura:	5	Spirit:	5
Initiative: 11			Hero Points:		40

- **Powers:** Energy Blast: 10, Illusion: 10, Mystic Freeze: 10
- **Alter Ego:** Unknown
- **Motivation:** Power Lust
- **Wealth:** 4

Warp

Dex:	6	Str:	3	Body:	6
Int:	6	Will:	5	Mind:	5
Infl:	4	Aura:	3	Spirit:	5
Initiative: 16			Hero Points:		45

- **Powers:** Flight: 6, Warp: 13
- **Skills:** Thief: 6
- **Limitations:** Power Restriction: Warp can only create one Warp at a time: each use inflicts 1 RAP of Bashing Combat damage to his Current Mind Condition.
- **Advantages:** Connections; Society of Sin (High), Brain and Monsieur Mallah (Low)
- **Alter Ego:** Emil LaSalle
- **Motivation:** Mercenary
- **Wealth:** 7

Madame Rouge (deceased)

Dex:	7	Str:	5	Body:	5
Int:	7	Will:	6	Mind:	5
Infl:	6	Aura:	5	Spirit:	6
Initiative: 24			Hero Points:		70

- **Powers:** Chameleon: 10, Stretching: 5
- **Skills:** Artist (Actor): 8, Charisma: 7, Martial Artist: 7, Scientist: 4, Thief: 6
- **Advantages:** Connections: Brotherhood of Evil (High); Lightning Reflexes
- **Alter Ego:** Laura De Mille
- **Motivation:** Power Lust
- **Wealth:** 10

Powers and Abilities

Phobia has the ability to read the fears of others and project them at an opponent (Phobia Power). Her teammate Warp can create a dimensional door (or Warp) which he can step through, circumventing distances of up to 16 miles. This Power is very taxing and lowers his Current Mind condition. Plasmus, a living mass of protoplasm, not only appears terrifying, but has the horrible ability to burn and dissolve both living and non-living substances (Acid and Cell Rot Powers), as well as lose cohesion (Dispersal) allowing better protection from Physical Attacks. Houngan has no Powers, but is an electronic genius and occultist. He combined this knowledge to create a high-tech voodoo doll to torture his enemies.

SONAR

DEX:	6	STR:	4	BODY:	5
INT:	11	WILL:	9	MIND:	8
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE: 21			HERO POINTS:		60

- **Skills:** Charisma: 9, Gadgetry: 7, Scientist: 7, Vehicles: 4, Weaponry (Exotic): 7
- **Advantages:** Area Knowledge (Modora); Attractive; Connections: Modora (High), Hector Hammond (Low); Connoisseur; Genius; Rich Family; Scholar (sonics)
- **Drawbacks:** Authority Figure; Public Identity
- **Alter Ego:** Bito Wladon
- **Motivation:** Power Lust
- **Wealth:** 5
- **Equipment:**

Sonic Sceptre [BODY: 9, Energy Absorption: 15, Flight: 15, Illusion: 20, Sonic Beam: 17, Telekinesis: 10, R#: 2] Limitation: Energy Absorption only works on sonic attacks; Miscellaneous Drawback: All of the Sceptre's Powers are sound-based, so they will not function in a vacuum.

Powers and Abilities

Bito Wladon is a technological genius and an expert in sonics research. He has created a number of powerful sound-based weapons and tools, and being an expert at their use, has the advantage of Exotic Weapons Subskill when using any of his inventions for offensive purposes.

Most of Bito's sonic inventions have been incorporated into one hand-held weapon called the Sonic Sceptre which he carries as a royal symbol. Sonar employs it to absorb, as well as fire, sonic waves (Energy Absorption, Sonic Beam). The Sceptre can cause hallucinations in its target (Illusion) by disrupting the brain's electromagnetic pulses. The Sonic Sceptre also allows Sonar to Fly by nullifying gravity and propelling him with sound waves. He may even use it to move objects at a distance (Telekinesis).

Recently, Sonar incorporated his advanced sonic devices into a "super-suit," endowing him with all the powers of his Sonic Sceptre.

Personality/Role-Playing

Sonar is a megalomaniac with an overblown sense of patriotism. Because he is full of pride and honor, he tries to follow the traditions of his Eastern European heritage very closely. All the crimes he commits are, in his view, for the "betterment" of his nation, Modora. His goal is simply to put his country on the map as a world power, and he will stop at nothing to accomplish it.

Bito's inflated ego leads him to believe he is a match for any hero. He leaps into dangerous situations with unwarranted confidence, and his impulsive, temperamental nature usually leads to his downfall at the hands of heroes like the Elongated Man.

Modora

Modora has a quaint Eastern European culture that never fell under the influence of the Soviets because of its small size and lack of industry. The people of Modora are self-sufficient and remain at the technological level of 19th Century pre-industrial Europe. Wladon's castle sits on a hill in the center of the diminutive country and is the only center of technology. Roads and rail lines do not run into Modora. There is no telephone service or airports. The country is essentially cut off from the rest of the world.

The Fake Sonar

Recently, the Elongated Man encountered Bito Wladon again in Europe as ruler of Modora. It was revealed that the man incarcerated earlier in the United States by Green Lantern was actually a man hired by Wladon to masquerade as himself and to use a weaker sound weapon to make the world believe that "Sonar" was not a threat. The true Wladon was actually the legal ruler of Modora, a country whom he forced to remain in the lifestyle of the 19th Century "for their own good." The "fake" Sonar had the following statistics:

SONAR (THE IMPOSTOR)

DEX:	4	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE: 12			HERO POINTS:		40

- **Skills:** Vehicles: 4, Weaponry (Exotic): 7
- **Advantages:** Area Knowledge (Modora); Connection: Bito Wladon (Low); Connoisseur
- **Alter Ego:** unknown

TOYMAN

DEX:	2	STR:	2	BODY:	3
INT:	11	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 17			HERO POINTS:		55

- **Skills:** Gadgetry: 12, Scientist: 8, Weaponry: 2
- **Advantages:** Connections: Intergang (High), Toy Industry (Low); Genius; Scholar (toys)
- **Drawbacks:** Catastrophic Irrational Attraction to toys and toy motifs; Serious Irrational Attraction to killing Lex Luthor
- **Alter Ego:** Winslow Percival Schott
- **Motivation:** Psychopath
- **Wealth:** 7
- **Equipment**

12 AP ABCD Omni-Gadget Toys (x4)

Exploding Action Figures [DEX: 10, STR: 7, BODY: 7, INT: 1 Bomb: 9, Energy Blast: 9, Flight: 13, R#: 2] Limitation: The robots' Bomb Power goes off and they explode if their Current Body Condition is reduced to 2 APs or less.

Giant Teddy Bears [DEX: 2, STR: 6, BODY: 3, INT: 1, Claws: 5, Stealth: 4, R#: 2]

Powers and Abilities

The Toyman is a master gadgeteer and robotics expert (Gadgetry, Scientist). He prides himself on being one of the top toy designers in the world. Unfortunately for him, his style is not as marketable as it once was.

Schott has no meta-human powers, and is less than useless in hand-to-hand combat. He relies entirely on his specialized toys to protect him, especially his swarms of exploding action figures. Toyman always carries a few special toys in his pockets, ready to brighten a child's day, or allow a quick escape from a pesky hero (Omni-Gadgets).

Personality/Role-Playing

Winslow Schott is a disgruntled toymaker who felt that the modern world humiliated and destroyed him. He turned violent and criminal with his inventions, targeting Lex Luthor, the man who indirectly forced him out of his job as a toymaker. He has since decided to enact vengeance on anyone who gets in his way and has already killed mercilessly, using his toys as weapons.

The Toyman is a self-centered, spiteful, and angry man who believes his way is always right. He is adverse to change, and will fight anything that affects his lifestyle or beliefs.

Ironically, the Toyman's life is dedicated to the welfare of children. He spends his time doing what he believes is best for the youth of today. Childless himself, Schott always has a kind word and a safe toy for girls and boys. He would never harm a child and it would destroy him if one of his own creations ever caused a child harm.

Schott usually works behind the scenes, sending his toys out as agents and assassins. He has no combat ability, so he is easily apprehended once discovered, provided he doesn't have a toy handy to allow an escape.

Happyland

Happyland is an amusement park that seconds as a front for Intergang operations. Here, Toyman has a workshop with a rating of 12 APs where he creates Gadgets for use against Superman, and toys for the enjoyment of the children that Intergang kidnaps. Happyland has a Security System of 6 which, if tripped, will send out an army of toy soldiers, tanks, and other automated toys to capture or destroy trespassers.

Toy Soldiers (x 20) [DEX: 5, STR: 1, BODY: 3, INT: 1, AV: 3, EV: 3, Ammo: 6, R#: 2]

Tanks (x5) [STR: 2, BODY: 6, Hardened Defenses, AV: 4, EV: 6 (or Flame Project: 6), Running: 5, R#: 2]

Planes (x5) [DEX: 6, BODY: 4, INT: 1, Bomb: 4, Flight: 7, Ammo: 2, R#: 2]

Using Toyman in Adventures

Adventures with the Toyman will usually involve the villain trying to assassinate someone, especially Lex Luthor, with one of his toy weapons. Toyman will stay hidden as long as possible, but may make many attempts to destroy his target. His drive may lead to tremendous destruction in Metropolis. Player Heroes will need to intervene to keep the destruction to a minimum and Lexcorp in running order. They also might be asked to protect Luthor, as Toyman makes attempts on his life. This is bound to create a moral dilemma for heroes who suspect Luthor of shady business dealings.

Schott is also involved with Intergang for whom he develops high-tech toys and weapons. His expertise makes Intergang an even more formidable force for Player Characters to contend with.

TRICKSTER

DEX:	6	STR:	3	BODY:	4
INT:	7	WILL:	4	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE: 19			HERO POINTS:		35

- **Skills:** Acrobatics: 7, Gadgetry: 8
- **Advantages:** Gift of Gab; Lightning Reflexes; Scholar (Gags and pranks, Special Effects)
- **Drawbacks:** Serious Irrational Attraction to tricks and pranks.
- **Alter Ego**: James Jesse
- **Motivation:** Thrill Seeker
- **Wealth:** 4
- **Equipment:**

AIR WALKER SHOES [BODY: 3, Air Walking: 10, R#: 2]

Exploding Rubber Chicken [BODY: 3, EV: 5, Bomb: 6, R#: 4] Note: The chicken may be used as a striking weapon with an EV of 5, or a bomb in the Rubber Chicken can be activated to explode on contact. If a Dice Action using the chicken yields a number less than the Reliability Number, the chicken will explode on Trickster.

Razor Rings (x 5) [BODY: 6, EV: 7, Gliding: 3] Limitation: Trickster enters Killing Combat when using the Rings.

7 AP ACD Gag Omni-Gadgets (x2)

Powers and Abilities

Trickster is a talented and daring acrobat. He does not have any fighting skills, so he relies on his dexterity, cunning, and acrobatics to escape combat. Jesse is also an imaginative gadgeteer who is presently using his talents for legitimate endeavors. He relies on his air walker shoes for transportation, and to aid his already considerable dodging abilities.

Personality/Role-Playing

James Jesse is an adventure-seeking man who learned to conquer his fears of dangerous situations by attempting daring crimes and challenging super-heroes. He thrives on making fools of heroes and spends most of his time thinking up ways to do lure them into traps.

Trickster acts silly and relatively harmless until an opponent is within range of his trap. Then he nails them in some humiliating spectacle. Trickster's gadgets and traps occupy the hero while he escapes with a bag of loot, laughing the whole time.

Despite the unpredictable, slapstick nature of his crimes, Trickster is dangerously clever and malicious. He does not care if his tricks harm the target or bystanders. He should be played as jovial, unpredictable, and nasty. He loves to laugh at another's humiliation.

Trickster's Bag of Tricks

Preferring to avoid direct combat whenever possible, the Trickster instead employs a wide range of special Gadgets designed to look like harmless pranks and toys. He often modifies existing Gadgets to perform special stunts. This is a Dice Action, using Trickster's Gadgetry Skill as the AV/EV, and the APs of the Power to be Added as the OV/RV. Because he is modifying an existing Gadget, the OV/RV are each shifted +2 Columns to the right. Positive RAPs indicate success. To determine how long it took to make the modification, subtract the RAPs of the attempt from 18. The result is the time in APs it took.

For example, Trickster once modified his air walker shoes to give him Superspeed, in order to fool the other members of the Rogue's Gallery into thinking the Flash had risen from the dead.

For more details on using the Gadgetry Skill, see pages 32-43 of the *Rules Manual*.

The Flying "Flying Jesse"

When the Trickster is forced into combat with heroes, he will jump around the battlefield, using his air walker shoes to gain extra altitude and mobility. Trickster is extremely hard to catch while using his air walkers, and gains a +1 Column Shift to his OV against any attempts to Grapple or Take Away.

If he still has useful offensive tricks left, Trickster will stay and fight, and use his extra mobility to Dodge. Otherwise, he will use that same mobility to flee the area, climbing through the air to a convenient rooftop or open window.

Using the Trickster in Adventures

Trickster prides himself in humiliating super-heroes and just might target a group of Player heroes simply for the challenge. The Trickster often commits a crime just to harass a hero who has

TURTLE

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	5	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 10			HERO POINTS:		40

- **Skills:** Detective: 5, Military Science: 5, Thief: 4
- **Advantages:** Connection: Underworld (Low); Expansive Headquarters (Keystone City)
- **Drawbacks:** Age (old); Catastrophic Irrational Attraction to defeating the Flash (any of the three); Minor Physical Restriction: obesity; Minor Psychological Instability
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Wealth:** 6
- **Equipment:**

FLOATING CHAIR [BODY: 10, Flight: 2]

Poison Gas Capsules (x2) [BODY: 1, Fog: 7, Poison Touch: 6]

Powers and Abilities

The Turtle has no meta-human Powers. He is clumsy and overweight, and knows nothing of combat. Turtle is, however, an excellent strategist, adept at hatching complex schemes to destroy Flash once and for all. He operates in the background, using Turtle Man's technology and hired thugs to carry out his schemes.

Personality/Role-Playing

Turtle is a crotchety old man, obsessed with getting revenge for all his past defeats at the hands of all the heroes who have taken the Flash moniker over the years.He is ornery, clever, and scheming. He is patient, because he feels that only things done slowly are done well. He likes to use surprise and tactics that will circumvent a hero's abilities. He will also employ agents who have prosthetic implants designed by Turtle Man, rather than fight for himself.

Turtle's Base

The Turtle used a warehouse in Keystone City as his base of operations. The warehouse contained living areas for Turtle, Turtle Man, and the Turtle's staff. It also contained a large monitoring station, and the Sensory Deprivation Machine. The Turtle destroyed this base during his last battle with Flash III (Wally West), in hopes of taking the Flash with it.

MONITORING STATION [BODY: 10, Recall: 13, Remote Sensing: 11, Telepathy: 11] Note: Remote Sensing acts as the range of the monitoring cameras; Telepathy is the Range of electronic surveillance devices ("bugs").

SENSORY DEPRIVATION MACHINE [BODY: 12, Neutralize: 20, Illusion: 10, R#: 2] Bonus: Neutralize is effective against DEX and STR as well as Powers and may be used on more than one Power or Attribute; Limitation: Illusion creates a field of pure white around the victim, depriving him/her of all physical senses; Neutralize has a Range of Touch.

Turtle Man

Turtle Man is a technological genius who will help the Turtle any way he can. He is the brains behind the Turtle's inventions, but he is a non-aggressive follower. Turtle Man will always obey Turtle's orders, since his only wish was to be a great super-villain like the Turtle.

TURTLE MAN

DEX:	1	STR:	1	BODY:	2
INT:	8	WILL:	3	MIND:	2
INFL:	2	AURA:	3	SPIRIT:	2
INITIATIVE: 11			HERO POINTS:		10

- **Skills:** Gadgetry: 9, Scientist: 8
- **Advantages:** Connection: Turtle (High); Genius
- **Drawbacks:** Catastrophic Physical Restriction: Turtle Man can only move using his floating chair; Minor Psychological Instability; Serious Irrational Attraction to being a famous super-villain
- **Alter Ego:** Unknown
- **Motivation:** Mercenary
- **Wealth:** 8
- **Equipment:**

FLOATING CHAIR [BODY: 10, Flight: 2]

The chair keeps Turtle Man alive by means of "electronic prosthetics." It appears that he may not leave the chair for any length of time. The chair

TWEEDLEDEE & TWEEDLEDUM

TWEEDLEDEE

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE: 11			HERO POINTS:		25

- **Skills:** Artist (Actor): 5, Charisma: 5, Thief: 4, Weaponry: 4
- **Advantages:** Connections: Underworld (Low), Joker (High), Arkham Asylum (Low)
- **Drawbacks:** Minor Physical Restriction: Obesity, Minor Psychological Instability
- **Alter Ego:** Deever Tweed
- **Motivation:** Mercenary
- **Wealth:** 5
- **Equipment:**

Electric Cane [BODY: 4, Lightning: 4, R#: 3]
Limitation: Lightning has a Range of Touch.

TWEEDLEDUM

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE: 11			HERO POINTS:		25

- **Skills:** Artist (Actor): 5, Charisma: 5, Thief: 4, Weaponry: 4
- **Advantages:** Connections: Underworld (Low), Joker (High), Arkham Asylum (Low)
- **Drawbacks:** Minor Physical Restriction: Obesity, Minor Psychological Instability
- **Alter Ego:** Dumfree Tweed
- **Motivation:** Mercenary
- **Wealth:** 5
- **Equipment:**

Electric Canes [BODY: 4, Lightning: 4, R#: 3]
Limitation: Lightning has a Range of Touch.

Powers and Abilities

The Tweed cousins' most notable Skill, and one they happen to be very proud of, is the ability to act as if they are one person. They use the Acting Subskill (Artist) to make the deception effective, and occasionally use some form of optical illusions to convince people they are one and the same.

Tweedledee and Tweedledum have been dealing in crime for years, which accounts for the various Skills they have developed, such as Thief and Weaponry.

The Tweeds use electrical canes as walking sticks. They can use them to shock their opponents with enough electricity to knock out an average person instantly.

Personality/Role-playing

The Tweed brothers always work together on any endeavor, be it criminal or otherwise. The two get along fabulously and can almost read one another's minds. They rarely disagree, but when they do, their violent arguing causes them to resemble their literary namesakes.

Tweedledee and Tweedledum are rambunctious, jovial men who love a good con more than anything. They are also lazy, and will hire people to do legwork for them, even when they themselves are employed by a larger crime boss.

Despite their apparent carefree attitude, the brothers have been known to seriously hurt people that get in the way of their plans They are cowards, however, and will abandon their plans and run when faced with the likes of Superman or Batman.

The Tweeds have been judged criminally insane and often find themselves locked up in Arkham Asylum.

Tweedle Who?

Deever and Dumfree love to make people think they are only one person. Their resemblance to one another is absolutely uncanny and their differences are usually imperceptible. This comes in handy when they need an alibi.

When the Tweeds trade places, Player Characters and Non-Player Characters alike are allowed to roll a Perception Check to notice a difference using INT/WILL as AV/EV while either Tweed uses his Actor Subskill as the OV/RV. If a Character gains one RAP, they notice something is amiss, two or more RAPs and they realize that Tweedledee and Tweedledum are not the same person. No RAPs indicates that the Tweeds have duped their opponent. Characters who have had experience dealing with the duo in the past (i.e. Joker or Batman) get a -1 Column Shift to the OV/RV when making these Perception Checks.

VENTRILOQUIST

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

**using Scarface only*

- **Powers:** Super Ventriloquism: 2
- **Skills :** Charisma (Intimidation): 5*, Weaponry: 3*
- **Advantages:** Connections: Gotham Underworld (High); Gift of Gab*; Leadership*; Scholar (puppetry, gangster films)
- **Drawbacks:** Catastrophic Irrational Attraction to communicating through Scarface; Catastrophic Irrational Attraction to using '30's gangster movie speech patterns*; Catastrophic Rage*; Physical Restriction: Scarface pronounces his 'B's as 'G's*.
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Wealth:** 6
- **Equipment:**

Scarface [BODY: 5] Scarface is the Ventriloquist's dummy. It has an articulate mouth, head, and arms. Ventriloquist runs his operation through the mouth of the dummy.

Tommy Gun [BODY: 3, AV: 5, EV: 5, Ammo: 4, R#: 3]

Powers and Abilities

The Ventriloquist can throw his voice across a room and can animate his dummy, Scarface, through ventriloquism. Because he does not move his lips, he has trouble pronouncing his 'B's, so Scarface talks with an impediment causing him to pronounce 'B' as 'G' (he refers to his henchmen as "imgeciles" instead of "imbeciles"). While using Scarface, the Ventriloquist is also good at Intimidation.

The Ventriloquist is Physically weak and slow, and cannot use his Skills except through Scarface. When using the puppet, however, he seems to have boundless energy.

Personality/Role-playing

The Ventriloquist comes across as a mild mannered, shy, and nervous man. He appears completely harmless. The puppeteer quietly sits by while Scarface barks out orders, hoping to not be yelled at or contradicted by his own dummy.

Although the Ventriloquist's appearance can deceive others into believing he is harmless, he is actually brutal and ruthless and demands unwavering loyalty from his few henchmen. His subordinates know that Scarface is their true boss, and they address the puppet with great respect or suffer sinister consequences.

At times the Ventriloquist appears to want to stop living a life of crime. When the Ventriloquist comments on his own treachery, the puppet showers its owner with verbal abuse. Despite this, Ventriloquist will often say or do something that will aid Batman or other heroes in capturing him and Scarface.Ventriloquist is also quite attached to the puppet, and was devastated when he thought Scarface was destroyed.

The Ventriloquist Club

The Ventriloquist Club was a popular dinner club in Gotham with a 1930's Speakeasy theme. The Club also fronted the Ventriloquist's illegal mob and drug organization. This was his main base of operation until Batman sent Ventriloquist away to Gotham Penitentiary. Upon release, Ventriloquist and his men discovered that rival organizations had burned the Club. When operating, the Ventriloquist Club had a Wealth Rating of 10.

Using the Ventriloquist in Adventures

An Adventure using the Ventriloquist would have the feel of both a modern organized crime story and a gangster film. Scarface's organization is a major distributor of new drugs in Gotham, and the cause for a number of brutal murders. The heroes might meet this villain by tracking an apparently lethal drug which is being introduced to American Cities. Since Ventriloquist deals with new drugs, he might be behind the new drug's introduction to the streets.

Ventriloquist has quickly become one of the most powerful crimelords in Gotham City. His freedom might lead to mob wars. The heroes could then meet Batman and help the Dark Knight as he attempts to end the bloodshed.

Subplots

The Ventriloquist, or more accurately, Scarface, is involved in an Enemies Subplot with rival gangs and criminal organizations in Gotham, as well as Batman.

YUGA KHAN

DEX:	11	STR:	24	BODY:	18
INT:	16	WILL:	26	MIND:	19
INFL:	18	AURA:	20	SPIRIT:	20
INITIATIVE: 45				HERO POINTS:	200

- **Powers:** Continuum Control: 35, Dimension Travel: 12, Flight: 20, Illusion: 20, Invulnerability: 25; Regeneration: 8, Sealed Systems: 25, Telepathy: 20, Vampirism: 10, Warp: 65
- **Bonuses:** Vampirism has a 25 AP radius Area Effect; Miscellaneous: RAPs from Vampirism can be added to any damaged Attribute or Power.
- **Limitations:** Vampirism takes 7 APs of time to use.
- **Advantages:** Area Knowledge (Apokolips, Promethean Galaxy); Iron Nerves; Leadership
- **Drawbacks:** Catastrophic Irrational Attraction to breaching the Wall (the barrier to The Source); Serious Rage
- **Motivation:** Nihilist

Powers and Abilities

Yuga Khan appears to have all the Powers and Abilities his son Darkseid wields and more. He may Warp space, manipulate matter and energy, and travel across dimensions by using his Continuum Control and Dimension Travel Powers. He can create tremendous blasts of energy able to destroy small planets. Yuga can also fly through space without harm (Flight, Sealed Systems).

Yuga Khan has the Physical, Mental, and Mystical attributes of a god (a New God to be exact). The conqueror is nearly impossible to destroy due to his BODY, MIND, and SPIRIT levels, as well as his Invulnerability, Energy Absorption, Regeneration, and Continuum Control Powers. Even the New Gods fear such power. He is on the verge of becoming a force of nature.

Khan is amazingly intelligent, but his obsessions and emotions often cloud his judgement. He has a lower Intelligence than Darkseid, who is more cunning.

Planetary Absorption

Khan may absorb the life from every living being on a planet. He can actually draw the energy out of a world, leaving it a smoldering husk. To accomplish this, Khan attacks the planet with his Area Effect Vampirism Power. All beings within 25 APs (32,000 miles) are affected at once, each suffering a separate attack with AV/OVs of 10/10.

It takes Yuga Khan 7 APs of time to complete this attack, during which he can do nothing but stand still and make Vampirism checks each phase. All positive RAPs gained from this use of Vampirism may be used to raise current Attribute and Power conditions to their original status.

Omega Effect

Like Darkseid, Yuga Khan may use his Continuum Control to fire powerful blasts from his eyes. Most often he will use it to attack a target with an Energy Blast, and if he receives a number of RAPs equal to twice the target's BODY, he can choose to completely disintegrate the target and scatter its atoms across the cosmos. Later, Khan may resurrect disintegrated targets by making an Action Check, using his APs of Continuum Control as the AV/EV and twice the target's BODY as the OV/RV. He may also use the Omega Effect to Teleport a target, using his APs of Continuum Control as the Teleportation Power.

It is unknown what the source of Yuga Khan's Omega Blast is. It is possible that he uses the X-Element, like his son Darkseid, to power his Continuum Control, Dimension Travel, and Warp Powers.

Personality/Role-playing

Yuga Khan is undoubtedly the most fearsome and awe inspiring of the New Gods. It was his reign that turned the planet Apokolips into smoldering ruins. His greed and impudence grew as he sought out The Source. His search, if completed, will lead to the eventual destruction of the universe.

His might dwarfs the other New Gods, even Highfather and Darkseid, and all seem to fear his horrifying wrath and insatiable desire for power. However, his judgment is often directed by his singleminded drive towards the Source and a raging arrogance that leads him to believe he can do anything or defeat anyone. Although he is more powerful than his son, Yuga Khan is not as cunning or manipulative as Darkseid, and his lack of foresight and logic often lead to his ruin.

Darkseid and Yuga Khan hate one another with a passion. However, because of his god-like status, Darkseid is unable to kill his father directly and must have the aid of others to do so. Yuga Khan is the only being in the universe Darkseid fears, although he would never admit it.

Khan will never forget that Darkseid had his wife, Heggra killed. For that reason, he will most likely kill his son if he gets the chance.

BARBARA GORDON

DEX:	2	STR:	2	BODY:	2
INT:	7	WILL:	8	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE: 17				HERO POINTS:	50

- **Powers:** Recall: 12
- **Skills:** **linked*
  Artist (Actor): 6*, Charisma: 6*, Detective: 7*, Martial Artist: 7, Thief: 7, Vehicles: 5
- **Limitations:** Miscellaneous: Use of the Martial Artist Skill is limited to her upper arms and torso; Miscellaneous: Thief Subskills needing full mobility to perform are considered at 2 APs.
- **Advantages:** Connections: Batman (Low), Gotham City Police Department (High), Street (Low), Suicide Squad (Low); Intensive Training; Scholar (politics, computers); Sharp Eye
- **Drawbacks:** Traumatic Flashbacks; Uncertainty; Catastrophic Physical Restriction: paralysis of both legs.
- **Alter Ego:** Batgirl, Oracle
- **Motivation:** Seeking Justice
- **Wealth:** 6
- **Equipment:**

COMPUTER [BODY: 6, INT: 6, Detective: 6, R#: 2]
WHEELCHAIR [STR: 3, BODY: 4, Running: 1]

Powers and Abilities

As Batgirl, Barbara Gordon trained herself to the peak of physical perfection. She is still able to use her upper body for Judo and Karate, and even though she is paralyzed from the waist down, she can still employ her Martial Artist and Thief Skills with a great deal of efficiency.

A natural detective, her photographic memory and keen mind (INT, WILL, Recall, Sharp Eye) help her deal with tremendous amounts of information and find clues even Batman might miss.

Her most formidable ability is her mastery of computers and information systems (Scholar Advantage). She can access a number of high-security computer databases anywhere in the world. Her Recall allows her to remember any and all pertinent information she discovers from her computer probes that may aid her or other heroes on a case.

Batgirl

Before Barbara was paralyzed, she fought crime in gotham city as Batgirl. When she was Batgirl, she had the following statistics:

BATGIRL

DEX:	7	STR:	3	BODY:	4
INT:	7	WILL:	8	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE: 22				HERO POINTS:	50

- **Powers:** Recall: 12
- **Skills:** **linked*
  Acrobatics: 7*, Artist (Actor): 6*, Charisma: 6*, Detective: 7*, Martial Artist: 7*, Thief: 7*, Vehicles: 5
- **Advantages:** Connections: Batman (Low), Gotham City Police Department (High), Street (Low); Intensive Training; Scholar (politics, computers); Sharp Eye
- **Equipment:**

UTILITY BELT [BODY: 4]
Batgirl's Utility Belt was similar to Batman's. It was equipped with the following items:

Bat-Rebreather [BODY: 1, Sealed Systems: 12, R#: 2] Power Limitation: Sealed Systems is only effective against airborne poison gases, including tear gas.

Bat Shuriken [BODY: 6, EV: 2]

Batline and Grappling Hook [BODY: 4, Str: 5, Claws: 3] Note: the Batline is 3 APs long and is attached by a reel to the belt.

Infrared Flashlight and Goggles [Body: 2, Heat Vision: 9, R#: 2] Limitation: Range of Heat Vision is only a few inches.

Micro-Cassette Bat-Recorder [BODY: 1, Recall: 12, R#: 2] Miscellaneous Limitation: Recall only records audio information.

Miniature Bat-Camera [BODY: 1, Recall: 12, R#: 2] Miscellaneous Limitation: Recall only records visual information.

Plastic Bat-Explosives [BODY: 1, Bomb: 7] Note: Batgirl will be injured if within range of detonated explosive.

Personality/Role-playing

Barbara is a caring, introspective, and dedicated woman. Although she once idolized powerful heroes like Batman, has come to realize through her own

JIMMY OLSEN

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	9			HERO POINTS:	15

- **Skills:** Artist (Photographer): 3, Thief: 2, Gadgetry: 2
- **Advantages:** Connections: *Daily Planet* (High), Superman (High)
- **Drawbacks:** Miscellaneous: Jimmy is extremely curious, which frequently leads him to investigate things that might be better left alone (treat as Serious Irrational Attraction if he tries to overcome his curious nature).
- **Alter Ego:** James Bartholomew Olsen
- **Motivation:** Upholding the Good
- **Occupation:** Photographer/Reporter
- **Wealth:** 3
- **Equipment:**

Camera [BODY: 2, Recall: 12, R#: 3] Limitation: Recall only works for visual information.

SIGNAL WATCH [BODY: 2, Telepathy: 20, R#: 2] Limitation: Telepathy is actually a high-frequency noise that only Superman can hear.

Jimmy has promised Superman to only use the Signal Watch in dire emergencies. The watch uses a frequency that Superman can detect with his Extended Hearing Powers up to 20 APs (about 1000 miles). Within 9 APs of distance (1/2 mile) the signal actually hurts the Man of Steel's ears.

Powers and Abilities

Olsen has proven himself as an up-and-coming photo-journalist in Metropolis. He can create attractive and sellable pictures under nearly any circumstances using his Artist/Photographer Subskill. Jimmy also has a talent with electronic devices (Gadgetry). He is able to repair computers and simple robotics, and has even designed the Signal Watch to summon Superman. Olsen has also developed some infiltration skills (Thief Skill) that are helpful when he's trying to get a scoop.

Personality/Role-playing

Jimmy Olsen has no super-powers, but he does appear to have a super-human curiosity that gets him into dangerous situations. Even after some of the harrowing experiences he has had, he still has a youthful innocence and exuberance that continually leads him back into trouble. While this insatiable curiosity often leads him to good stories and photographs for the *Planet*, there is no doubt that it is also his most dangerous trait.

Jimmy has always been a responsible young man. In fact, he arranged his own education and found a job at a very young age. And, although he has found it very difficult to keep his housing on a small budget, his independent nature made him refuse to ask anyone for help. It is this determination that has led Perry White to believe Jimmy has the potential to become a great reporter someday.

Olsen is a kind-hearted, trusting friend, willing to help anyone in need without hesitation. And although his feelings are easily hurt, he rarely holds a grudge.

Jimmy often follows Lois Lane and Clark Kent to learn skills of the journalist trade from the best, and he idolizes them almost as much as his pal, Superman. He has therefore become one of their most loyal friends. He is not, however, privy to Superman's secret identity.

Jimmy's Money Situation

While he was working full time for the *Daily Planet*, Jimmy had a Wealth Rating of 4. When he was laid-off, Jimmy's Wealth dropped to 2, and he took spare jobs to pay the overdue bills. While Jimmy tried to keep his new apartment, he had to make an Action Check using his Wealth as the AV/EV against an OV/RV of 2/2 (the cost of his apartment rental) once a month (in game time).

If Olsen wants to sell some of his photographs to a newspaper or other periodical, he must find a breaking news story and then try to sell his wares using his Artist Skill against the INFL/AURA of the Character he's trying to impress. The resulting RAPs indicate how much money he will receive for the photos. He gets a +1 Column Shift to his AV when selling to a Character who knows him (i.e. Perry White) and a -1 Column Shift when outside Metropolis. He may only sell one set of photos a week (in game time).

Background Update

After Jimmy's mother found him working at the Ace O' Clubs (a tavern run by Bibbo Bibbowski) during Christmas, she convinced him to move back home until he could make it on his own once again. Directly afterwards, Olsen was hired by a Metropolis

OBERON

DEX:	4	STR:	2	BODY:	3
INT:	5	WILL:	4	MIND:	3
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE: 17				HERO POINTS:	20

- **Skills:** Acrobatics: 2, Charisma: 6, Gadgetry: 4, Martial Artist: 4, Thief: 4
- **Advantages:** Connections: Justice League International (High); Scholar (escapes, promotions); Sharp Eye
- **Drawbacks:** Minor Physical Restriction: Oberon is a dwarf
- **Alter Ego:** None
- **Motivation:** Thrill of Adventure
- **Wealth:** 5
- **Equipment:**

JLI Signal Device [BODY: 4, Telepathy: 25] Limitation: Telepathy reflects the range of signal.

Powers and Abilities

Oberon has no meta-human abilities, but his sharp mind and even sharper tongue make him a formidable opponent.

In his time with the circus, Oberon learned Acrobatics. As the assistant to both Mister Miracles he was also trained in picking locks, escaping traps, and various other techniques used to aid the stars during their circus acts. These abilities are reflected in his Thief Skill. Oberon also has a high degree of street-fighting prowess (Martial Artist).

Personality/Role-playing

Oberon has learned to be a tough, hard-nosed, "crack-them-up-side-the-head" kind of guy to survive. This trait also helps him keep things running smoothly at Justice League America's headquarters. League members respect him and know to take him seriously when he is truly angry.

Oberon has a very caring, fun-loving side that is concealed by his gruffness, and he seems to be attracted to others who have an adventurous spirit. An example of this is be his romantic interest in Fire (Bea DaCosta). Ironically, she is the only person with whom Oberon acts shy.

Although he likes to complain about it, Oberon gives his all to the Justice League because he cares about every single member a great deal (even Guy Gardner). In addition, he watches out for Scott Free and Big Barda because they are his family. In both cases, his harsh exterior is his way of expressing his true affection for his friends.

Oberon often best aids the Justice League from behind the scenes in an information gathering or administrative capacity, and by keeping a cool head and thinking quickly. He takes on any task willingly (although he is tired of being stuck on monitor duty), and if the need arises, Oberon will even fight. He will easily admit, however, that he is no match for most of the super-villains that the League faces.

Oberon's Thief Skill

Oberon learned a few escape tricks from Mister Miracle through the years, although he is far from being a master escape artist. He may attempt to use what he knows for escapes from restraints that would hold many heroes. The AV/EV of the attempt equals his APs of Thief Skill against an OV/RV based on the level of the restraint. Positive RAP's indicate a successful escape.

Restraint Type	OV/RV
Quick Binding (rope tie)	2/2
Tightly bound (heavy rope or cord)	4/4
Handcuffs	6/6
Chained to Wall	8/8
Locked in a Jail Cell	10/10
Locked in Safe	15/15

For Escape Attempts (or other Dice Actions using the Thief Skill) where Oberon can take advantage of his small size (such as handcuffs that are too big, small openings, bars just far enough apart, etc.) a -1 Column Shift is applied to the OV.

The Perks of Oberon's Position

Though he may often appear to be no more than a comedic sidekick for heroes, Oberon actually has a powerful role in managing the affairs of the Justice League, Mister Miracle, and Big Barda. When working for a team or individual hero, he gains access to all of their Connections. As aid to Maxwell Lord, he can contact the United Nations and is authorized to make purchases for the JLI. He may use a Wealth Rating of 12 for the Justice League International's resources or a Wealth Rating of 7 when doing business for Mister Miracle.

PERRY WHITE

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	5	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:		9		HERO POINTS:	5

- **Skills:** Artist (Writer): 6, Charisma: 4, Detective: 4
- **Advantages:** Connections: Daily Planet (High), Superman (Low); Leadership; Scholar (journalism)
- **Drawbacks:** Age (old); Catastrophic Irrational Attraction to maintaining journalistic integrity; Married
- **Alter Ego:** Perry Jerome White
- **Motivation:** Upholding the Good
- **Wealth:** 6

Powers and Abilities

Perry White is one of the most talented figures in the newspaper industry as a reporter, writer, and editor (Artist and Detective Skills). He is also a powerful motivator for his employees (reflected in his Charisma Skill and Leadership Advantage), making the *Planet* one of the top newspapers in the country.

Personality/Role-Playing

One would almost think that Perry lives in the Daily Planet building. The truth is, the *Planet's* manager spends most of his time there overseeing the entire newspaper making process. The paper *is* his life and has been since his youth. For this reason, Perry seems to be an ever-present force that pushes all the employees to the limit. He shows those who perform well under his pressure a great deal of respect.

White may be hard nosed and sometimes down-right ornery, but he is a good man, dedicated, much like Superman, to truth and justice. He believes in getting the facts straight and publishing stories that affect his readers the most, regardless of who might not want them published. White's integrity has even pitted him against Lex Luthor.

Perry White can usually be found in his office yelling at an employee or chasing down a story that is past deadline. When there is need for him to be patient and compassionate for his employees, though, Perry's office door is always open.

The Daily Planet

Founded by publisher Joshua Meriwether in 1775, the *Daily Planet* is Metropolis' largest daily newspaper. It publishes a morning edition, evening edition, and a hefty Sunday edition. On top of its local editions, the *Planet* also publishes national and international editions daily. Due to its accuracy and prize-winning staff, the *International Daily Planet* is the most widely read English-language newspaper on the European continent.

Perry White has been the paper's Managing Editor for a decade. During his tenure, he has assembled a loyal staff of reporters, columnists, and feature writers who have won numerous Pulitzer Prizes. Under his tutelage, both Lois Lane and Clark Kent developed into nationally renowned journalists.

The *Daily Planet* has a Wealth Rating of 17 which Perry White can access for business expenses.

Using Perry White in Adventures

Perry can be used in Adventures by sending Clark, Lois, Jimmy, or any of his reporters out on assignments that will cause a need for super-hero intervention. Perry can also be an excellent source of information in Metropolis for Player Characters. He may be able to give them access to *Planet* resources or connect them with heroes like Superman.

If a Player Character happens to be working for the *Daily Planet,* Perry could be used as part of a Job Subplot, leaning on the Character to get his work done. The PC may well be struggling with work life and adventuring, and the added pressure can cause interesting complications.

Subplots

In a recent Family Subplot, Jerry, White's son, was killed in a drug dispute instigated by Blaze. Perry has taken a leave of absence to deal with the tragedy, and be with his wife, Alice.

There are constant Job Subplots involving the running of the paper, missing reporters, and the recent layoffs due to cutbacks at the *Planet*.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book, Superman—The Man of Steel Sourcebook Sourcebook

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: 50
- **Skills:** Artist (Musician): 2, Gadgetry: 2, Scientist: 4, Thief: 4, Vehicles: 3
- **Bonus:** Miscellaneous: Teleportation is usable on others.
- **Limitations:** Miscellaneous: If Snapper uses his Teleportation Power without closing his eyes, he becomes disoriented and unable to perform any actions for 19 APs of time (two weeks); Miscellaneous: Snapper can only teleport to those places he has seen before or that he can actually picture in his mind.
- **Advantages:** Connections: Blasters (High), Justice League America (Low)
- **Drawbacks:** Public Identity
- **Alter Ego:** Lucas Carr
- **Motivation:** Thrill of Adventure
- **Wealth:** 5

Powers and Abilities

Snapper can use his meta-human Teleportation Power to instantly transport himself anywhere he can envision within Earth's dimension.

He has also learned a number of things with the Justice League and during his time working for S.T.A.R. Labs. Among these are using and repairing high-tech equipment (Scientist and Gadgetry), spying and gathering information (usually with his Thief Skill), and driving unusual vehicles, including spacecraft (Vehicles Skill).

Carr is also an excellent guitarist, which is accounted for by his Artist Skill.

JL of A Mascot

Before becoming a super-hero in his own right, Carr worked with the original Justice League of America and even helped them defeat super-villains like Starro the Conqueror. Carr was allowed access to the Secret Sanctuary and had High Connections with Aquaman, Flash II (Barry Allen), Martian Manhunter, Black Canary, and Green Lantern, among others. Snapper was also issued a Justice League Signal Device [BODY: 3, Telepathy: 16, R#: 2, Limitation: Telepathy is the signal Range of the Device].

Personality/Role-playing

Carr is a happy-go-lucky guy who's life is rarely dull. Because he lives for the moment and is rarely affected by pressure, he is usually quick with a joke or some snappy comment during critical situations. Snapper stands behind his friends 100%, however, and will readily risk himself to save others.

Snapper also has the determination and courage to get what he wants. His persistence ingratiated him with the old Justice League of America and has made him successful in most of his pursuits.

Snapper is sharp witted but often not very thoughtful. He will often jump into the thick of things without careful assessment of the situation. Despite his carelessness, however, he has held his ground even against powerful super-villains.

Carr is still getting used to his special ability, and he finds great amusement in testing it to new limits.

Snapper's Teleportation

When teleporting, Snapper snaps his fingers. The act is dramatic and unnecessary, but he believes it gives him more style. It notifies his allies (and sometimes even enemies) that he is teleporting.

Carr also closes his eyes when he teleports. If he leaves his eyes open, the process of watching his transportation can literally drive him insane. He and anyone he takes with him while using Teleportation will be disoriented and unable to function normally for 19 AP's (two weeks) if their eyes are not closed. The last and only time Snapper did this, he ended up in a psychiatric ward and believed himself to be insane.

Using Snapper Carr in Adventures

Snapper is a fun Character to drop into an adventure simply because of his style. Half the fun for the Player Characters will be trying to understand Snapper's "hipster" style of speaking. The other half would be dealing with Snapper's fun-loving, careless attitude that often leads to trouble.

The heroes would most likely encounter Snapper and his team, the Blasters, during an Adventure in outer space. Since all of the heroes on that team are developing their abilities, the Player Character's efforts would most likely be riddled with problems as super-powers go awry.

WONDER WOMAN SUPPORTING CAST

PROF. JULIA KAPATELIS

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

- **Skills:** Scientist: 2
- **Advantages:** Connections: Harvard University (High), Wonder Woman (High); Scholar (archaeology, history, linguistics)
- **Drawbacks:** Age (Old)
- **Motivation:** Upholding the Good
- **Wealth:** 6

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book

VANESSA KAPATELIS

DEX:	3	STR:	1	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7			HERO POINTS:	5

- **Skills:** Acrobatics: 2
- **Advantages:** Scholar (ancient history)
- **Drawbacks:** Age(young)
- **Motivation:** Thrill of Adventure
- **Wealth:** 1

STEVE TREVOR

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

- **Skills:** Martial Artist: 4, Medicine (First Aid): 2, Military Science: 5, Vehicles: 5, Weaponry: 4
- **Advantages:** Connections: U.S. Military (Low), Wonder Woman (High)
- **Motivation:** Responsibility of Power
- **Wealth:** 5

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book

ETTA CANDY

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	11			HERO POINTS:	10

- **Skills:** Acrobatics: 4, Charisma (Persuasion): 5, Detective (Law): 2, Martial Artist: 4, Medicine (First Aid): 2, Military Science: 4, Vehicles: 3, Weaponry: 4
- **Advantages:** Connections: U.S. Air Force (High)
- **Motivation:** Upholding the Good
- **Wealth:** 4

INSPECTOR ED INDELICATO

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	12			HERO POINTS:	5

- **Skills:** Charisma (Interrogation): 4, Detective: 4, Military Science (Tracking): 3, Martial Artist: 4, Weaponry: 4
- **Advantages:** Connections: Boston Police Department (High), Wonder Woman (Low)
- **Drawbacks:** Serious Irrational Attraction to Wonder Woman
- **Motivation:** Seeking Justice
- **Wealth:** 4
- **Equipment:**

Handgun [BODY: 4, EV: 4, Ammo: 7, R#: 3]

Powers and Abilities

Julia Kapatelis, an expert in Ancient Greek culture, has taught history and archaeology at the college level for many years. She also has some ability in scientific analysis.

Vanessa is agile due to her youth and has trained in Acrobatics.

Steve Trevor is an ace pilot (Vehicles Skill) and gained a number of other abilities during his career with the Air Force. These include combat (Martial Artist and Weaponry Skills), First Aid (Subskill of Medicine), and Military Science.

Because of his police training, Inspector Ed Indelicato is well versed in hand-to-hand combat (Martial Artist), fire arms (Weaponry) and police procedure (Detective). He is a good and reliable law enforcement officer.

Because of her Air-Force training, Etta has developed some hand-to-hand skills (Martial Artist), and is trained in using firearms (Weaponry), military tactics (Military Science) and first aid (Medicine). She also has some knowledge of law (Detective).

BATMOBILE

[STR: 7, BODY: 9, Flame Immunity: 8, Fog: 7, Heat Vision: 7, Military Science (Tracking): 10, Recall: 12, Running: 7, Security System: 10, Skin Armor: 5, Telepathy: 17, Thief (Stealth): 8, Vehicles (Land): 5, R: #2]

Limitations: Miscellaneous: Military Science (Tracking) represents the Batmobile's navigation system which allows Batman to track his prey; Miscellaneous: Telepathy Power reflects the communications system which includes micro-wave connection to the computers in the Batcave and his Police short-wave-radio. The police radio is limited to a range of 12 APs (4 miles); Miscellaneous: Recall refers to computer memory only.

AFTERBURNER [Running: 8. This replaces the car's Running Power of 7 APs for only 2 APs of time.]

Limitations: Miscellaneous: After using the afterburner, the Batmobile will need to be refueled within 9 APs (32 minutes) of regular driving.

OIL GUN [Ice Production: 6. Limitation: Ice Production is actually an oil slick which causes a road hazard to pursuers]

PORTABLE CRIME LAB [Detective: 7]

TIRE SLASHERS (x4) [BODY: 4, Claws: 4]

Description

The Batmobile has gone through many incarnations, and all, including the current model, have been unparalleled by any other four-wheeled vehicle on the road. The present Batmobile has a maximum speed of 225 MPH and is capable of off-road movement. Over the years, Batman has also added various new weapons systems and computer hardware. The current model houses a bank of computer hardware that is linked to the Batcomputer.

The Batmobile only accommodates two people: the driver and one passenger.

Features

The latest Batmobile is a low slung sportscar, which resembles a 1989 Corvette. Despite appearances, however, it has a number of useful features, including:

•**Afterburner:** Though its normal speed is 7 APs, the Batmobile has an afterburner that can push the car up to 8 APs for 10 seconds (2 APs of time). Once used, the car has to be refueled before it can be used again.

•**Body Protection:** The body and windshields are coated with a unique bullet-proof ceramic similar to the heat resistant tiles on the space shuttles (Flame Immunity: 8, Skin Armor: 5).

•**Communications system:** The Batmobile has microwave transmitters that connect the Batmobile to the Batcomputer (Telepathy: 17). Batman also has a Police short-wave radio, but its maximum range is 4 miles (12 APs).

•**Homing Device:** The homing device (Telepathy: 17, Vehicles(Land): 5) will control the car to take Batman back to the Batcave when he is too injured to drive.

•**Laser Headlights:** The Batmobile's headlights contain powerful lasers that Batman uses to disable retreating vehicles or to vaporize the occasional road hazard left by criminals (Heat Vision: 7).

•**Oil Gun:** The car is capable of spilling an oil slick in its wake creating any ice-like road hazard for anyone driving through the slick. Anyone driving through the slick must make a successful Action Check, using DEX or Vehicles Skill against OV/RVs of 6/6 (Ice Production). Failure indicates a loss of control of the vehicle.

•**Portable Crime Lab:** The portable lab which is stored behind the drivers seat allows Batman to immediately analyze clues found at a crime scene. Using the Combining Actions rule (page 48 of the *Rules Manual*), Batman can subtract a Column Shift from the OV of any Detective Skill Attempt.

•**Security System:** To protect the Batmobile from possible break-ins, the car has a nearly impenetrable security system (Security System: 10). If an opponent does not make positive RAP's versus 10 APs during a Thief Attempt a silent alarm will sound alerting the Batman.

•**Smokescreen:** A special exhaust system can project a smokescreen in its wake to blind pursuers (Fog Power of 7 APs).

•**Stealth:** For such an incredibly powerful machine, the Batmobile is very quiet. Treat it has having the Stealth Subskill (8 APs) when not using the afterburner.

•**Tire Slashers:** Foot long blades sheathed within each of the hubcaps slide outward to shred the tires of cars next to the Batmobile (Claws: 4). This is terribly effective for stopping villains' getaway cars, especially when travelling at high speeds.

FORTRESS OF SOLITUDE

[BODY: 18 (exterior), LAB: 12, Security System: 14]

Description

The Fortress of solitude has become Superman's memorial to Krypton. He rarely travels there, unless he needs to make use of the technology therein. Sometimes Superman goes to the Fortress to meditate and reflect on his life. Some of the items contained in the Fortress include:

BIRTHING MATRIX [BODY: 13, Flight: 40, Sealed Systems: 23, Recall: 20, Solar Sustenance: 23] Limitations: Solar Sustenance keeps a child alive inside the matrix; Miscellaneous Drawbacks: The Powers are no longer operational.

Superman was brought to Earth as a child in the Birthing Matrix. It has long since fulfilled its function, but he keeps it as a memento of his origins.

COMPUTER JOURNAL [INT: 4, Recall: 12] Note: All journal entries are in Kryptonese.

EL BATTLE SUIT [*DEX: 8, STR: 17, BODY: 18*, Energy Blast: 10, Remote Sensing: 13, Sealed Systems: 21, Solar Sustenance: 21] This fifteen foot tall battlesuit was used by Kal-El's ancestors during war to travel and fight in an environment poisoned by radiation. The powerful mechanical shell houses a tank that holds the user's body in a nutrient bath for months at a time, while the user mentally directs the machine and "sees" through it's sensory systems.

SUPERMAN BATTLESUIT [*DEX: 14, STR: 23, BODY: 17,* Flight: 14, Sealed Systems: 11, Superspeed: 12, R#: 2] Superman used this suit to replace his special physical abilities when he lost them temporarily. The suit is still in working order if he finds use for it again.

Security

Beyond the fact that it is nearly impossible to find beneath the ice of Antarctica, the Fortress of Solitude's walls are strong enough to withstand bombardment from heavy artillery. In addition, it is guarded by an automatic Security System (Security System: 14). The entrances are attuned to Superman's presence so that only he may enter. Interlopers must shut off the Security System to enter without being attacked by security robots.

SECURITY ROBOTS [DEX: 6, STR: 5, BODY: 5, INT: 1, WILL: 2, Stretching: 2, Flight: 6, R#: 2] Limitations: Stretching can only be used for arms; Reliability Number includes the possibility for the circuitry to go bad and the Robots to become renegade.

These Robots can be used as servants or security. Superman does not use them, but the automatic systems in the Fortress will activate them to protect the structure. They use their extending tentacle arms to Grapple opponents.

Using the Fortress of Solitude in Adventures

The Fortress of Solitude is a good way to introduce the Player characters to Superman. Perhaps they can enter its vicinity during an Adventure that takes them to Antarctica. After the heroes deal with the legion of security robots, the Man of Steel (summoned by the security system) arrives to find a group of exhausted heroes very close to accidentally discovering his secret abode!

The Fortress was the starting point for the Eradicator's attempt at restructuring of Earth into a Kryptonian state. Heroes might therefore aid Superman in a similar scenario by stopping runaway Kryptonian technology. Because of its odd origins and capabilities, the Fortress could set loose countless hazards for Player Characters to defeat, shut down, or destroy.

Appearances in DC HEROES Role-Playing Game, Second Edition

Superman—The Man of Steel Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis—Earth Two: *Action Comics* #53, 149, 484; Superman (1) #17, 21, 25, 58, 81, 108; *Superman Family* #212, 217; *World's Finest Comics* #7, 11, 69

New Genesis

Typical New God

Dex:	5	Str:	5	Body:	5
Int:	5	Will:	4	Mind:	4
Infl:	4	Aura:	4	Spirit:	4
Initiative: 14		Hero Points:			5

- **Skills:** Artist: 3 or Scientist: 3, Vehicles: 3
- **Motivation:** Upholding the Good
- **Wealth:** N/A

New Genesis Police

Law Enforcement Officers on New Genesis exist, though they are rarely needed. They have Dex and Body of 6, wear Armor [*Body: 9*], and carry Staves [Body: 6, Energy Blast: 5, Limitation: Energy Blast has a Range of Touch].

Description

New Genesis is a paradise world that combines high levels of technology, society, and nature without one impeding on the development of the others. In fact, New Genesis would be a virtual utopia if it were not for the strife and occasional war caused by its sister planet Apokolips.

The people of New Genesis are generally peaceful and fearless, and since there is little hardship or need for work, most New Gods spend their time in intellectual and artistic pursuits. Individualism is supported, though it can cause minor conflicts.

The leader of the New Gods of New Genesis is Izaya, the Inheritor, also known as Highfather. He is a warrior hero of legends as well as a powerful being with connections to The Source (see below). Highfather usually manages to keep the peace with Apokolips, and once exchanged sons with Darkseid (the ruler of Apokolips) to prevent war.

The people of New Genesis have the power of gods, and only the abilities of other New Gods can challenge them. The New God heroes include Orion, Lightray, Highfather, Metron, and Fastbak (see separate entries). All these heroes will defend New Genesis with their lives (except Metron who only observes).

Supertown

Most of the New Gods live in Supertown, an orbiting city miles above the planet surface. It's position is a safeguard against further attacks from Apokolips. It is a magnificent and huge city with gleaming towers, tremendous wildlife areas, and parks. Highfather lives in a giant building in the center of this city.

Darkseid has made plans to completely destroy New Genesis. When this time comes, Supertown will leave orbit, and Metron will lead the New Gods to a new world. Supertown is capable of Flight at 29 APs when not in orbit (as well as Solar Sustenance: 30, Sealed Systems: 30).

Using New Genesis in Adventures

New Genesis is an entire world full of Characters and settings for Adventures on a cosmic scale. The Player Heroes might help the New Gods fight off an attack by the forces of Apokolips. Perhaps the heroes might ask the New Gods for assistance in saving Earth from one of Darkseid's schemes.

The Source

The Source has become a major part of the New God saga. It is said to contain the ultimate knowledge of the universe and the Life Equation, two closely related concepts. It rests beyond the Promethean Galaxy, and manifests itself for mortal eyes in the form of Highfather's giant glowing wall.

To gain advice from the Wall, Highfather makes an Interrogation Attempt using his Infl/Aura (or Charisma/Interrogation Skill) against an OV/RV of 4/4. Other Characters that are pure of heart (Heroes) may ask the Source for advice using an OV/RV of 8/8, and evil or power mongering Characters (Villains) must make an Interrogation roll against 15/15. The more positive RAPs gained, the clearer the advice, though it will always be cryptic (RAPs exceeding the OV/RV of the attempt will yield fairly clear answers).

Besides Highfather's wall, one can contact The Source directly by passing through the Final Barrier located in the Promethean Galaxy (although doing so requires a Dimension Travel roll against 75/75). Anyone who successfully breaks this barrier adds fifteen to all of his/her Mental and Mystical Attributes, receives 200 Hero Points, and becomes a Non-Player Character.

Brother Power, the Geek

DEX:	3	STR:	4	BODY:	4
INT:	2	WILL:	3	MIND:	2
INFL:	8	AURA:	9	SPIRIT:	12
INITIATIVE:	13			HERO POINTS:	55

- **Powers:** Animate Objects: 18, Awareness: 8, Invulnerability: 12, Matter Manipulation: 18, Personality Transfer: 8, Regeneration: 10, Self-Link (Spirit Travel): 14
- **Skills:** Acrobatics: 4, Artist (Musician): 5, Charisma: 8, Scientist: 2
- **Bonuses:** Brother Power uses Personality Transfer and Spirit Travel to inhabit mannequins, dolls, and Animated Objects (see "Free Spirit" below); Objects altered by Matter Manipulation do not return to their original state unless Brother Power wills them to do so.
- **Limitations:** Power Limitations: Animated Objects have a DEX of 3 and a STR and BODY equal to their BODY; Invulnerability and Regeneration only work in the presence of energy (see "Flower Power" below); Personality Transfer can only be used on objects affected by Brother Power's Animate Objects Power; Matter Manipulation can only be used to alter the shape and appearance of objects Brother Power has inhabited with Personality Transfer so that they look like his original body (see "Free Spirit" below).
- **Advantages:** Scholar (chemistry, flower power)
- **Drawbacks:** Innocent; Strange Appearance; Miscellaneous: When Brother Power is knocked unconscious or "killed", he cannot revive until he absorbs some form of energy (see "Flower Power" below).
- **Motivation:** Upholding the Good

Powers and Abilities

Brother Power the Geek is a unique being created from a special combination of Earth Forces that occasionally create elementals like Swamp Thing and Naiad. He can use his Animate Objects and Matter Manipulation Powers to create a new body for himself, and inhabit it with his Personality Transfer Power. Brother Power can also Animate Objects that he is not inhabiting, such as mannequins and socks.

As an elemental force, Brother Power is difficult to destroy, as he can simply leave a damaged body and create a new one for himself somewhere else. He is energized with strength, and becomes even stronger when in larger bodies. Brother Power can create new bodies the size of buildings. When at this size, he can easily lift hundreds of tons.

Brother Power is an accomplished musician and an inspired speaker, and is an expert on chemistry, a skill he taught himself to help himself figure out what he was.

Personality/Role-playing

Brother Power is hippie cult hero who uses his elemental abilities to aid hippies and other good-hearted folks. His mission is to spread the word of peace, in his own sixties fashion.

Brother Power is a puppet elemental imbued with consciousness through the power of nature. Energy gives him life and it restores his strength. Unlike other elementals, Brother Power does not really know what he is, nor does he care. He simply wants there to be peace, love, and rock-n-roll everywhere. He is single-minded, not terribly bright, and very direct and self-assured in his mission.

Free Spirit

Brother Power has no permanent physical form, as he is truly a disembodied spirit. He travels from body to body, spreading the good word. When he decides to use another body, the old one loses color and slumps to the ground, and the new one loudly pops and snaps to life, taking on the form and color of Brother Power, the Geek.

Since an inanimate object has no INT/MIND, Brother Power can automatically inhabit any Animated Object, with no roll required. The Attributes listed in the stat box at the top of the page represent Brother Power as he normally exists: in a roughly man-sized rag doll body. Larger bodies are correspondingly stronger. The STR and BODY of any new form equals the original object's BODY. See page 38 of the *Rules Manual* for examples of object BODY.

Flower Power

Brother Power's body is not organic. Therefore, he does not continue to lose BODY points when his Current BODY reaches 0 APs in Killing Combat, and he does not die when his BODY condition reaches a negative equal to his starting BODY. If this occurs, he

DEATH

DEX:	5	STR:	5	BODY:	9
INT:	22	WILL:	25	MIND:	35
INFL:	28	AURA:	38	SPIRIT:	35
INITIATIVE:	55			HERO POINTS:	600

- **Powers:** Awareness: 18, Dimension Travel: 30, Sorcery: 40
- **Skills:** Occultist: 20
- **Advantages:** Area Knowledge (the Afterworlds, Realm of the Just Dead); Attractive; Connection: The Endless (High); Iron Nerves; Miscellaneous: Death can cause or forestall the death of any living creature (see "Power Over Life and Death" below); Death cannot be killed or knocked unconscious by Physical Damage (see "Endless Existence" below).
- **Alter Egos:** Grim Reaper, Thanatos, etc.
- **Motivation:** Responsibility of Power

Power Over Life and Death

Death's mission in the universe is to bring all lives to their inevitable end. To accomplish this task, she has the Power to cause the death of any living creature, from the lowliest human to the most powerful god. Conversely, she can use this same Power to grant a being extended life.

In game terms, this allows Death to instantly kill any Character, with no roll required, or allow any being to live forever. Obviously, this is not a Power to be used lightly, and Gamemasters are discouraged from using it at all. If an Adventure calls for extremely powerful mystic Characters to oppose Death, treat this ability as having an AP rating of 75.

When Death uses this Power to kill someone, that Character doesn't simply cease to exist. Rather, the Character dies of rational or plausible causes: heart attack, hit by a car, spontaneous combustion, etcetera. In fact, every time any Character dies anywhere, it is actually Death, using this Power, that causes it.

Powers and Abilities

Death is a force of nature, or possibly an end to such forces. Death appears at the close of every person's life to aid him in passing from the material world to the Realm of the Just Dead, where he then goes on to some form of afterworld.

Death is everywhere in the universe at once, taking countless lives every moment. Though not human, Death often looks like one. She can appear in any guise, male or female. She is the most powerful of The Endless, with the exception of her brother, Destiny.

Personality/Role-playing

Death is chipper, exuberant, and vivacious. Ironically, she loves and extols the beauty of life. She is sensitive to the fears and pain of those she visits and tries to be comforting, but she is also stern and does not allow the dying to hesitate in starting on their journey. She is not master or punisher of mortals, but a servant of the Universe.

Of all The Endless, Death is closest to her brother, Morpheus, Lord of Dreams. She often tries to cheer his melancholy nature, and often offers him sisterly advice. On occasion, she brings him to watch humans and understand them better, because she feels he is too aloof. Death often gets angry at her siblings in The Endless because of their selfishness. They respect her as a matriarch who has power over them all which she will inevitably use.

When dealing with The Endless, especially Morpheus, Death is an advisor and friend, as well as arbiter of affairs. She generally works alone, but may occasionally allow one of her siblings to join her on her rounds. She occasionally extends favors to the Endless. For example, she is allowing a friend of the Sandman, Hob Gadling, to live until he decides to die.

Endless Existence

As one of the Endless, Death is a mystical entity, not a living being. As such, her physical body is merely a shell, and is completely inconsequential to her existence. If Death should sustain Physical damage sufficient to "kill" her (see "Dying in DC Heroes" below), her physical form simply disperses. Death can reform a new body, if she so chooses, the very next phase. The only way to truly destroy Death is with Mental or Mystical Damage.

The Face of Death

During the modern age on Earth, Death usually appears as a beautiful, but hauntingly pale, young woman clad in black clothing. She is ornamented by a large ankh (Egyptian symbol of eternal life and power) hanging on a chain about her neck, her personal sigil. If she chooses, only those who are dying, with the exception of the Endless and extremely mystically sensitive beings, may see her. However, wings like those of a raven may be heard (sometimes perceived by humans as a "death rattle") when the spirit of a being is taken from this world.

Some people say they have looked Death in the

The Demon Etrigan

Dex:	9	Str:	10	Body:	12
Int:	12	Will:	17	Mind:	14
Infl:	13	Aura:	17	Spirit:	12
Initiative:	34			Hero Points:	130

- **Powers:** **Mystic Link*
  Awareness: 11, Claws: 13, Flame Project: 13*, Invulnerability: 13, Jumping: 3, Magic Blast: 16, Precognition: 30*, Regeneration: 10, Sorcery: 15
- **Skills:** Occultist: 15
- **Limitations:** Power Restriction: Etrigan may not use Precognition on himself.
- **Advantages:** Area Knowledge (Hell); Connections: Hell (High); Iron Nerves
- **Drawbacks:** Strange Appearance; Miscellaneous: Etrigan always speaks in rhyming verse; Miscellaneous: Etrigan cannot cross the bounds of a perfectly drawn "magic circle," nor can he use his Powers to attack targets on the other side of such a circle. [Note: only Characters with the Occultist (Ritual Magic) Skill rated at 7 APs or higher can inscribe such circles. Inscribing a circle is an Automatic Action and takes roughly fifteen minutes (8 APs) to complete.]
- **Alter Ego:** Jason Blood, Iason Blaise
- **Motivation:** Psychopath
- **Equipment:**

LIVING ARMOR [*Body: 15*]

Before particularly important combats, Etrigan impales a number of living scorpions on the sharp spikes that protrude from his bony skin, giving him a form of "living armor." Once put in place, the armor lasts ten phases before sloughing off and becoming useless. Etrigan rarely uses this ability.

Powers and Abilities

As the son of a major demon, and a high level lord of Hell himself (Rhyming Caste), Etrigan wields quite a bit of natural and learned magic (Sorcery, Occultist). He can peer into a person's mind, or his future (Mind Probe, Precognition). His preferred methods of attack are either a Magic Blast or a jet of Hellfire, which he spews from his gaping maw, toasting anything in its path (Flame Project).

The Demon's Body is as tough as steel, able to resist bullets and high-explosive blasts. As a denizen of the underworld, he is immortal, and practically impossible to kill, as he can quickly recover from any wound short of complete disintegration (Invulnerability, Regeneration).

Etrigan is horribly Strong, and can easily hoist 250 screaming mortals over his head (if he can get them wadded up into a ball). His mighty leg muscles allow him to Jump from rooftop to rooftop, and his wickedly Clawed hands can tear through titanium like tissue paper.

Despite all his power, Etrigan cannot break the spell which binds him to Jason Blood.

Personality/Role-playing

As a demon of the elite Rhymer Caste, Etrigan shows his supreme confidence in battle (and annoys everyone around him) by always speaking in verse. This is an essential part of his character, and a Player portraying him should always speak in verse, even if the rhymes aren't perfect. A good way to prepare for playing Etrigan is to read some Demon comics to get a feel for his style. Another way is to write some rhymes ahead of time, before the game starts. The Gamemaster should award extra Hero Points to a Player who can always speak in verse as Etrigan.

Oddly enough, the Demon is considered by most to be something of a hero since he often sides with meta-humans to drive away evils which prey on less powerful beings. This could be because Etrigan loves to bust heads, and attacking weak foes is not as much fun. Etrigan has even knocked superior demons down a peg or two.

Running the Demon is actually playing two roles: the raucous hellspawn, and the weary demonologist within whom he is trapped. Blood will do his best to keep the Demon at bay, but on occasion, he will call upon Etrigan to save himself or others.

Jason Blood

Blood is Etrigan's mortal host and most persistent opponent. Although he is not a terribly powerful person, he has nevertheless seen and experienced quite a lot in his thousand-year existence. Blood has played many roles in history and studied many fields, especially demonology and magic. Occasionally The Demon somehow manages to erase Blood's memory, and he forgets his origins and magical knowledge.

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: 7 (20)
- **Skills:** Occultist: 9
- **Limitations:** Faust can only use Sorcery at 20 APs when his abilities are augmented by the demons Abnegazar, Rath, and Ghast.
- **Advantages:** Connections: Crime Champions (Low); Scholar (alchemy demonology, ritual magic)
- **Alter Ego:** None
- **Motivation:** Power Lust
- **Wealth:** 10
- **Equipment:**

Spell Books [BODY: 1]

Faust's tomes contain arcane rituals mimicking nearly every imaginable Power. Faust has such a formidable collection of spells that any magic rituals he enacts have four times normal effect (add 2 APs to mimicked Powers produced by rituals).

Powers and Abilities

Faust has demonstrated great ability in both natural and learned magic (Sorcery and Occultist Skill). His specialty is the manipulation of organic matter. His favorite spell, Darwood's Dictum, allows him to make an individual into one of his fingers so he may then control his victims and cause them pain.

Faust's Power levels fluctuate, possibly due to a sensitivity to the Manna flow or as a result of numerous defeats at the hands of other magicians. To become truly powerful, Felix Faust once used his magics to summon the trio of demons: Abnegazar, Rath and Ghast. With the demons present, Faust became eight hundred times more potent. However, as with all demons, the trio was very difficult for Faust to control.

Personality/Role-playing

Felix Faust has spent his thousand year existence searching for ways to increase his mystical abilities. His fate is tied to the hero known as Dr. Mist, who has lived as long as Faust and carries in him the Flame of Life. When Faust is at the end of his mystical rope, he tries to obtain the legendary magic of the Flame from Nommo (Dr. Mist). His latest attempt proved futile as the magic integrated itself into Dr. Mist's life force.

Faust's greatest weakness is his single-minded greed for power. He cares very little for human life at all. He focuses on collecting magical might, and it always leads into conflict with other powerful forces, such as super-heroes.

Faust is obsessed and slightly crazed. A thousand years of searching for magical power and periodic banishment into limbo have taken a toll on his mind. Because of this, Faust thinks he can challenge anyone, even the most powerful sorcerers, and beat them easily. Often during battles he wastes time boasting and ranting about his inevitable success. In truth, his magics are never up to the level he believes, and without his items, books, and scrolls to focus his energy, Faust would be almost helpless.

Abnegazar, Rath, and Ghast

This trio of demons are nasty, malevolent creatures, as old as time itself. They are more chaotic than the demons of Hell's Hierarchy, being demons from the time of the Predead. Of late, Abnegazar's apparent death has caused a great reduction of their Powers.

ABNEGAZAR, RATH, AND GHAST

DEX:	7 (6)	STR:	13 (7)	BODY:	16 (10)
INT:	9 (6)	WILL:	10 (6)	MIND:	12 (7)
INFL:	11 (7)	AURA:	15 (8)	SPIRIT:	13 (6)
INITIATIVE:	27 (19)			HERO POINTS:	85

Note: The numbers in parentheses represent Rath and Ghast's current AP levels. This reduction is due to the presumed death of Abnegazar.

- **Powers:** **Mystic Link*
  Animate Object: 16 (7)*, Awareness: 8 (0), Energy Blast: 15 (8)*, Matter Manipulation: 18 (8)*, Magic Sense: 8 (5), Sorcery: 22 (9)
- **Skills:** Occultist: 10
- **Advantages:** Area Knowledge (Hell); Connections: Felix Faust (Low), Hell (Low), Wotan (Low); Iron Nerves; Scholar (demon lore)
- **Motivation:** Nihilist

Summoning Demons

Each of the demons who once lived on the Earth plane has a special talisman that allows him to return to Earth. The talismans of Abnegazar, Rath, and Ghast were known as the Silver Wheel of Nyorlath, the Green Bell of Uthool, and the Red Jar of Calythos. The Gamemaster can create similar talismans if he wishes a villain to attempt to summon another demon of the Predead. To summon one of the

Flaw and Child

Flaw

Dex:	4	Str:	10	Body:	5
Int:	1	Will:	1	Mind:	1
Infl:	2	Aura:	1	Spirit:	5
Initiative:	11			Hero Points:	15

- **Powers:** **Mystic Link*
  Magic Field: 10, Skin Armor: 10*
- **Skills:** Martial Artist: 5
- **Advantages:** Connection: Child (High); Lightning Reflexes
- **Drawbacks:** Catastrophic Rage; Strange Appearance; Miscellaneous: Flaw is totally subservient to Child.
- **Alter Ego:** None
- **Motivation:** Nihilist

Child

Dex:	6	Str:	4	Body:	9
Int:	4	Will:	13	Mind:	7
Infl:	11	Aura:	14	Spirit:	12
Initiative:	21			Hero Points:	85

- **Powers:** **Mystic Link*
  Awareness: 10, Darkness: 6*, Dimension Travel: 14, Dispersal: 10*, Invulnerability: 12*, Magic Sense: 8, Sorcery: 14, Telepathy: 8*
- **Skills:** Occultist: 12
- **Advantages:** Area Knowledge (Domain of Chaos); Connections: Barter (Low), Gemworld (Low), Lords of Chaos (High)
- **Drawbacks:** Age (although Child is an immortal Lord of Chaos, he wears the form and has the personality of a young boy); Serious Rage
- **Motivation:** Nihilist
- **Wealth:** N/A (essentially limitless)

Powers and Abilities

Child is a Lord of Chaos in corporeal form. Because of his origins, he is capable of great Sorcery and creating chaotic events. He can travel anywhere instantly with his Dimension Travel and Sorcery Powers. Child's consciousness is connected with the universe, so he has the Powers of Telepathy, Awareness, and Danger Sense to various degrees. Though he has a solid form, his body is much more durable than a normal mortal's (Invulnerability).

Child uses his Sorcery Power for a variety of effects, but mostly for flight, to sustain his mortal form and keep it from aging, and to create and maintain constructs like Flaw.

Basically an animated chunk of silicon, Flaw is nearly invulnerable to Physical and Magical Attacks (Skin Armor and Magic Field). Though terribly strong (able to uproot large trees easily), he is extremely stupid and slow.

Personality/Role-playing

Think of the most excitable, mischievous, and precocious 10-year old imaginable, give him the power of a god, and you have Child. Although he is eons old, Child's personality perfectly matches the form of a young boy that he has chosen to adopt. He is immature, irresponsible, and self-centered to an almost absurd degree. He does, however, seem to have a soft spot in his heart for Flaw, despite the fact that he constantly badgers and insults his hulking companion. Child took extreme risks, even for a Lord of Chaos, in order to rebuild Flaw, perhaps the only selfless act he has ever performed.

Flaw is completely loyal to Child, in a puppy-dog sort of way. If his brutish strength and crystalline invulnerability were matched with intelligence, he would pose much more of a threat than he does. As it is, he is little more than a muscle-bound flunky for Child to order around.

Rebuilding Flaw

When Flaw is destroyed, Child can reconstruct the behemoth as long as he has a single shard of his companion's body left. Child uses his Sorcery to mimic the Animate Objects Power. This takes 15 APs of Sorcery (Flaw's Body is considered 15, the hardness of diamonds), so Child must Push his Sorcery. Because of his incredible density, Flaw's Dex stays at 4 instead of equalling the APs of Power (as is normally the case with Animated Objects), and he automatically has the Skin Armor and Magic Field Powers as these abilities are magical characteristics of the crystals from which he is formed.

When making any Sorcery attempt, Child must immediately cross-reference the number of APs of Sorcery invoked as an EV against his Spirit as RV. The Resulting APs are inflicted upon Child as Mystical Bashing Damage. However, because of his familiarity with this spell and his ability to prepare correctly, Child can use Hero Points to raise his RV against this Damage.

FLORO

DEX:	4	STR:	4	BODY:	7
INT:	8	WILL:	6	MIND:	4
INFL:	8	AURA:	7	SPIRIT:	6
INITIATIVE:	20			HERO POINTS:	55

- **Powers:** Plant Control: 15, Plant Growth: 18, Regeneration: 10, Speak With Plants: 18
- **Skills:** Gadgetry: 7, Scientist: 11
- **Advantages:** Connections: Arkham Asylum (Low), New Guardians (High); Scholar (botany)
- **Drawbacks:** Serious Psychological Instability; Strange Appearance
- **Alter Ego:** Jason Woodrue
- **Motivation:** Psychopath
- **Wealth:** 4
- **Equipment:**

False Flesh Spray [BODY: 2]

Woodrue uses the False Flesh Spray over his body to temporarily restore his human appearance.

Powers and Abilities

Jason Woodrue developed a serum that transformed him into a plant-like creature and gave him other botanical Powers. With his Plant Growth Power, Floro may control and speed plant growth through force of will. He can also Speak With Plants, and Regenerate at a phenomenal rate.

Floro is not a physical combatant, nor is he terribly strong. However, his tree-like endurance allows him to survive tremendous punishment, as reflected in his BODY of 7. His unpredictability and Powers are his most dangerous weapons.

Personality/Role-playing

Woodrue is caught on the edge of sanity and humanity. He believes he is mostly plant life and has little respect for humanity. This is probably misdirected anger for the misfortunes that have befallen him as a human.

Floro believes he is on a mission for the Green (the consciousness and power of all plants on Earth) to undermine animal, and especially human, domination of the planet. However, the Green has not accepted Floro as part of itself. In fact, the Green considers him mostly human.

Woodrue no longer has the obsession about gaining power over other living creatures that marked his earlier criminal career. He now concentrates on protecting the ecosystem from human destruction. To do this, he once tried to destroy the entire human race, but was shown by Swamp Thing that humanity is actually part of the ecosystem. Since then, he has decided to help humans continue their evolution by becoming a member of the New Guardians.

Floro is mentally unstable. He has spent a great deal of time in Arkham Asylum but treatment has done little for him. Now, Floro roams the world trying to find a place in it. Sometimes he interacts with society in disguise, but he prefers plants because they comfort his madness.

Plant Talk

Although he is not accepted as part of the Green, Woodrue may communicate with plants, and is found doing so frequently. To request information about an area, Floro makes an Action Check using his APs of Speak With Plants as the AV/EV of the attempt against an OV/EV equal to the radius around him he wishes to survey. One RAP will give him a vague impression of the area; RAPs equal to 1/2 RV indicate a fairly detailed picture; and full RV RAPs indicate a thoroughly accurate and complete description of the location.

He may also use Speak With Plants to find objects or people. The AV/EV is again the APs of Power. The distance (in APs) between Floro and his subject will be the OV/RV of the attempt (the distance will probably be unknown to the Player and decided by the Gamemaster). RAPs are subtracted from the distance to determine how long it takes (in APs) for the plants to locate Floro's subject.

Using Floro in Adventures

Floro may join a team of adventurers to save the environment from the machinations of villains or villainous corporations. Floro may also be able to locate other Player Characters or gain information for adventurers by questioning flora.

A likely scenario would involve Floro scheming to destroy all of humanity using his formidable powers over plant growth. Such an adventure may have a gritty, horrific tone (as with many of Swamp Thing's enemies). For example, Floro may find a way to increase plant growth to levels that normal humans could not contain. Super-heroic or mystical forces would be needed to defeat him or help him regain sanity.

Floro could introduce Player Characters to other members of the New Guardians who might need help from, or give help to, adventurers.

Subplots

Floro is continually trying ingratiate himself with the Green in a Miscellaneous Subplot. The

PHANTOM STRANGER

DEX:	7	STR:	3	BODY:	20
INT:	20	WILL:	25	MIND:	25
INFL:	19	AURA:	28	SPIRIT:	25
INITIATIVE:	46		HERO POINTS:		300

- **Powers:** Awareness: 25, Sorcery: 40
- **Skills:** Occultist: 15
- **Advantages:** Area Knowledge (the Afterworlds, Realm of the Just Dead); Connections: Justice League of America (High), Lords of Order (Low), Mystical Community (High); Leadership; Luck; Omni-Connection
- **Drawbacks:** Guilt
- **Alter Ego:** "The Gray Walker"
- **Motivation:** Unwanted Power

Powers and Abilities

The Phantom Stranger wields tremendous mystical might drawn from the collective life-force of humanity. Ironically, he rarely uses any of this power, and in battle, almost never. However, when pressed he can hurl eldritch bolts of energy, raise mystic shields, and cast spells to imprison even the strongest foes (mimicking Energy Blast, Force Field, Force Shield, Force Manipulation, and the like). The Stranger may traverse the dimensions with ease, as well as teleport anywhere in the cosmos instantaneously (by mimicking Teleportation.or Dimension Travel).

Though not inhumanly strong, the Stranger can take substantial punishment (with a BODY of 20). He understands things far beyond the comprehension of mortals due to his extremely high INT rating and Awareness Power. Not only can he dish out incredible mystical force, but can also survive heavy mystical attacks with the resilience of an entity (AURA and SPIRIT).

Stranger's origins are, as yet, unrevealed. It is rumored that his beginnings are entwined with the creation of this universe and that he has taken part in a number of cosmic occurrences. From this, it can be assumed that the Stranger never ages and is most probably immortal.

The Stranger can use his Sorcery to travel to the Realm of the Just Dead (Travel Value 7). He does this by following the "Gray Path," a trail laid out specifically for him. In this dimension he can communicate with the recently deceased.

Personality/Role-playing

The Phantom Stranger can best be described as enigmatic. He intentionally shrouds himself in mystery, appearing, giving scant information, and then disappearing once again when least expected. As his name implies, he prefers to keep an emotional distance from those he helps in spiritual and mystical matters.

For the most part The Phantom Stranger prefers mortals to solve their own problems. This is not because he does not care for them, but because he does not overtly interfere with the destiny of humanity. At times when terrible forces threaten the safety of humanity (and sometimes the whole universe), however, the Stranger will make contact with Earth heroes who can resolve the problem.He will only step in himself when humans are absolutely unable to help themselves.

The Stranger is a melancholy, soft-spoken advisor to the recently deceased passing through the Realms of the Just Dead. There, he walks a very long and lonely path. In fact, he has only a handful of friends, one being Deadman who also resides in the Realm of the Just Dead. Many humans, even heroes, are disturbed or put off by his presence at first. But they soon learn to respect his wisdom, even though he stays distant and aloof. To most he is "merely a stranger."

Back In Time

One of the ways the Phantom Stranger uses his Sorcery Power is to travel backward in time. In fact, he has travelled as far back as the birth of the universe twice: once during the Earth shattering Crisis, and once on a mystical tour with young Timothy Hunter. The Gray Walker needs his full concentration to do this. Unlike normal the Time Travel Power, the wandering spirit can actually travel through his own timestream backwards (rather than entering an alternate time stream), and take others with him on such a journey. When in the past, the Stranger and any other travelers are invisible, intangible, and all but non-existent. They can watch events unfold, but cannot interact. None but the most sensitive mystically oriented beings can sense him (make a special Perception Check using the

SANDMAN

DEX:	5	STR:	5	BODY:	9
INT:	20	WILL:	22	MIND:	30
INFL:	20/25	AURA:	30/35	SPIRIT:	25/30
INITIATIVE:	45/50			HERO POINTS:	500

- **Powers:** Awareness: 16, Dimension Travel: 30, Sorcery: 35/50
- **Skills:** Occultist: 20
- **Advantages:** Area Knowledge (Dreaming); Connections: The Endless (High), Hell (Low), Earth's Mystical Community (Low); Iron Nerves; Miscellaneous: Sandman cannot be killed or knocked unconscious by Physical Damage (see "Endless Existence" below).
- **Drawbacks:** Authority Figure
- **Alter Ego:** Morpheus, Dream, Oneiros, Oneiromancer, Lord Shaper, Kai'dkul, L'Zoril, and innumerable others
- **Motivation:** Responsibility of Power
- **Equipment:**

HELMET [BODY: 16, Note: The Helmet is the Sandman's official badge of office, and with it he can visit other mystical realms with impunity as an official envoy.]

Pouch of Sleep Dust [BODY: 16, Hypnosis: 35, Magic Sense: 20] Bonus: Any Character put to sleep with the Dust's Hypnosis Power is instantly transported to the Dreaming; Limitation: Hypnosis can only be used to put target to sleep.

Ruby [BODY: 6, SPIRIT: 22, Sorcery: 25] Note: While in possession of the ruby, the user's SPIRIT is considered 22 APs for the purpose of determining the amount of Mystical Bashing Damage he sustains while using the Ruby's Sorcery Power. The Ruby was recently destroyed in a battle with Doctor Destiny and the Sandman regained the Power he had placed within it. Before the Ruby was destroyed, Sandman's Sorcery was at 15/25.

- **Note:** Attribute and Power Ratings before the slash apply to Sandman outside the Dream Dimension; Ratings after the slash apply when he is in the Dreaming.

Powers and Abilities

Morpheus' Powers are nearly limitless. He can manipulate "dream stuff" into any form he chooses. Alternately, he may pull specific elements from dreams that are occurring and use them. For instance, he can summon a vehicle or a piece of scenery from a dreamer at the time of his dream. Sandman may travel anywhere within the Dream Dimension instantly, or anywhere in the universe where someone is dreaming, and speak with any dreamer. He also may affect the process of a person's dreams, but usually allows dreams to follow their natural course.

The Dreaming

The realm of Morpheus is known as the Dream Dimension, or the Dreaming. It is here that the Dreamkin dwell, venturing forth to visit the sleep of mankind to provide wonders and terrors for inspiration and self-revelation.

Sandman himself dwells in the Dreaming, and his power is greatly increased while he is there (as indicated by the Attribute and Power Ratings to the right of the slash). Normally, a sleeper in the Dream Dimension is still simply dreaming, and anything that happens to him will last only as vague memories when he awakens. Sandman, however, can use his Sorcery Power to affect a dreamer's waking life. This is a Difficult task, so the OV/RVs of such an attempt are at +2 Column Shifts.

Endless Existence

As one of the Endless, Sandman is a mystical entity, not a living being. As such, his physical body is merely a shell, and is completely inconsequential to his existence. If Sandman should sustain Physical damage sufficient to "kill" him (see "Dying in DC Heroes" below), his physical form simply disperses. Sandman can reform a new body, if he so chooses, the very next phase. The only way to truly destroy Sandman is with Mental or Mystical Damage.

Gallery of the Endless

Sandman is one of a family of powerful magical beings known as the Endless. There are seven Endless: Destiny, Death, Dream (Sandman), Desire, Despair, Destruction, and Delirium. They are incomprehensibly powerful beings that are the living embodiments of their names.

Each of the Endless maintains a personal realm, and in that realm is a gallery that contains an artifact belonging to each of the other Endless. Should Sandman wish to summon any of his siblings, he need only hold the appropriate artifact, and call to him. No matter where he or she is, the Endless so

SOLOMON GRUNDY

DEX:	6	STR:	17	BODY:	14
INT:	1	WILL:	2	MIND:	9
INFL:	5	AURA:	2	SPIRIT:	7
INITIATIVE:	12			HERO POINTS:	75

- **Powers:** Energy Absorption: 8, Invulnerability: 20, Regeneration: 4, Force Manipulation: 8
- **Limitations:** Miscellaneous: Grundy can only use Force Manipulation after Absorbing Energy, for a number of phases equal to the APs of energy absorbed; Grundy has no conscious control of his Force Manipulation Power.
- **Drawbacks:** Serious Irrational Attraction to Jade; Catastrophic Irrational Attraction to destroying Green Lantern; Serious Rage; Strange Appearance
- **Motivation:** Nihilist
- **Wealth:** 0

Solomon Grundy's Statistics

According to DC's *Who's Who '91,* Solomon Grundy is able to absorb certain forms of energy and manipulate them at will. He has therefore been given the Energy Absorption and Force Manipulation Powers.

Powers and Abilities

Solomon Grundy is a strange, inhuman construct formed from a mysterious life energy. His body is composed of decayed materials from the basin of a swamp, including the remains of a man named Cyrus Gold. Due to his composition, he is impervious to most forms of physical punishment and does not tire (reflected by his BODY score as well as Invulnerability). He has no nerves and feels no pain, and when damaged, can quickly Regenerate. In fact, his body can survive conditions where humans could not, such as being frozen solid or left underwater indefinitely. Grundy can absorb energy used against him and manipulate it at will, but he does not have the intelligence to control the use of this Power.

Grundy is not a good fighter, but he is fast. One of his blows can crush a human. He has the Strength to tear apart machinery or hurl large vehicles effortlessly.

Personality/Role-Playing

In terms of personality, there is little to be said for Solomon Grundy. For the most part, he lives to fight and destroy and understands little else. The most emotion he displays is a berserker rage during battle. If someone can pacify him, they can usually control him. Grundy will always attack those he remembers as his enemies, proving there is some rudimentary memory and logic at work in the monster's head.

Grundy will attack his targets on sight, and becomes angry if attacked back. If he works up to a berserker rage, he will enter Killing Combat until calmed or defeated. Though he will not harm Jade of Infinity, Inc., he has no compunctions about injuring others.

Jade seems to be the only person who is able to calm and control Grundy. He holds genuine affection for her. Solomon Grundy will not let any harm come to Jade in his presence.

Calming Grundy

Any Character with the Attractive Advantage and an Influence rating of 5 or higher (Grundy's INFL) gains a one column shift in their favor when making a Persuasion attempt against Grundy.

A Character may try to use Persuasion on Solomon Grundy if he becomes enraged during battle. Positive RAPs from such a check will allow Grundy to try and regain composure. To do this he must then make a successful Action Check with AV/EVs and OV/RVs equal to Grundy's WILL/WILL (Hero Points may not be used). Grundy will not try to calm down without being successfully Persuaded.

Using Solomon Grundy in Adventures

Solomon Grundy is a dangerous foe to the Justice Society of America and Infinity, Inc., but usually works under the "employ" of other villains as muscle. His appearance is not only dangerous and challenging to a group of heroes, but usually signals that other villains are nearby.

SPECTRE

DEX:	12	STR:	16	BODY:	25
INT:	10	WILL:	18	MIND:	15
INFL:	15	AURA:	20	SPIRIT:	12
INITIATIVE:	40			HERO POINTS:	140

- **Powers:** **Mystic Link*
  Animate Objects: 18, Aura of Fear: 18, Awareness: 12, Dimension Travel: 15, Dispersal: 15*, Fog: 25*, Growth: 18*, Illusion: 18*, Invisibility: 20*, Magic Sense: 12, Mind Probe: 35*, Self Link (Spirit Travel): 30, Sorcery: 12
- **Skills:** Occultist: 18
- **Bonuses:** Dimension Travel can be used to pull people into the Spectre's being (see "Inside the Spectre" below).
- **Limitations:** Power Restrictions: Dimension Travel can only be used for travel to the Realm of the Just Dead and the Afterworlds, and the Spectre must have access to a fresh corpse to use the Power; Mind Probe only allows the Spectre to divine the target's future intentions, and whether he is good or evil, unless Spectre actually "enters" the target's mind (see "Plumbing the Depths of Evil" below).
- **Advantages:** Connections: Earth's Mystical Community (High), The Phantom Stranger (High)
- **Drawbacks:** Catastrophic Irrational Attraction to punishing murderers; Strange Appearance
- **Alter Ego:** James Corrigan
- **Motivation:** Seeking Justice

Powers and Abilities

The Spectre is nearly omnipotent. As a spectre, he is invisible, intangible and may pass through solid objects. In this form, he can fly at several thousand miles per hour. However, the Spectre may make himself solid by collecting his ectoplasm into a human form. Even in this form, he is incredibly strong and practically indestructable.

Spectre is able to Animate Objects with ease, travel to most mystical spheres instantaneously using Dimension Travel, and create thick, chilling, disorienting mists (Fog). He is a formidable Mental and Mystical force with the ability to delve into the minds of others and to divine their intentions and loyalties using Mind Probe, as well as cause distortion of perceptions with Illusion. Spectre wields the power to bring deep fear into the hearts of his enemies with his spectral presence (using the Aura of Fear Power). He is also very sensitive to cosmic and mystical happenings due to his Magic Sense and Awareness Powers.

Personality/Role-playing

The Spectre was never human. For this reason, the spirit usually acts cold, aloof, and objective towards mortals. His Awareness places his conception of the universe far beyond others and he is rarely interested in mortal opinions.

More than anything, the Spectre is the spirit of vengeance for those greatly wronged, especially those whose lives were ended too soon and too violently. To the perpetrators of such acts, the revenge is swift and often brutal. The Spectre seems to enjoy meting out poetic justice, in the form of elaborate, deadly Illusions.

The Spectre is actually two roles, the tough, dead ex-cop, Jim Corrigan, and the phantasmal spirit of vengeance that dwells within him. When the Spectre takes action, he moves quickly and efficiently, uttering few words. His form then quickly returns to that of Jim Corrigan.

Inside the Spectre

The Spectre can pull people into his very being, where the laws of reality are subject to his will. To accomplish this, he uses the Banishment function of his Dimension Travel Power. The APs of Power are the AV/EV, while the OV/RV is equal to the target's INFL/SPIRIT. If the RAPs scored are greater than or equal to the victim's SPIRIT, he is sent screaming into the Spectre's inner being.

Within this "realm," the Spectre is supreme. The environment and surroundings there are subject to his whim, and his power to exact punishment is nearly limitless. To represent this, Spectre gains the equivalent of 20 APs of Sorcery while in his "being," and may spend Hero Points to increase his RV against the Mystical Bashing Damage suffered from its use.

While engaged with victims inside his being, Spectre can take no other actions, and remains invisible and intangible in the "real world." Victims are trapped in the Spectre until he chooses to let them out, although another Character could attempt to free them using the Summoning function of the Dimension Travel Power. The OV/RV of such an attempt would be the Spectre's INFL/SPIRIT, and would require RAPs equal to or greater than his SPIRIT of 12 to succeed.

Plumbing the Depths of Evil

Normally, the Spectre's Mind Probe Power can only be used to get a general sense of intention from his victim, and whether he is "good" or "evil." However, if the need for more information is great, the Spectre may enter the target's mind, much as he pulls others into his own being. The AV/EV for this attempt is the Spectre's Mind Probe Power, while the OV/RV is equal to the target's INT/MIND. Positive RAPs indicate success, and the Spectre enters the mind of the target.

While he is inside someone's mind, Spectre is particularly vulnerable. The surroundings there are the victim's memories themselves, and the victim has power since his mind is his own "home turf." Treat the victim as having Sorcery power, linked to his AURA, so a character with an AURA of 5 would have 5 APs of Sorcery. The Spectre maintains all of his normal Powers and Attributes,

DAXAMITES

TYPICAL DAXAMITE

DEX:	16	STR:	26	BODY:	18
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	42			HERO POINTS:	30

- **Powers** (under yellow sun only): Directional Hearing: 9, Extended Hearing: 9, Flight: 15, Microscopic Vision: 16, Invulnerability: 23, Heat Vision: 16, Sealed Systems: 12, Super Breath: 13, Super Hearing: 6, Superspeed: 12, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13
- **Drawbacks:** Fatal Vulnerability: lead, Range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, Range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs
- **Major Representatives:** Lar Gand (Valor), Laurel Gand
- **Motivation:** Upholding the Good
- **Wealth:** 4
- **Group Affiliation:** Former Member of the Alliance
- **Equipment:**

SPACECRAFT [Dex: 4, Str: 16, BODY: 16, INT: 13, Energy Blast: 13, Extended Hearing: 8, Flight: 24, Full Vision: 11, Radar Sense: 35, Radio Communication: 40, Recall: 25, Sealed Systems: 27, Skin Armor: 2, Super Hearing: 18, Telescopic Vision: 6, Warp: 39, R#: 2]

Most Daxamite spacecraft are large, sophisticated vessels capable of travelling at nearly 400 times the speed of light.

Powers and Abilities

When under the light of a yellow star, Daxamites gain herculean strength and endurance. They can fly at over 30,000 miles per hour, survive the explosion of a thermonuclear bomb, and travel thorough space unprotected (as indicated by their Flight, BODY, Invulnerability, and Sealed Systems scores, respectively). Daxamites also possess a number of specialized vision powers and heightened senses, including: Heat Vision, X-Ray Vision, Ultra Vision, Telescopic Vision, Microscopic Vision, and Extended Hearing. All these Powers function much like those manifested by Superman.

Even without their Powers, Daxamites are extremely intelligent beings with a true love for discovery.

Description

Daxam, a world much like Earth, has spawned a culture and technology far more advanced than those of the Earth.

Due to their vulnerability to lead, as well as other cultural barriers, Daxamites are a fairly xenophobic race. They fear that other races might bring traces of lead to their world. In fact, their insatiable thirst for knowledge is the only thing that drives the scientifically-minded Daxamites from the safety of their world.

The Daxamite race has the potential to be the most powerful in the known universe. Even Superman would be hard pressed to beat a Daxamite in physical combat. In fact, in many ways, Daxamites and Kryptonians are amazingly similar, and it has been theorized that there is a common lineage between the two races. While many fear the Daxamites' potential for displaying destructive force of immeasurable magnitude, the Daxamites have already demonstrated their noble ideals by helping Earth's heroes turn back the Dominators' recent invasion. At present, the Daxamites strive to remain neutral in extra-terrestrial affairs, though they will take action to preserve universal harmony if absolutely necessary.

Daxamite Vulnerabilities

Daxamites have Fatal and Loss Vulnerabilities to lead. If a Daxamite comes within 3 APs of the element (or any compound that contains it), he immediately loses his Powers, and his Physical Attributes drop down to 4. Thereafter, the Daxamite loses one point of Current Body Condition every minute (4 APs of time), until he is either removed from the presence of the lead or dead. If the Daxamite is successfully removed from the lead's influence, he may Recover normally, and his Powers return at the rate of 1 AP per minute. In any case, each exposure permanently reduces each of the Daxamite's Powers and Physical Attributes by a number of APs equal to the number of minutes the exposure lasted (Attributes to a minimum of 4).

Sometime in the late 30th Century, Brainiac 5 of the Legion of Super-Heroes develops a serum that

DURLANS

TYPICAL DURLAN

DEX:	6	STR:	3	BODY:	5
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE: 11			HERO POINTS:		20

- **Powers:** Self Manipulation: 8, Shape Change: 8, Chameleon: 8, Omni-Arm: 8
- **Skills:** Artist (Actor): 6
- **Advantages:** Insta-Change
- **Drawbacks:** Serious Irrational Fear of other races (xenophobia)
- **Major Representatives:** R. J. Brande, Reep Daggle, Yera, Toog Lintens
- **Motivation:** Thrill Seeker
- **Wealth:** 3

Powers and Abilities

With its antennae, a Durlan can read the molecular structure of any object or creature and duplicate its form. They may not copy meta-human or magical Abilities of specific forms, but can use the Powers and Skills inherent to a species (wings, claws, shrinking, etc.). A Durlan may take forms larger or smaller than themselves but usually choose a proportional form. Most Durlans prefer their natural, tentacled form when on Durla.

Many Durlans working in concert may create a symbiotic or colony life form. This has been demonstrated by the formation of starships made completely of Durlans.

Description

Durlans are one of the most primitive and feared races in the known galaxy. For the most part, they are xenophobic and prefer no contact with other worlds. For this reason, Durlans are usually abrupt and secretive.

The Durlan culture has evolved very slowly since the Six Minute War, a nuclear holocaust that gave the surviving population the ability to shape change. Even during the late 30th Century, Durlans live in separate tribes and deal with rules of succession and conflict through battles to the death. A ritual that requires brothers to fight one another to the death drives Reep Daggle from his homeworld and lands him in the Legion of Super-Heroes.

A Durlan's natural tentacled form is usually hidden under customary hooded robes. When dealing with other races, however, they may take a more humanoid appearance, with orange skin, antennae, and pointed ears.

The planet Durla is rocky and barren. Few would have reason to go there if they were even allowed. On the other hand, archeologists from all over the universe would give anything to organize digs of legendary value on its surface.

In the future, the United Planets will offer terra-forming equipment to develop Durla, but its inhabitants will stubbornly and proudly refuse the off-world aid.

Durlan Spacecraft

When invading Earth, Durlans came in their own spacefaring ships. In fact, the Durlans *were* the ships. While the other races in the Alliance have space technology, Durla is backwards in such respects. They rarely leave Durla, so when they need to do so, they rely on their abilities.

It takes approximately one hundred Durlans working together to create a colony organism that is capable of long distance space travel. A vessel of this sort has Physical Attributes as follows: DEX: 12, STR: 20, BODY: 18. When the Current Body Condition of the ship equals 0, the Ship breaks apart into individual Durlans. The Ship also has Flight: 29 and Sealed Systems: 22.

Using Durlans in Adventures

Adventures on Durla are a challenge, since no other races are allowed on the world. Durlans will try to destroy interlopers, especially humans. A Gamemaster might start an Adventure there or have heroes track down a villain who takes shelter on Durla.

Durlan's make excellent spies and warriors because of their shape shifting abilities. A Durlan even infiltrated the Legion of Super-Heroes for a while disguised as Shrinking Violet, and only Brainiac 5 and Reep Daggle (another Durlan) discovered her. In interplanetary Adventures, the Player Character's allies, and even teammates, could be Durlans in disguise.

Subplots

Durlans who willingly leave Durla to fraternize with other races are considered outcasts and become involved a Criminal Past Subplot if they try to return home.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, Atlas of the DC Universe

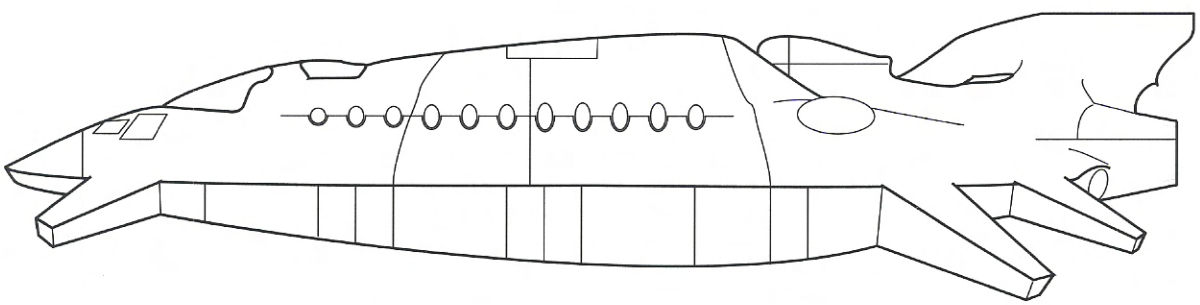
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #267, 283; *Adventure Comics* #343-344; *DC Special Series* #21; *Legion of Super-Heroes* (2) #301; *Legion of Super-Heroes Annual* (2) #2; *Superboy* (1) #212

Current: *Captain Atom* (3) #24; *Detective Comics* #595; *Flash* (2) #20-22; *Invasion!* #1-2; *Legion of Super-Heroes* (4) #6, 8; *Manhunter* (2) #8-9; *Starman* #2-6; *Who's Who '91* #8; *Who's Who in the Legion of Super-Heroes* #4; *Wonder Woman* (2) #26

Durlan Light Duty Personnel Transport



TONNAGE	: 31 tons	CREW, MIN.	: 1
LENGTH	: 32.3 m	MAX.	: 3
WIDTH	: 13.5 m	PASSENGERS	: 40
HEIGHT	: 6 m (6.9 m)	CARGO SPACE	: 2.7 tons

counteracts the effects of the lead-poisoning in Daxamites and allows them to keep their powers under any sun. Due to the scarcity of Kryptonite, a necessary component of the serum, only Laurel Gand and her ancestor, Valor (Lar Gand), receive treatments.

Daxamites also lose all their Powers (and their Physical Attributes are reduced to 4) when they are not in the presence of yellow sun radiation. Daxam itself sits beneath a red sun.

Daxamite Science

Daxamite technology is particularly formidable, especially in the realm of bio-mechanics. The best Daxamite scientists have the Scientist and Gadgetry Skills rated at 15 APs and the Medicine Skill rated at 16 APs.

Using Daxamites in Adventures

Daxamites are very powerful Characters and should be incorporated into Adventures with caution. Renegade Daxamites become a powerful force under a yellow sun, and can give Player Heroes a rough time. Just one Daxamite can effectively challenge an entire team. Heroes facing a Daxamite must find a way to subdue the renegade and return him to Daxam for incarceration.

Adventuring heroes will meet Daxamites primarily during adventures in space. Though they may be cautious at first, the Daxamites can usually be convinced to help true heroes.

Subplots

Usually a world closed to outside influence, Daxam has recently fraternized with other races for scientific reasons (Miscellaneous Subplots). These political and social dealings are new to them.

Threat of lead poisoning can cause a Power Complication Subplot for a Daxamite Character as it has with both Valor and Laurel Gand.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, Atlas of the DC Universe

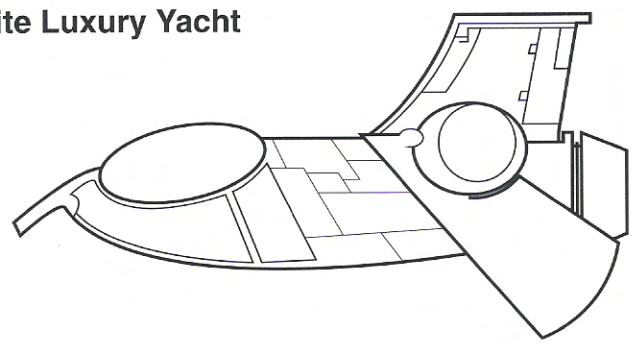
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #384; *Adventure Comics* #312; *Legion of Super-Heroes* (1) #293-294, 296 (behind the scenes), 301 (behind the scenes), 302-303, 313 (2) 1, 52-53; *Legion of Super-Heroes Annual* (2) #2; *Superboy* (1) #89; *Who's Who in the Legion of Super-Heroes* #4

Current: *Invasion!* #1-2; *Legion of Super-Heroes* (4) #6 (text), 9; *Legion of Super-Heroes Annual* (4) #1-2; *Power of The Atom*#7; *Swamp Thing* (2) #97-98; *Who's Who '90* #5

Daxamite Luxury Yacht



TONNAGE	: 32 tons	CREW, MIN.	: 1
LENGTH	: 30.4 m	MAX.	: 3
WIDTH	: 12.2 m	PASSENGERS	: 20
HEIGHT	: 4.3 m (6.5 m)	CARGO SPACE	: 1.1 tons

but all tasks he attempts are considered Strenuous, and suffer a +3 Column Shift penalty to the OV/RV.

To gain the information he seeks, the Spectre must "explore" the terrain of his victim's mind, suffering the assault of the victim's subconscious all the way. In game terms, he must spend a number of Phases in combat equal to the RAPs of the initial Mind Probe attempt, up to a maximum of the victim's MIND. At the end of this time, Spectre will have gained the insight he needed, and can safely exit. If things are going badly, he may choose to withdraw early, without gaining any knowledge, but must suffer one attack from the victim before departing.

James Corrigan

Jim Corrigan was an ace detective and quite comfortable with a handgun. Through the years he learned a great deal about the occult in order to find his final rest.

Although Corrigan and the Spectre were separate entities for a time, they are currently one being; Corrigan is a ghost inhabited by the vengeful power of the Spectre. The Attributes and Skills below represent Corrigan as he was while separated from the Spectre:

JAMES CORRIGAN

DEX:	4	STR:	3	BODY:	4
INT:	6	WILL:	7	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	15			HERO POINTS:	140

- **Skills:** Detective: 6, Occultist: 3, Thief: 4, Vehicles (Land): 4, Weaponry: 4
- **Advantages:** Connections: New York City Police Department (Low), Madame Xanadu (High)
- **Drawbacks:** Miscellaneous: Corrigan and the Spectre are alter-egos and cannot exist at the same time.
- **Alter Ego:** The Spectre
- **Motivation:** Seeking Justice
- **Wealth:** 5

Kim Liang

Kim Liang was James Corrigan's personal secretary and sometimes love-interest. She was a permanent fixture in Corrigan's Greenwich Village office until she was revealed to be a creation of Madame Xanadu. She no longer exists.

Liang was a bright, bubbly, creative, and slightly unconventional woman. She hated tedium and monotonous work, preferring unique and challenging opportunities. This made her the perfect custodian for Jim Corrigan/Spectre.

KIM LIANG

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	5
INITIATIVE:	9			HERO POINTS:	10

- **Skills:** Detective: 2, Occultist: 2
- **Advantages:** Connections: Jim Corrigan (High), Madame Xanadu (High)
- **Motivation:** Upholding the Good
- **Wealth:** 4

Using the Spectre in Adventures

Spectre is usually involved in mystical plots dealing with vengeance. The Gamemaster can use him to aid or warn a group of Characters about an impending danger of a cosmic or magical nature.

Although he is best used as a Non-Player Character, the Spectre can also make an interesting PC, since he can have entire adventures in the "world" of a villain's mind.

Subplots

The constant fluctuations in the Spectre's Power and Attribute levels are the basis for a Power Complication Subplot as the avenging spirit learns the limits of his abilities.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book (card included), Magic Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Adventure Comics* #431-440; *All-Star Comics* #1-23, 70; *All-Star Squadron* #1-5, 20, 27-28, 30-35, 50, 59-60; *All-Star Squadron Annual* #2-3; *America vs. the Justice Society* #2; *The Brave and The Bold* (1) #72, 75, 116, 180, 199; *Crisis On Infinite Earths* #5, 7-8, 10-12; *DC Comics Presents* #290; *DC Special* #29; *Ghosts* #97-99; *Justice League of America* #46-47, 82-83, 124, 193, 220; *Showcase* #60-61, 64, 100; *The Spectre* (1) #1-10; *Swamp Thing Annual* #2; *Who's Who '86* #21; *Wonder Woman* (1) #241-243; *Wrath of The Spectre* #4

Current: *Action Comics* #596, 663; *All-Star Squadron* #67; *Animal Man* #23; *The Books of Magic* #2; *Detective Comics* #582 *Infinity, Inc.* #49 (flashback); *Infinity, Inc. Annual* #2 (flashback); *Invasion!* #1-3; *Justice League America* #31-32; *Justice League Europe* #7-8; *Last Days of the Justice Society Special* #1; *Millennium* #4-5, 8; *Secret Origins* (3) #15, 31, 50; *The Spectre* (2) #1-31; *The Spectre Annual* #1; *Suicide Squad* #8, 9 (behind the scenes); *Swamp Thing* (2) #49-50, 58; *War of the Gods* #2, 4; *Who's Who '87* (2) #5; *Who's Who '91* #8; *Young All-Stars* #3, 27; *Young All-Stars Annual* #1

Subplots

In a bizarre Miscellaneous Subplot, it was recently shown that Solomon Grundy is actually a failed attempt to create another elemental like the Swamp Thing.

Appearances in the DC Heroes Role-Playing Game, Second Edition

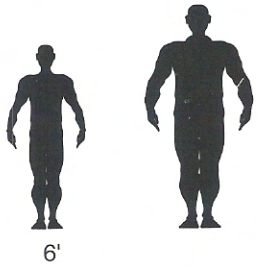
Background/Roster Book, World at War

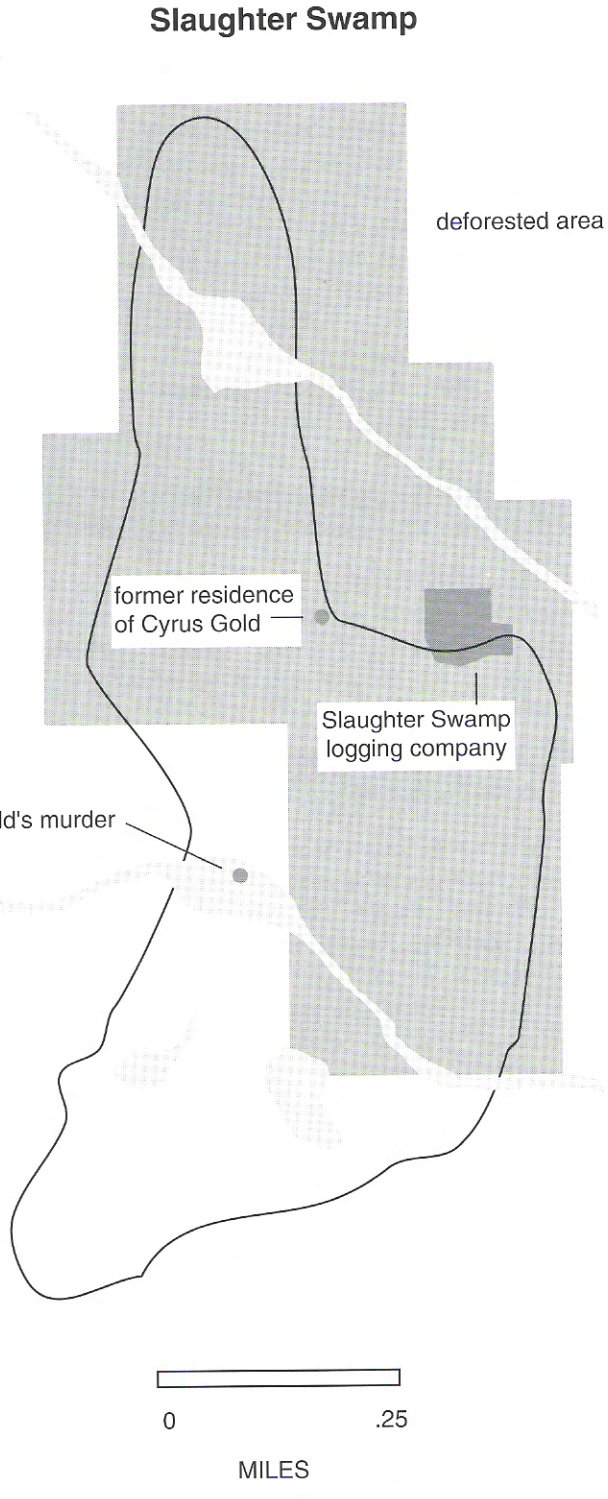
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *All-American Comics* #61; *All-Star Comics* #33, 63; *All-Star Squadron* #1-3; *Comic Cavalcade* #13, 24; *Crisis On Infinite Earths* #5, 9; *DC Comics Presents* #8; *Detective Comics* #523; *Infinity, Inc.* #3-4, 22-23; *Justice League of America* #46-47, 91-92, 193; *Superman* (1) 301, 319-322; *Who's Who '86* #21; *Wonder Woman* (1) #271-273

Current: *Infinity, Inc.* #35-40, 42, 44, 46-47, 51-53; *Justice Society of America* #1-3, 5-8; *Swamp Thing* (2) #67; *Who's Who '90* #5





summoned can hear the call, and may instantly appear before Sandman if heor she so wishes.

Personality

The Sandman is a dark, melancholy Character who considers himself superior in stature to humans and prefers to keep his distance from them. He is not, however, without compassion, and has allied with and even befriended a few mortals. At the request of his sister, Death, Dream will sometimes walk through the shadows to Earth and watch humans during their waking hours to better understand them.

Morpheus' responsibility over dreams is his life, and he takes it extremely seriously. He is, therefore, a strict ruler, allowing no Dreamkin to run rampant or meddle in the affairs of men without his permission. Nor does Sandman welcome visitors to his realm who are awake and uninvited. He is not evil or malicious, and will generally send such beings on their way with a warning.

Using the Sandman in Adventures

An encounter with Morpheus can be the starting point for Adventures of great mystical significance for Player Characters, especially within the Dream Dimension. He can be an excellent guide to journeys in the Dreaming (or other realms as he has travelled extensively: Hell, Earth, and spheres controlled by other Endless), but he will rarely use his powers to help anyone unless he feels obligated. Sandman may also give counsel to heroes while they sleep.

Adventurers will most often meet the Sandman in their sleep. An occurrence that forces Player Characters to fall asleep, or causes disturbances in their dreams may bring them all into Morpheus' realm for a scenario.

Subplots

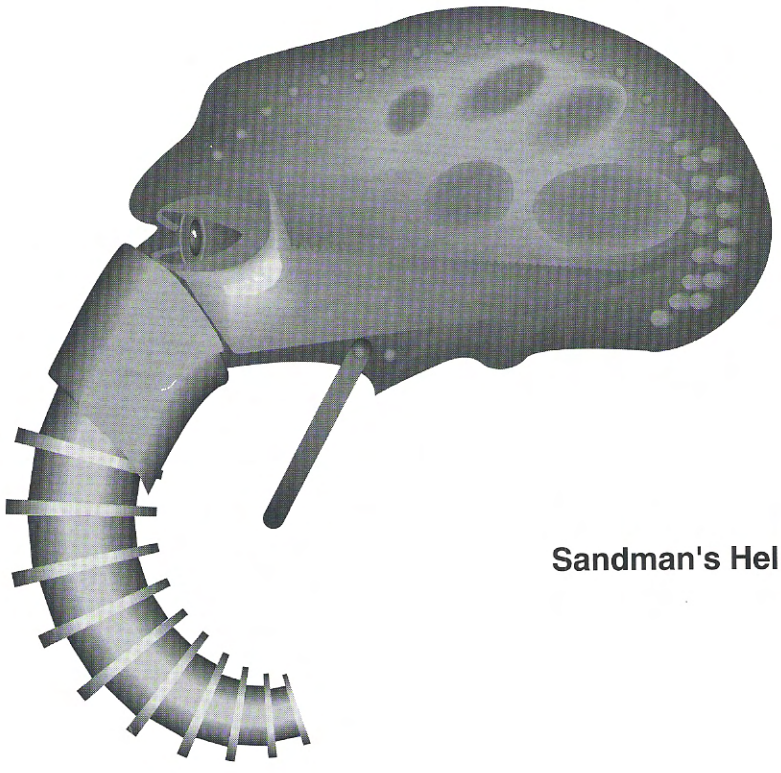
Family Subplots with the Endless often punctuate the storyline in the Sandman's adventures. He relates best with Death. The other "siblings" do not interest him much, though they may cause him trouble.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book (card included), Magic Sourcebook

Appearances in DC Comics

The Books of Magic #3; *Hellblazer* #19; *Sandman* (2) #1-19, 20 (behind the scenes), 21-32, 33 (behind the scenes), 35-on; *Sandman Special* #1; *Swamp Thing* (2) #84; *Who's Who '90* #5



Sandman's Helmet

INFL/AURA of the Character trying to perceive him as the AV/EV and 18/18 as the OV/RV).

Using the Phantom Stranger in Adventures

Most often the Phantom Stranger should be used as an Non-Player Character to start heroes on an intriguing mission of worldly importance. It is best if players do not completely understand what they are up against, or the Stranger's part, all at once. Alternately, Stranger may aid heroes who are way in over their heads in mystical matters. In either case, the aid he gives will be the least amount necessary, enough for a resourceful hero to survive on his or her own. The Phantom Stranger never sticks around and chats, though he may spout some small poetic bit of moral advice before his departure. Stranger's exits are some of the best in the DC Universe. Remember to time Stranger's exit so that is a complete surprise—when no one is paying attention.

The Stranger is not generally used as a Player Character because few other beings in the DC Universe match his ability level. He should only be used sparingly as a Non-Player Character so that the mystery and impact of one of his visits is not diminished.

Subplots

Phantom Stranger has an odd Friendship Subplot with Deadman, whom he often spends time with in the Realm of the Just Dead. He also has allies in the Justice League.

The Stranger is involved in a mysterious Job Subplot that causes him to wander the Gray Path, escorting newly departed souls to their destination, and to warn humanity of imminent dangers.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Justice League Sourcebook, Background/Roster Book, Magic Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Batman and the Outsiders* #8; *Blue Devil Annual* #1; *The Brave and The Bold* (1) #89, 98, 145; *Crisis On Infinite Earths* #5, 7, 10-12; *DC Special Series* #21; *DC Comics Presents* #25, 72; *DC Super-Stars* #18; *Detective Comics* #500; *The Fury of Firestorm* #32; *Green Lantern* (2) #93; *House of Secrets* #150; *Justice League of America* #103, 110, 139, 145-146, 150, 156-157, 200, 211-212, 231; *The Phantom Stranger* (1) #1-6 (2) 1-41; *The Saga of Swamp Thing* #1-15; *Showcase* #80, 100; *Superman* (1) #344; *Swamp Thing* (2) #46; *Swamp Thing Annual* #2; *Who's Who '86* #18; *Wonder Woman* (1) #218, 222; *World's Finest Comics* #249

Current: *Action Comics* #585, 610, 612-613, 617, 623, 631-634, 636, 641; *Animal Man* #22-23, 40; *The Books of Magic* #1-2, 4; *Captain Atom* (3) #42, 54, 57; *The Demon* (3) #9-11, 14-15; *Doctor Fate* (1) #3 (2) 19-24; *Doom Patrol* (2) #29; *Hawk and Dove* (3) #1; *Justice League Quarterly* #4; *Legends* #2-6; *Millennium* #8; *Mister E* #1-2, 4; *The Phantom Stranger* (3) #1-4; *Power Girl* #3-4; *Secret Origins* (3) #10; *The Spectre* (2) #2-3, 6-7, 11, 18, 21, 23; *Superman* (2) #3; *Swamp Thing* (2) #49-51, 55, 76, 83; *War of the Gods* #2-4; *Who's Who '91* #8

Green does not accept him as a plant, but he persists, nonetheless.

Floro began to gain allies in a Friends Subplot as part of the New Guardians. Recently, the team has been inactive and Floro is alone once again.

Appearances in the DC Heroes Role-Playing Game, Second Edition

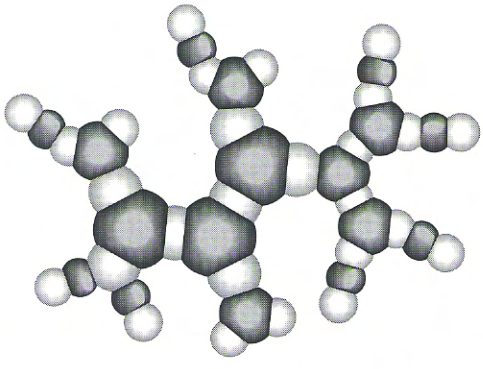
Swamp Thing Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

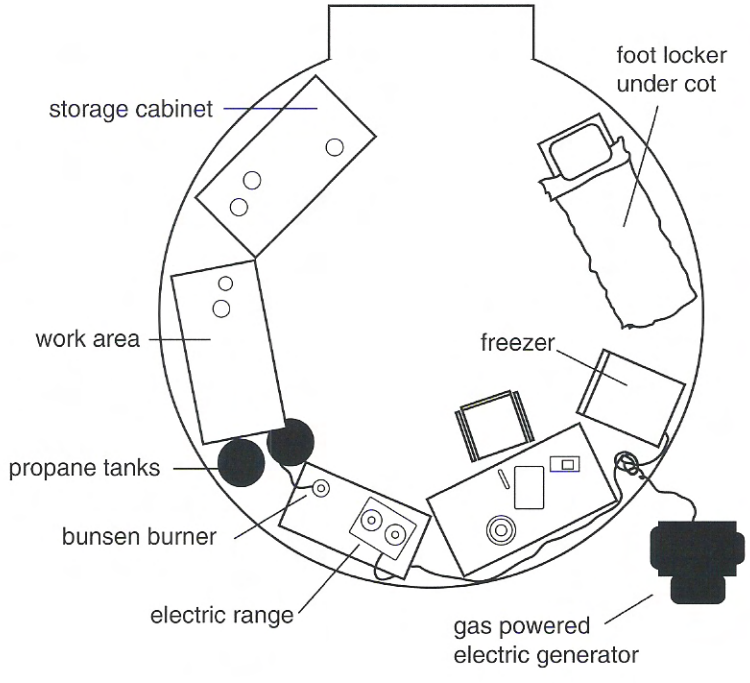
Pre-Crisis: *The Atom* #1, 24; *Crisis On Infinite Earths* #9; *The Flash* (1) #245-246; *Justice League of America* #61, 166-168, 195-197; *Secret Society of Super-Villains* #11-15; *The Saga of Swamp Thing* #21-24, 30; *Super-Team Family* #14; *Who's Who '85* #8

Current: *Batman* #415; *Black Orchid* #1; *Blue Beetle* (6) #21; *Doctor Fate* (1) #2; *Green Lantern Corps* #221; *Infinity, Inc.* #46; *Invasion!* #2-3; *Justice League International* #10 (behind the scenes); *Millennium* #2-8; *The New Guardians* #1-12; *Secret Origins* (3) #23, 36; *Swamp Thing* (2) #52, 66, 82, 91; *Swamp Thing Annual* #5; *Teen Titans Spotlight* #19 *(behind the scenes); Who's Who '91* #6



Molecular structure of Synthi-flesh

Synthi-Flesh



Jason Woodrue's Portable Labratory

Using Flaw and Child in Adventures

Child and his lackey might appear in an Adventures in which Player Characters become involved with the battle between Chaos and Order. These Adventures could take them to magic places like Druspa Tau or Gemworld, and set them against some of the most powerful forces in the universe.

Flaw and Child are best used against mystically oriented Characters, especially ones who are servants of the Lords of Order (Doctor Fate, Amethyst, Hawk and Dove, etc.).

Subplots

Child is involved in an ongoing Friends Subplot with Flaw.

As a Lord of Chaos, it is Child's task to cause trouble and to make sure that Order does not get the upper hand in the universe. This constitutes a rather odd Job Subplot.

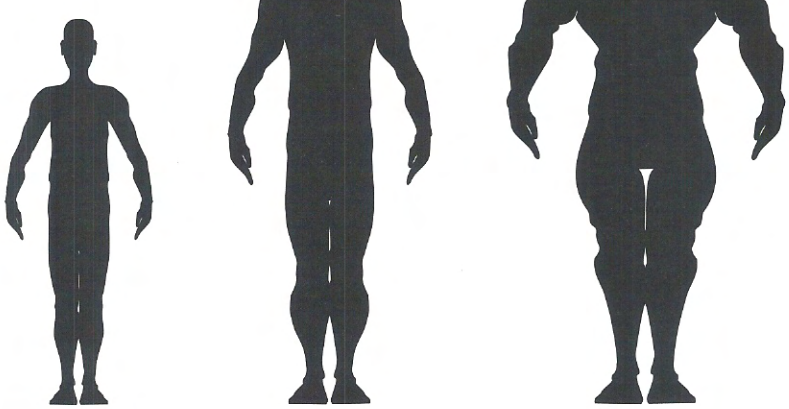
Child has developed an Enemies Subplot with Amethyst, Princess and Protector of Gemworld.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Magic Sourcebook

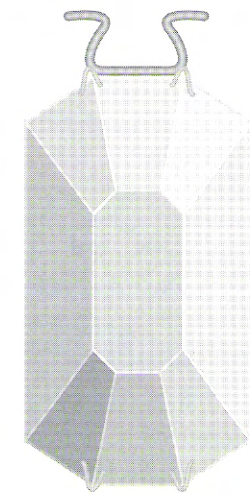
Appearances in DC Comics

Amethyst (1) #15-16 (2) 1-3; *Amethyst Special* #1; *Hawk and Dove* (3) #2, 14-17; *Secret Origins* (3) #43; *Who's Who '87* (2) #2; *Who's Who '91* #8



6'

Scale



Child's Amulet

Predead, a special ritual must be performed over the talisman by one of the demon's agents on Earth (such as Faust), as follows:

Effect—Dimension Travel (Summoning): 15
Casting Time—Five minutes (7 APs)
Necessary Components—candle, hourglass, crystal ball, incantation bowl with burning incense, goblet filled with blood, and the talisman specific to the demon being summoned; Cost of $1,000 (6 APs).
Special Restrictions—The first five components must be placed at five corners of a star inscribed on the floor in front of the Occultist during the ritual. After successfully performing the ritual, the Occultist must make a Dimension Travel Action Check against an OV/RV of 10/10. Positive RAPs indicate that the demon has been brought to the Earth plane. If the Occultist is interrupted after he has cast the ritual, but before he makes the Dimension Travel Action Check, the demon will be released 100 years after the moment in which the talisman ritual was performed.
Hero Point Cost—680

Using Felix Faust in Adventures

At his mystical peak, Felix Faust is a challenge for extremely powerful, magic oriented heroes such as Doctor Fate or Zatanna. When weakened, he may give non-magical heroes or novice magicians a challenge. He can be used in any mystical Adventure for any level of Player Character.

In most Adventures, Faust will inevitably be seeking out a major source of power (the Flame of Life, for instance). Should he gain access to such an artifact, he could become powerful enough to best the most powerful forces. Player Characters might try to determine his plans and stop him before it is too late. If he becomes desperate (i.e. the Players are defeating him too quickly), the Gamemaster may have him summon some demons. If Abnegazar, Rath, and Ghast are summoned, they should cause an equal amount of trouble for Faust and the Player Characters.

Subplots

Faust is involved in a millennium-old Enemies Subplot with Nommo (Dr. Mist). He wants the magic contained within his foe for his own twisted ends.

Appearances in the DC Heroes Role-Playing Game, Second Edition

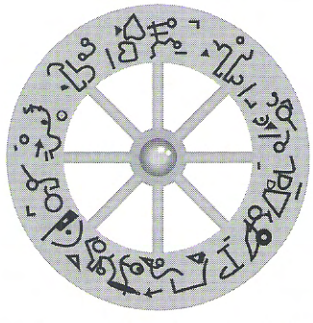
Justice League Sourcebook, Magic Sourcebook

Appearances in DC Comics

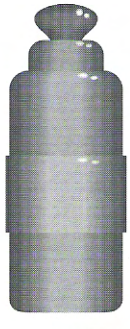
***Note:** Pre-Crisis appearances are not part of present continuity.

need pre-crisis appearances

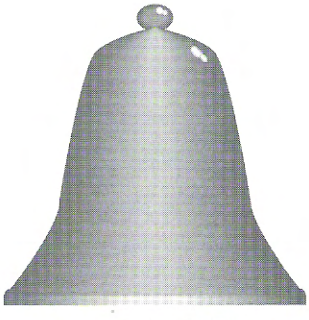
Current: *The Books of Magic* #2; *Secret Origins* (3) #27; *Who's Who '88* #1; *Who's Who '91* #7



Siver Wheel of Nyorlath



Red Jar of Calythos



Green Bell of Uthool

Jason Blood

Dex:	4	Str:	3	Body:	5
Int:	11	Will:	14	Mind:	10
Infl:	10	Aura:	14	Spirit:	10
Initiative:	25			Hero Points:	65

Note: Jason Blood's Hero Points are half of Etrigan's. Point Awards are always added to the Demon's total.

- **Powers:** **Mystic Link*
  Awareness: 11, Invulnerability: 6, Postcognition: 20*, Precognition: 30*, Regeneration: 6, Spiritual Drain: 5
- **Skills:** Charisma (Intimidation): 9, Occultist: 12
- **Limitations:** Power Restriction: Blood cannot use Precognition upon himself. Power Restriction: Spiritual Drain is linked only to Jason's blood, which is fatal if used in a transfusion. The demonic elements in his blood drain life force from their host.
- **Advantages:** Connections: Earth's Mystical Community (High); Iron Nerves; Scholar (cults, demonology, history)
- **Drawbacks:** Guilt; Secret Identity; Minor Psychological Instability: periodic memory lapses.
- **Alter Ego:** Etrigan
- **Motivation:** Unwanted Power
- **Wealth:** 7

Gone, Gone, O Form of Man...

Jason Blood is understandably reluctant to summon the Demon, but is often placed in situations where he must. To do so, he recites a rhyming phrase to bring him forth, such as: "Gone, gone, o form of man, And rise the Demon, Etrigan!" The Demon will immediately replace Blood, well aware of what has transpired since last he was free.

Even though Etrigan is quite evil, he will often act in the best interests of Blood, for the two of them know that if one of them dies, the other will soon follow.

To return Jason Blood and banish the Demon, the mystic phrase "Yarva Daemonicus Etrigan" must be spoken, followed by a rhyming verse intended to send the Demon away. One such phrase would be: "Gone, gone, o Etrigan, Return again in form of man!" The key to sending the Demon away is the phrase "Yarva Daemonicus Etrigan," which is known by Jason Blood's companions Glenda Mark, Harry Matthews (The Pillow Man), and Randu Singh.

Using the Demon in Adventures

Etrigan is a good Character to add some unpredictability to any adventure. His raucous wit and violent nature can liven up any dull mission.

Jason Blood is an accomplished demonologist and expert on the occult. Player heroes needing such information in Gotham City might go to him for help, possibly resulting in an unexpected run-in with the Demon. Depending on how the Players handle the situation, this could either help or hinder them.

Subplots

Jason Blood is involved in a Romance Subplot with his girlfriend Glenda Mark. She knows of his dual nature, but stays by his side faithfully. Recently, Jason declared his love for her.

Etrigan is truly ruthless, and has made quite a few Enemies among the denizens of hell. Various demons and beasts occasionally rise up from the pit to attempt to destroy him.

In a frightening Job Subplot, Etrigan was nearly elected President of the United States. His plans were narrowly stopped by Blood and a brave speech writer named Patty Nonage.

In a related Miscellaneous Subplot, Etrigan managed to capture the Crown of Horns, making him King of Hell. The Crown (and the title) were taken away from him shortly thereafter.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, Atlas of the DC Universe, Magic Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Batman Family* #17; *Blue Devil* #12-13; *Blue Devil Annual* #1; *The Brave and The Bold* #109, 137; *Challengers of the Unknown* #87; *Crisis On Infinite Earths* #11-12; *DC Comics Presents* #66; *The Demon* (1) #1-16; *Detective Comics* #482-485; *The Saga of Swamp Thing* #25-27; *Swamp Thing Annual* #2; *Who's Who '85* #6; *Wonder Woman* (1) #280-282

Current: *Action Comics* #587, 636-641; *Animal Man* #23; *The Books of Magic* #1-2; *Cosmic Odyssey* #1-4; *The Demon* (2) #1-4 (3) 1-on; *Detective Comics* #602-603; *Millennium* #8; *Sandman* (2) #4; *The Spectre* (20) #23; *Superman* (2) #55; *Swamp Thing* (2) #49-50, 76, 85-87, 97-98; *Who's Who '91 #7*

face, but were able to return to life. In such cases, Death has realized it was not that person's time to go, or they were accidentally endangered before their appropriate time and were close to physical death.

Dying in DC Heroes

Characters in the DC Heroes Role-Playing Game die when their current Body, Mind or Spirit rating reaches a negative number equal to their original Body, Mind or Spirit rating. A Character with a Body of 3 would would die when his current Body score reached -3. Some Characters have a Regeneration or Invulnerability Power that works even after they are technically dead, allowing them to revive. Certain beings and gods are considered immortal. Although such Characters live for a very long time, all living creatures will eventually be taken by Death, including the other Endless.

Certain Powers may allow a Character to seemingly resurrect a dead Character (Sorcery and Animate Dead). However, these zombies have no spirit and are only corporeal remains.

Some Characters may create spells contacting beings in the Afterworlds with Occultist Skill or Sorcery Power. Treat such contact as Telepathy Power. The positive RAPs made on an attempt to contact the dead are the amount of time that the Character can speak with the spirit.

Realm of the Just Dead

Spirits of the recently departed are brought by Death to a limbo-like dimension called the Realm of the Just Dead. Occasionally, a being is not allowed to go further than this into an Afterworld, because there is something he needed to accomplish on Earth (a strong drive to protect a loved one, revenge, etc.). This may hold him in a phantasmal state and he might appear as a ghost to mortals. Each spirit has its own abilities, and some even gain Powers, such as the Spectre and Deadman.

Gallery of the Endless

Death is one of a family of powerful magical beings known as the Endless. There are seven Endless: Destiny, Death, Dream (Sandman), Desire, Despair, Destruction, and Delirium. They are incomprehensibly powerful beings that are the living embodiments of their names.

Each of the Endless maintains a personal realm, and in that realm is a gallery that contains an artifact belonging to each of the other Endless. Should Death wish to summon any of her siblings, she need only hold the appropriate artifact, and call to him. No matter where he or she is, the Endless so summoned can hear the call, and may instantly appear before Death if he ro she so wishes.

Using Death in Adventures

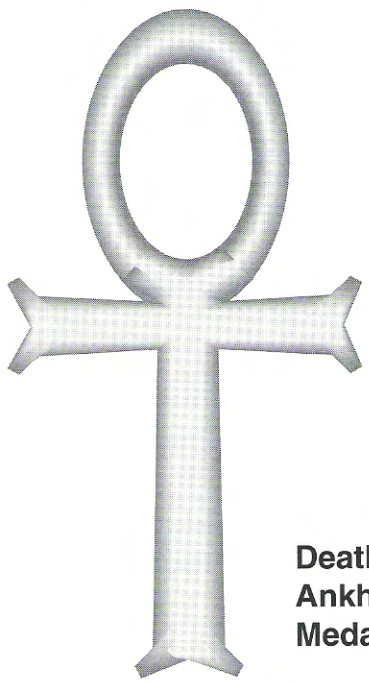
Death is not a Player Character, and should only rarely be used by the Gamemaster. Only dying Characters can see the personification of death. This anthropomorphic vision will be perceived differently by every person. She would therefore appear to each person as she believes would best suit the circumstances of their death. For example, she might appear as a fearsome robed skeleton to an evil person, or as a kind and comforting dark angel to a dying child.

The Gamemaster can allow Player Characters a glimpse of Death just to let them know they are very close to "the end." She tells most mortals who can perceive her that she will "see you soon."

Occasionally, Death sends the spirit of a mortal who died in his sleep to Morpheus' realm, rather than the Afterworlds. This is a rare occurrence and usually granted on the behest of the Sandman. Matthew the Raven is one such being.

Appearances in DC Comics

The Books of Magic #4; *Captain Atom* (3) #42; *Sandman* (2) #8, 13, 20-21, 24-25, 31; *Sandman Special* #1; *Who's Who '91* #8



Death's Ankh Medallion

simply becomes immobile and dormant until he soaks up enough energy to come back to life.

Brother Power's Regeneration Power only operates in the presence of energy. The more energy, the faster he is able to recuperate. Brother Power will recover fully after a half hour in bright sunlight (9 APs of time), ten minutes (8 APs) with an intense light source, such as a spotlight or heat lamp, and immediately if imbued with a tremendous amount of energy at at one time (struck with a lightning bolt, hit with an Energy Blast, etc). Such an energy surge will also activate Brother Power's Invulnerability Power when he has taken sufficient damage to have "died."

If Brother Power is the victim of an energy attack (even an attack by nature, such as lightning), normal rolls must still be made for damage to the Geek's Body.

Using Brother Power in Adventures

Brother Power would best be used in humorous or mystically oriented adventures, particularly scenarios set back in the sixties, a more mellow time for super-heroes and hippies alike. Because he is an elemental, he may lead Characters to discover other new elementals on Earth. Alternately, if Brother Power allies himself with Player Characters, they may have to teach him about the world, and help him learn to use his abilities.

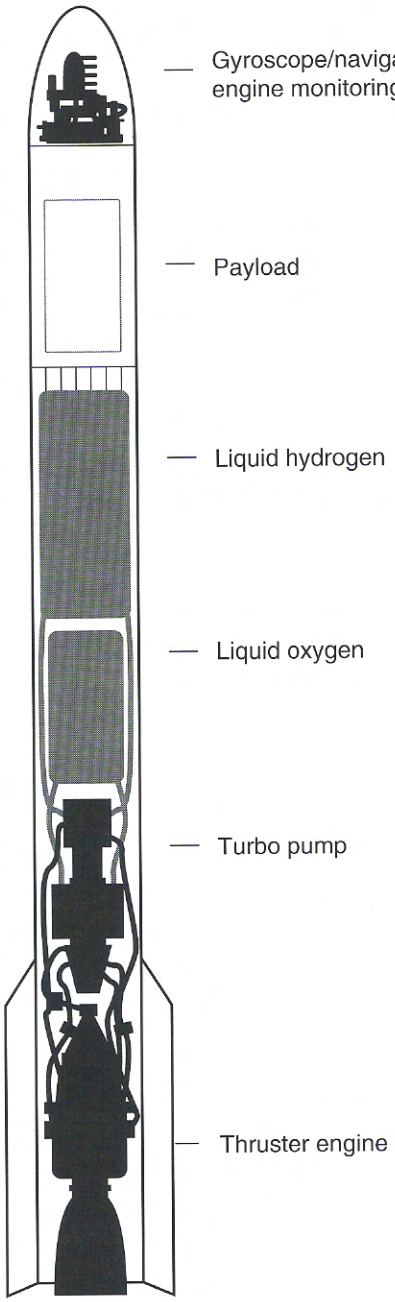
Subplots

Brother Power is involved in a Miscellaneous Subplot as he discovers what America is all about in the '90s. He is trying to get back in touch with the world by touring the country as an easy rider, like Brother Peter and Brother Dennis.

In the old days, the Geek had a Friends Subplot involving two peaceniks, Nick and Paul, who taught him about the world. In return, he aided them against others less understanding of their hippie lifestyle.

Appearances in DC Comics

Blasters Special #1; *Brother Power, the Geek* #1-2; *Swamp Thing Annual* #5; *Who's Who '85* #3; *Who's Who '91* #7



Experimental Rocket

Because The Source has the Leadership Advantage, it can grant a supply of Hero Points to anyone it wishes.

The Source

Dex:	75	Str:	75	Body:	75
Int:	75	Will:	75	Mind:	75
Infl:	75	Aura:	75	Spirit:	75
Hero Points: 500					

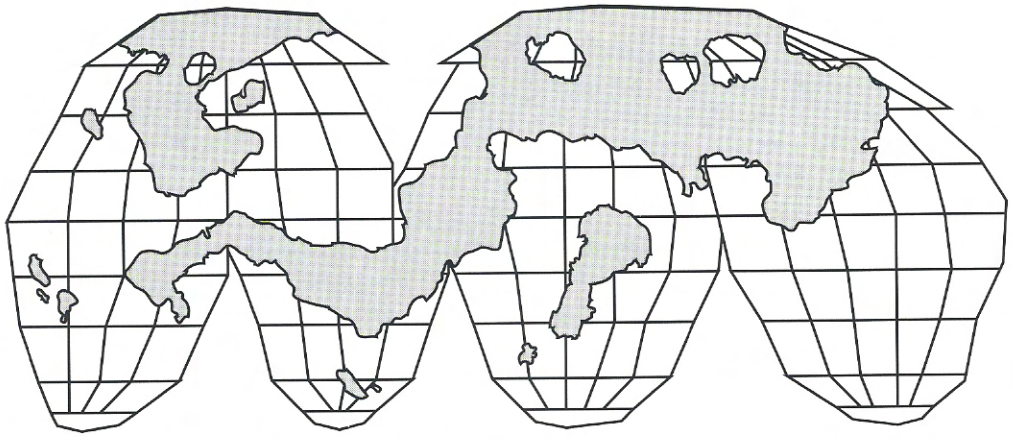
- **Powers:** Omni-Power: 50, Precognition: 75, Recall: 100
- **Advantages:** Leadership

Appearances in DC Comics

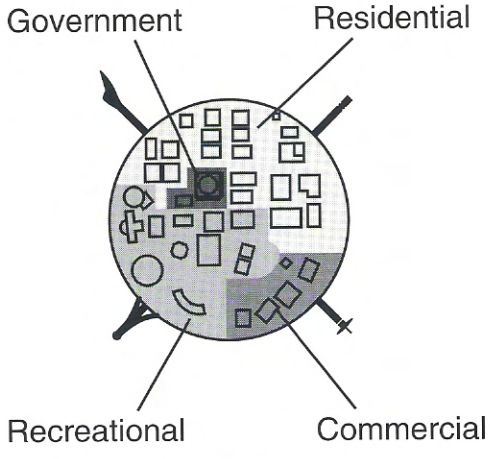
***Note:** Pre-Crisis appearances are not part of present continuity.

New Genesis—Pre-Crisis: *Adventure Comics* #459-460; *DC Graphic Novel* #4; *DC Special Series* #10; *First Issue Special* #13; *Forever People* (1) #1, 5-7; *Mister Miracle* (1) #19, 21-22, 24; *New Gods* (1) #1-2, 4-5, 7-10, 13-19; *Superman's Pal, Jimmy Olsen* #147; *Super-Team Family* #15; *Who's Who '86* #16

Current: *Action Comics* #586; *Adventures of Superman* #459-460; *Cosmic Odyssey* #1-4; *Forever People* (2) # 6; *Justice League of America* #183; *Mister Miracle* (2) # 23; *New Gods* (3) #1-9, 11-13, 16-17, 19-22, 27-28; *Warlord Annual* #6; *Who's Who '91* #7



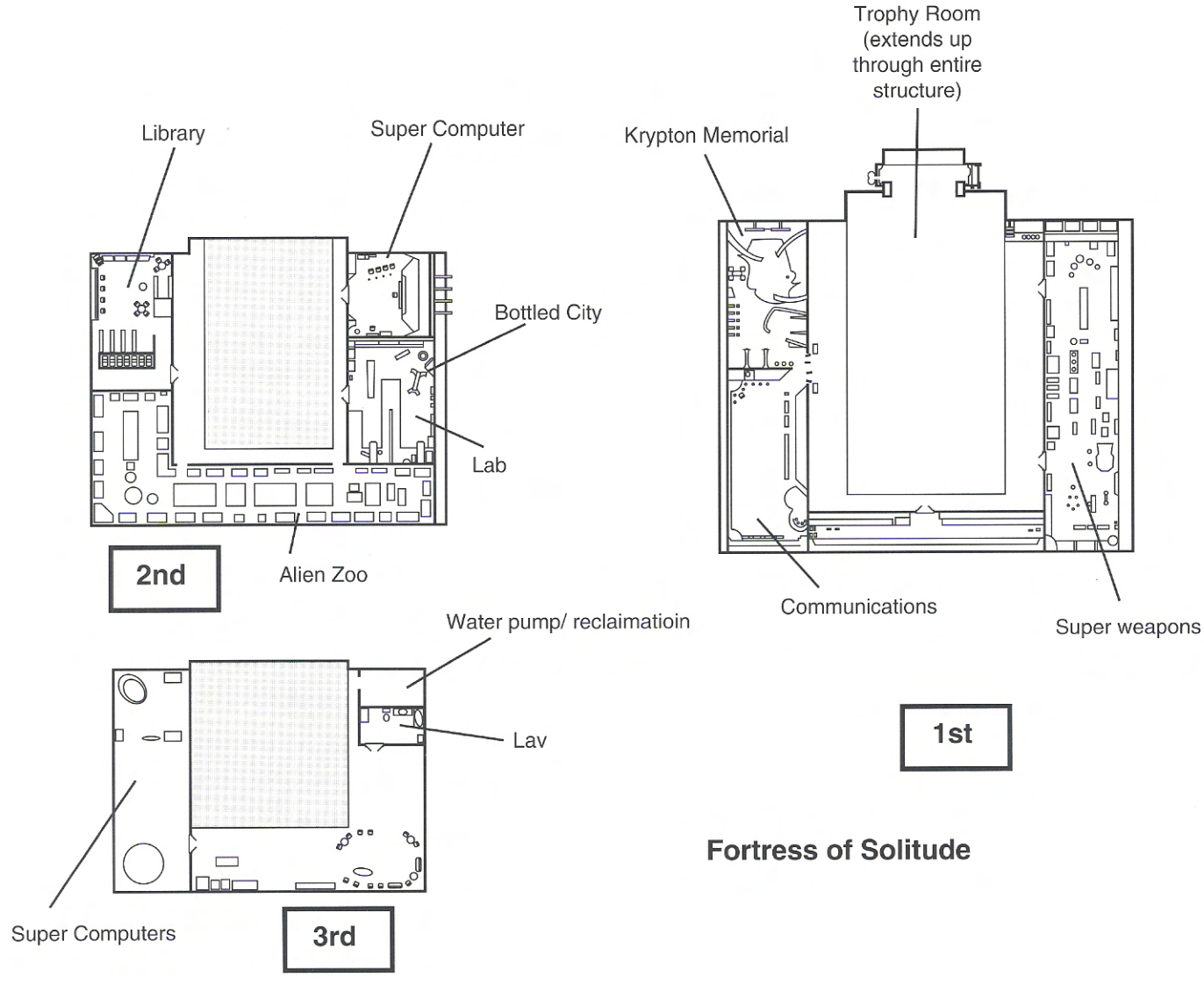
New Genesis



Supertown

Pre Crisis— Earth One: *Action Comics* #241-245, 247, 249, 251, 253, 261-262, 265, 269, 273, 282, 284, 286, 290, 292, 294, 297-298, 300, 302-307, 310-311, 314-317, 320-321, 324, 326, 328, 330, 336, 339, 344, 346, 352, 364, 366-369, 375-378, 381, 383, 385, 390, 395-398, 400, 402-403, 407, 409, 411, 415, 429 437, 443-444, 452-453, 455, 463, 472-473, 476, 480-481, 489-490, 496, 498-500, 502, 505-506, 511, 514, 524, 529, 536-537, 544, 546, 560, 565, 570-572, 574-575, 577, 580-582; *Adventure Comics* #384, 386-387, 389, 404, 407, 409; *All-New Collectors' Edition* #C-56; *The Daring New Adventures of Supergirl* #11-13; *DC Comics Presents* #15, 18, 21, 25, 30, 35, 55, 57, 62, 67, 81, 84,93, 95; *DC Comics Presents Annual* #1; *DC Special Series* #6, 26; *Flash* (1) #309; *Green Lantern* (2) #122-123; *Justice League of America* #52, 87, 122, 189, 243; *Krypton Chronicles* #1, 3; *Limited Collectors' Edition* #C-48 (feature); *Phantom Zone* #2-3; *Superboy* (1) #118, 135; *Super Friends* #12, 34; *Supergirl* (1) #2, 4, 8 (2) 19-20; *Superman* (1) #129, 132, 134, 138-140, 142, 144, 150-154, 156-158, 160, 163-164, 167-168, 172, 174, 176-177, 179, 185, 195, 201, 203-205, 209, 223, 225, 236, 254, 258, 266-268, 283, 284 (feature), 295, 297-299, 306-309, 315, 317, 321, 322, 325, 335, 337-338, 351, 358, 360, 362-363, 365-371, 373, 375, 378-379, 382, 385, 390-393, 405, 410, 414-416, 422; *Superman Annual* (1) #11-12; *Superman Family* #173, 177, 179-180, 183-194, 197, 206, 212; *Superman Special* #3; *Superman Spectacular* #1; *Superman's Girl Friend, Lois Lane* #14-15, 27-30, 35, 42, 56, 61, 85, 87, 98, 106, 128, 132, 134; *Superman's Pal Jimmy Olsen* #30, 37, 40, 42, 63, 67-69, 77, 81, 97, 114, 130; *World of Krypton* (1) #103; *World's Finest Comics* #99-100, 109, 1420143, 146, 143, 155, 159, 164, 173, 175-176, 181-182, 201, 109, 2211, 213, 215-216 (behind the scenes), 217, 221-222 (behind the scenes), 224 (behind the scenes), 228 (behind the scenes), 230-231 (behind the scenes), 233 (behind the scenes), 236, 238 (behind the scenes), 239-240, 242 (behind the scenes), 246-248, 251, 256, 263-264, 267, 272-274, 289, 293, 311, 318-320

Current: *Action Comics* #652, 667; *Adventures of Superman* #461, 464-465, 468, 480, 484; *Superman* (2) #41, 44, 57; *Superman: The Man of Steel* #3; *Who's Who '91* #6



Fortress of Solitude

Using the Batmobile in Adventures

The Dark Knight's vehicle, much like Batman himself, often adds a bit of mystique to any adventure set in Gotham City. Now and again the Player Characters can catch a glimpse of a "black, unusual looking sportscar" as they go about their business. This will remind the heroes that they are not the only crime fighters in this grim and corrupt setting.

The car also serves to foreshadow the entrance of the Batman. For example, the Player Characters might stumble upon the car before they are confronted by the Dark Knight himself.

Appearances in DC Heroes Role-Playing Game, Second Edition

Batman Sourcebook, Rules Manual

Appearances in DC Comics

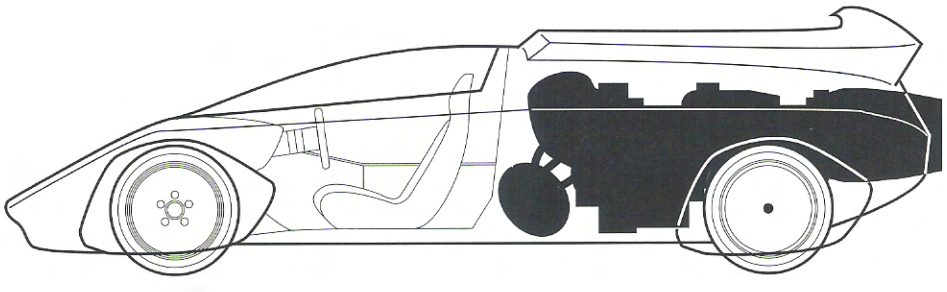
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis—Earth Two: *All-Star Comics* #69; *All-Star Squadron* #20, 24-25; *All-Star Squadron Annual* #3; *Batman* #5-95; *Batman: The Dailies* #1-3; *Batman: The Sunday Classics*; *The Brave and The Bold* #166, 182, 197, 200; *Detective Comics* #48-49, 60-64, 74, 80, 92, 112, 140, 156, 158, 165, 168, 179, 185, 192, 197, 205, 215-216, 218, 222; *Justice League of America* #135, 137; *Star-Spangled Comics* #126-127; *Wonder Woman* (1) #282-283; *World's Finest Comics* #3, 6, 9, 58

Pre-Crisis—Earth-One: *Batman* #96-166, 168-175, 177-181, 183-184, 186, 188, 190-192, 194-197, 199-202, 203 (feature), 204, 206-207, 209-217, 220, 222, 26, 229-231, 234, 236, 239-241, 246-247, 251, 254, 255 (feature), 258, 267, 270, 272-276, 278-281, 285, 287-292, 294, 302-303, 305, 311-313, 315-317, 319, 323-324, 327-331, 336, 339-346, 351-353, 355, 358-360, 368, 371, 373, 382-385, 387-389, 392, 394, 397, 400; *Batman and the Outsiders* #16; *Batman Annual* #10; *Batman Family* #8, 17, 20; *The Brave and The Bold* #28, 64, 67-71, 76, 78, 81, 106, 111, 131, 140, 148, 149, 156, 160-161, 165, 168, 172, 178, 183, 188-189, 191; *DC Comics Presents Annual* #2; *DC Special* #28; *DC Special Series* #15; *The Flash* (1) #192; *Justice League of America* #32, 40, 50, 52, 61, 68, 76, 154, 188; *Super Friends* #306, 10, 14, 19, 22, 31-32, 40; *Superman's Girl Friend, Lois Lane* #70; *Superman's Pal, Jimmy Olsen* #111; *The Untold Legend of The Batman* #1-3; *World's Finest Comics* #72-73, 76-77, 80-81, 85, 88-89, 91, 94-95, 98, 101, 112-113, 118, 121-122, 126, 128, 130, 137, 140, 142, 146, 155, 159-160, 163, 165, 168-169, 173, 177, 181, 189, 239, 257, 261-262, 266, 268, 270, 279, 286-287, 290-291, 194, 296, 303, 322-323

Current: *Batman* #401-403, 408-412, 414-416, 418, 424-426, 432, 437-442, 444, 448-449, 451-467, 469-471, 474, 479-481; *Batman Annual* #11, 13; *Batman: Bride of the Demon*; *Batman: Full Circle*; *Batman: The Cult* #4; *Batman: The Killing Joke*; *Batman 3-D*; *Batman Versus Predator* #1-3; *Christmas With the Super-Heroes* #2; *Deathstroke the Terminator* #7, 9; *The Demon* (3) #3-4, 8, 24; *Detective Comics* #584, 589, 591-593, 595-597, 600-605, 608, 611, 613-616, 619-620, 625-630, 635-636, 642, 644; *Gotham Nights* #3; *Justice League Annual* #2; *Legends* #2; *Legends of the Dark Night* #11, 13, 15, 27, 30-31; *The Man of Steel* #3; *The New Teen Titans* (2) #18; *Secret Origins* (3) #39; *Secret Origins Special* #1; *Suicide Squad* #40; *Swamp Thing* #53; *Swamp Thing Annual* #4; *World's Finest* #1, 3

the Batmobile



Personality/Role-playing

Julia Kapatelis subconsciously holds the morals and belief in the sanctity of life instilled in her by the Amazons who raised her on Themyscira. As a result, she is intellectual, maternal, loving, sacrificing, and strong willed. Julia will give all she can to help someone in need.

Her daughter, Vanessa, is your slightly-more-intelligent-than average teenage girl. Like her mother, she is kind hearted. She has reached a difficult age, however, and often become self-centered, envious of others, and even angry at the attention that Wonder Woman receives. Still, Vanessa often showers Diana with sisterly affection.

Steve Trevor is a loyal, brave, patriotic man who is willing to risk his life for his country and loved ones. He will also defend his rights and beliefs without hesitation. In fact, the adventurous spirit he has shown in defense of his country and personal values has not dulled with age, and although he is a bit slower, he is by no means less brave.

Etta Candy is a soft spoken and intelligent ally to the Amazon Princess. She has a strong sense of morals, and when offended, she breaks her usual demure nature to speak her mind. She has long been in love with Steve Trevor and has recently had the feelings returned.

Ed Indelicato is a harsh-speaking man who is dedicated to justice, and his methods to achieve it are often more gritty than the innocent Diana often thinks they should be. He has a realistic view regarding crime, and he often reveals the cold truth in a situation. Ed's gruff behavior hides his true caring nature, but in his mind, his harshness actually reveals how much he cares. The only time he reveals a soft side is when he deals with Princess Diana. He has, in fact, fallen in love with her, but he hides his feelings behind his tough facade.

Using the Cast in Adventures

Wonder Woman's Supporting Cast members are good tools to link Player Characters to Wonder Woman, but they are also useful in any campaign simply to show how inter-connected the DC Universe can be. On a mission to Boston, the heroes might have to get information from the police. In that case, a meeting with Inspector Indelicato might generate some interesting role-play with his dark attitude. The Player Characters might need some information on Ancient Greek culture, language, or mythology, making contact with Julia Kapatelis at Harvard a requirement. They could be sent by the U.S. to protect a new airplane designed by Steve Trevor, or perhaps they could find themselves saving a very mouthy teenage girl (Vanessa) from the hands of kidnappers or terrorists.

When these Characters are used, however, Wonder Woman should make at least one appearance to demonstrate her connection to these people. It is better to have her arrive at the end of an Adventure so that she doesn't steal the spotlight from the heroes.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Etta Candy—Pre-Crisis—Earth Two: *All-Star Squadron* #16; *Comic Cavalcade* #5, 11, 13-15, 18, 20, 23, 28-29; *DC Special* #3; *DC Special Series* #9; *Legend of Wonder Woman* #1, 4; *Sensation Comics* #2-5, 9, 11-19, 21-23, 26, 29, 36, 39, 41, 45-46, 48-52, 54-57, 61-63, 67, 71, 73, 76, 79-82; *Wonder Woman* (1) #1-6, 8-12, 14-18, 20-29, 31, 33-36, 38, 42-44, 156, 196, 229, 236-243

Etta Candy—Pre-Crisis—Earth One: *Blue Devil* #10; *Wonder Woman* (1) #117, 127, 272-277, 279-283, 286, 288-289, 291, 294-298, 300-301, 303-309, 313-317, 319-329

Etta Candy —Current: *Who's Who '88* #4; *Who's Who '91* #7; *Wonder Woman* (2) #2-9, 11-12, 14-15, 17, 24-28, 32, 35, 43-44, 50, 52, 58-62; *Wonder Woman Annual* #1

Ed Indelicato: *Batman* #470; *War of the Gods* #3; *Who's Who '91* #7; *Wonder Woman* (2) #16, 20, 28, 31-32, 35, 49-50, 53, 56-64; *Wonder Woman Annual* #2; *Wonder Woman Special* #1

Julia Kapatelis: *Christmas With the Super-Heroes* #2; *War of the Gods* #3; *Who's Who '88* #4; *Who's Who '91* #7; *Wonder Woman* (2) #3-9, 14-15, 17-28, 32-37, 41, 46-56, 59-62; *Wonder Woman Annual* #1-2; *Wonder Woman Special* #1

Vanessa Kapatelis: *Christmas With the Super-Heroes* #2; *War of the Gods* #3; *Who's Who '91* #7; *Wonder Woman* (2) #3-4, 7-9, 14-19, 21-28, 32-33, 35-37, 41, 46-50, 52, 54-57, 59, 61-62; *Wonder Woman Annual* #1-2; *Wonder Woman Special* #1

Steve Trevor—Pre-Crisis—Earth Two: *All-New Collectors' Edition* #C-54; *All-Star Comics* #8; *All-Star Squadron* #16; *America vs. the Justice Society* #2; *Comic Cavalcade* #5-6, 8-9, 11-13, 15, 17, 20, 23, 26-27, 29; *Crisis On Infinite Earths* #12; *DC Special* #3; *DC Special Series* #9; *Infinity, Inc.* #1, 3, 7-8, 12, 21, 25, 27; *Infinity, Inc. Annual* #1; *Legend of Wonder Woman* #1-4; *Sensation Comics* #1-6, 9-14, 17-20, 22-24, 26, 28-30, 33, 35-36, 39, 42, 44-46, 48-51, 54-55, 57-59, 61-62, 64, 66, 68, 73, 78-79, 81, 84, 94-98, 101-102, 104; *Wonder Woman* (1) #1-37, 41, 43-44, 46-68, 53-56, 60-61, 63, 65-68, 70, 76, 79, 81, 87, 92, 157, 196, 229-236, 239-243, 300; *World's Fines Comics* #244-249

Steve Trevor I—Pre-Crisis—Earth One: *Adventure Comics* #460; *The Brave and The Bold* #28; *DC Comics Presents* #32; *Justice League of America* #7, 60, 65; *Super Friends* #11; *Wonder Woman* (1) #95, 99, 101-102, 104-109, 112, 114-115, 118, 125-126, 130, 133, 137, 141, 148, 157-161, 163-166, 170, 174-175, 178-180, 223-227, 244-248, 317, 320-322; *World's Finest Comics* #251-252

Steve Trevor II—Pre-Crisis—Earth One: *DC Comics Presents* #32; *Green Lantern* (2) #181; *Phantom Zone* #2; *Wonder Woman* (1) #270-278, 280-286, 288-290, 294-301, 303-304, 306-307, 309, 311-317, 319-325, 328-329

Steve Trevor—Current: *Captain Atom* (3) #7; *Who's Who '88* #4; *Who's Who '91* #7; *Wonder Woman* (2) #2-7, 9, 11-12, 14-17, 25-28, 32, 34-37, 39-40, 42, 49-50, 52, 57-62; *Wonder Woman Annual* #1-2

Subplots

Carr is getting to know his new teammates (the Blasters) in a Friends Subplot. He may possibly become official team leader which would lead to a Job Subplot.

One of the Blasters, Churljenkins, and Snapper have begun a relationship that constitutes a Romance Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

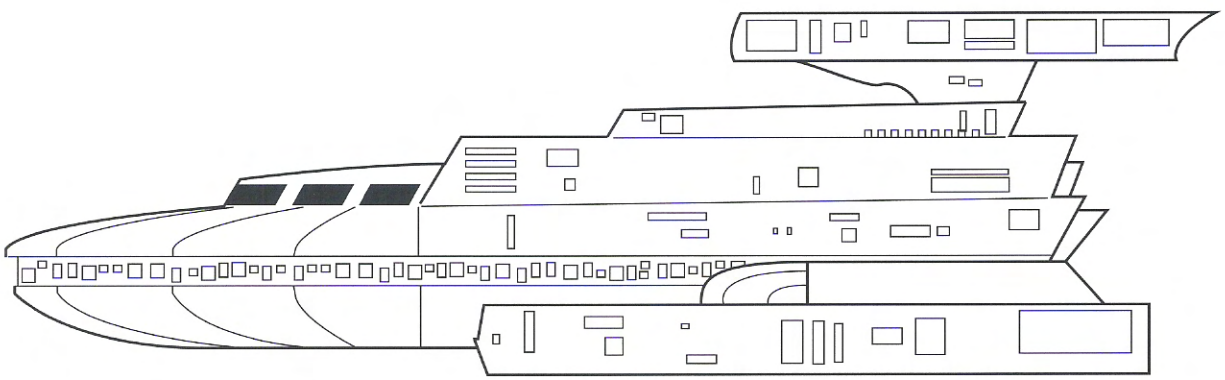
Justice League Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *The Atom* #4, 8; *The Brave and The Bold* #28-30; *Green Lantern* (2) #29; *Justice League of America* #1-20, 23, 26-29, 31, 33-35, 38, 40-41, 43-45, 49-50, 52-53, 57, 59, 61, 63, 65-66, 77, 100, 114, 149-150, 181, 200; *Mystery in Space* #75; *Superman Family* #187-189, 192, 194-195; *Who's Who '86* #21

Current: *Action Comics* #650; *Blasters Special* #1; *Invasion!* #1, 2 (behind the scenes), 3; *Who's Who '91* #6



TONNAGE	: 50 tons	CREW, MIN.	: 1
LENGTH	: 33 m	MAX.	: 5
WIDTH	: 37 m	PASSENGERS	: 20
HEIGHT	: 7.3 m (9.5 m)	CARGO SPACE	: 8.6 tons

Blasters Starship

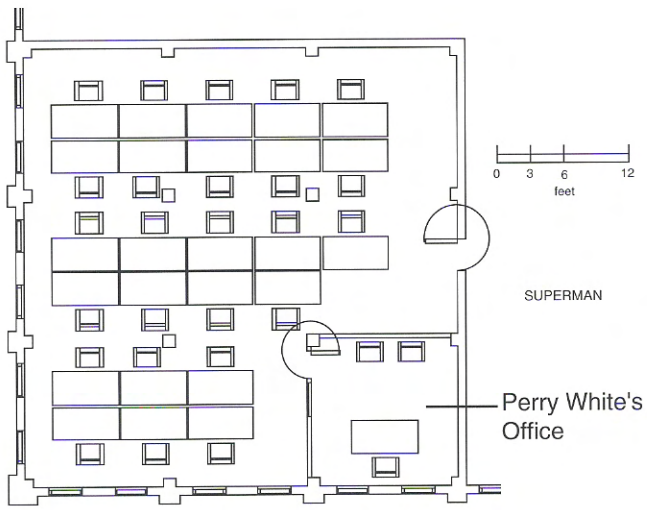
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre Crisis—Earth Two: *Action Comics* #32-35, 37-39, 44, 47-48, 52, 55, 57, 61, 66, 68, 72-75, 77, 79-80, 82, 85, 87, 90-92, 95, 97-98, 102, 105-106, 112, 114, 117, 124, 126, 128-129, 131, 133-134, 136-139, 141, 144, 146, 155, 159, 166, 169, 189, 196, 198; *All-New Collectors' Edition* #C54; *Superman* (1) #7-13, 15-20, 22-23, 25, 27, 33, 38-41, 45-46, 48-49, 54, 60-62, 67,70, 72-73, 78-79, 82, 85-88; *World's Finest Comics* #1-6, 8-11, 13, 15, 23, 25, 27, 37, 43, 48, 50-51, 55, 58, 63, 70

Pre-Crisis—Earth One: *Action Comics* #200-201, 203, 207-208, 211-213, 215, 226, 231, 234, 243, 252, 254, 260, 262, 266-270, 272, 274, 278, 280, 282-284, 287-290, 293, 295-297, 300-303, 305-307, 309-313, 317, 323-324, 326, 331-333, 335, 337, 340-341, 342 (behind the scenes), 343-346, 348, 350-351, 354, 356, 361-362, 368, 375, 379, 383, 408, 420, 436-437, 449, 461-462, 465, 468-470, 478, 481, 487-489, 493-494, 497, 499-500, 508-509, 511-512, 514, 517, 520, 523-526, 529, 531-534, 537-540, 542-543, 548-549,551, 556, 560, 562-563, 565, 567-568, 570-571, 574, 582; *Adventure Comics* #286 (behind the scenes), 287; *All-New Collectors' Edition* #C-56; *The Amazing World of Superman*; *Batman and the Outsiders* #19; *The Brave and The Bold* #175; *Crisis On Infinite Earths* #7, 11; *The Daring New Adventures of Supergirl* #2-12; *DC Comics Presents* #11, 14, 41-42, 44, 50, 53, 64, 69, 71, 86, 88, 93; *DC Comics Presents Annual* #1; *DC Special Series* #5, 26; *Krypton Chronicles* #1, 3; *Lois Lane* #1-2; *The New Adventures of Superboy* #12; *Phantom Zone* #1-2, 4; *Superboy* (1) #63; *Superman* (1) #91-92, 95, 98, 102, 105, 107-108, 115, 117-118, 120, 122, 124, 126-127, 129-131, 133, 135, 135-136, 138-139, 142-143, 146-147, 151-154, 156-158, 160, 163, 165, 168-169, 176-179, 182, 185-186, 191, 196, 201, 205, 208-211, 214, 216, 219-220, 223, 233, 244, 257, 263, 265, 273, 278, 280, 282, 285, 288, 291, 320-322, 325, 333, 336, 338, 343, 346-347, 349, 353, 355, 362, 364-366, 369-370, 375-376, 380-386, 388-390, 394, 398-399, 401, 405-407, 410-413, 416, 418-419, 421; *Superman Annual* (1) #10; *Superman Family* #164, 170, 172, 178, 182-187, 189-191, 196-199, 201-213, 215-218, 220-222; *Superman Special* #1; *Superman Spectacular* #1; *Superman's Girl Friend, Lois Lane* #1, 5-6, 8, 10, 13-14, 16-19, 22-23, 27-30, 32, 35-37, 39-45, 47, 50, 52, 54, 56-57, 61-62, 64, 67, 69-71, 74, 79, 81, 84-85, 88, 93, 98, 105, 107-108, 110, 114, 121-123, 126, 129, 131-133, 137; *Superman's Pal, Jimmy Olsen* #1, 15, 17, 21-22, 24, 27, 32-33, 35-37, 40-43, 50-51, 55, 59, 62-64, 67-68, 71, 74, 76, 78, 84, 92, 94, 96, 101-102, 106, 112 (behind the scenes), 114 (behind the scenes), 118, 120, 123-124, 127, 129-130, 132, 153, 158, 160-161; *Superman: The Secret Years* #4; *World's Finest Comics* #72, 76, 78, 80, 84, 87-88, 91, 106, 137, 141, 155, 159-160, 181-182, 189, 199, 204, 209, 252, 271-272, 274, 277, 293, 303

Current: *Action Comics* #594-595, 598-600, 610-612, 643, 645, 648, 650, 655-656, 658 (behind the scenes), 660, 663-665, 667-670, 672, 677-678; *Adventures of Superman* #424, 428, 430, 433-434, 439, 445-446, 450, 452-453, 456-458, 460, 462-463, 465-466, 469-470, 473, 477-478, 480; *Animal Man* #13 (behind the scenes); *The Earth Stealers*; *Eclipso: The Darkness Within* #1; *Invasion!* #1, 3; *Justice League Spectacular* #1 (voice); *Man of Steel* #2; *Suicide Squad* #22; *Superboy Special* #1; *Superman* (2) #5, 9-10, 16-17, 20-21, 24, 26-29, 33, 36, 40, 42-43, 47, 49-51, 54-55, 57, 62; *Superman Annual* (2) #1; *Superman For Earth*; *Superman: The Man of Steel* #1, 3, 9, 12-13; *Who's Who '88* #4; *Who's Who '91* #7; *World of Metropolis* #1-2; *World of Smallville* #4; *World's Finest* #1-3



Daily Planet News Room

Using Oberon in Adventures

Oberon is a good means of connecting the Player Characters with the Justice League. He could answer the phone if the PCs call the League for assistance or information. Perhaps he could even track down information with a little computer detective work or get deals made with powerful people for the heroes (if they ask *really nicely*). Getting past Oberon's sarcastic and gruff personality should create some interesting role-playing opportunities.

In a scenario using either the Justice League or Mister Miracle and Big Barda, Oberon might be there to throw in some witty comments and world-weary observations.

Subplots

Oberon is hoping to begin a Romance Subplot with Justice Leaguer Fire (Bea DaCosta), and will if he ever gets the nerve. He seems to lose a good deal of confidence when she is around. Bea finds this attractive.

Some of Oberon's many Job Subplots include handling Mister Miracle's promotional affairs, taking care of Maxwell Lord's League business, and running things around JLA headquarters.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Justice League Sourcebook, Background/Roster Book

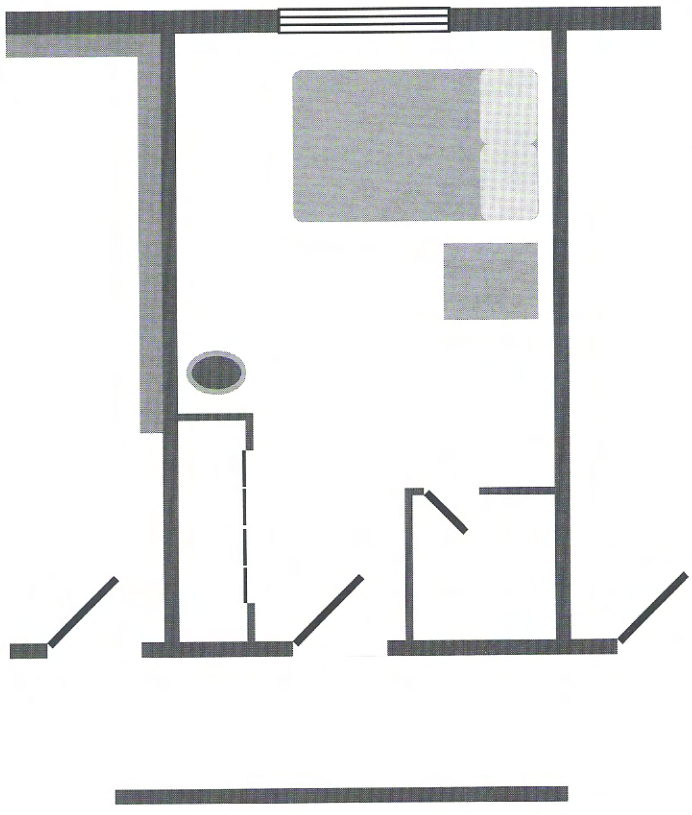
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

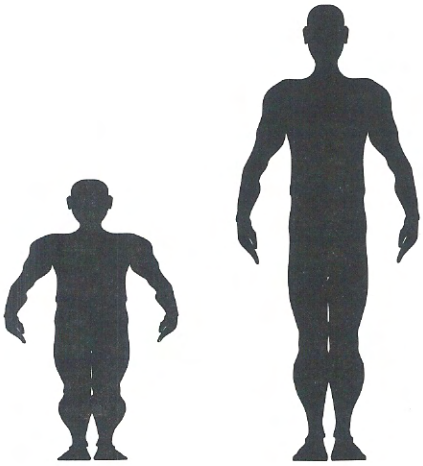
Pre-Crisis: *The Brave and The Bold* #112, 128; *DC Comics Presents* #12; *Justice League of America* #183-185; *Mister Miracle* (1) #1-7, 10-22, 24-25

Current: *Action Comics* #593, 650 (flashback); *Blue Beetle* (6) #20 (behind the scenes); *Captain Atom* (3) #25, 37; *Doctor Fate* (2) #14-15; *Flash* (2) #21; *The Fury of Firestorm* #63; *Green Lantern* (3) #1; *Hawk and Dove* (3) #1; *Invasion!* #1-3; *Justice League* #1-2, 4; *Justice League America* #26-31, 33-34, 36, 42, 45, 47-49; *Justice League Annual* #2-4; *Justice League Europe* #1, 4-5, 11-12; *Justice League International* #7-9, 11-22, 24-25; *Justice League Quarterly* #2-4; *Justice League Special* #1; *Millennium* #1; *Mister Miracle* (2) #1-28; *Mister Miracle Special* #1; *Power of The Atom* #35; *Secret Origins* (3) #33, 35; *Who's Who '88* #4; *Who's Who '91* #7

Oberon's Room at JLI New York Embassy



Scale



6'

based magazine. Perry White also asked him to come back to the *Planet* and Olsen bargained with White for a raise before he declined the other job. Although Jimmy made it look like a hard-sell, he was actually very excited about returning to his favorite paper.

Using Jimmy Olsen in Adventures

Jimmy Olsen is a good vehicle by which the Player Characters can meet Superman since he can summon the popular hero with his signal watch. Remember, however, that Superman can easily steal the limelight from the PCs, so it would be best if the Man of Steel doesn't arrive until the end of an Adventure.

Player Characters might also have to protect the young journalist because he has incriminating photographs of a villain's activities. They would need to keep Olsen safe until the photos could be published in the *Daily Planet*. They would, of course, receive Superman's praise for doing so.

In contrast, Jimmy might have photographs or information that could reveal a Player Character's Secret Identity or wrongly incriminate him in some crime (especially if the hero is a Mistrusted vigilante). The Character(s) in question would need to convince the young reporter not to publish the story.

Subplots

Recently, Jimmy began a Romance Subplot with Lucy Lane, Lois' sister. Because of his uncertainty and shyness with women, things are moving slowly at best.

Jimmy has also struggled with Wealth and Job Subplots due to the *Daily Planet* layoffs. He was living hand to mouth, selling photos where and when he could. Because he was unable to pay his rent, Jimmy was even homeless for a short time.

Appearances in DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, Deadly Fusion, Superman—the Man of Steel Sourcebook

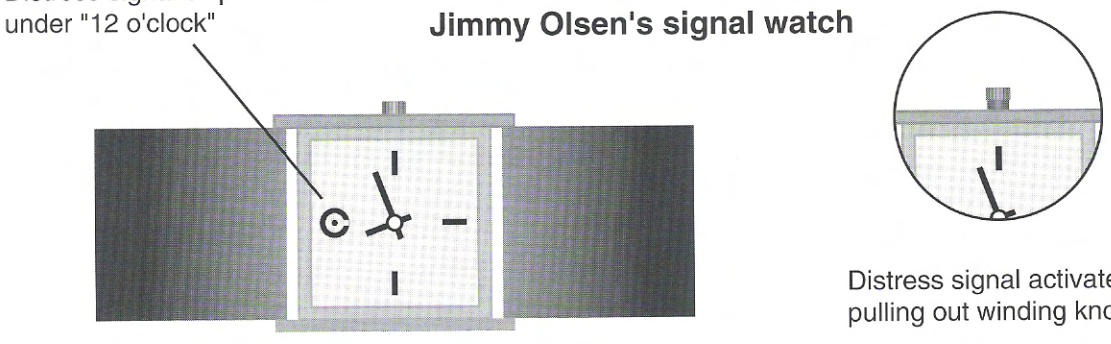
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre Crisis—Earth One: *Action Comics* #200, 203, 210, 212, 228, 231, 236, 238, 241, 243, 244, 248-249, 252, 253, 262, 269, 272, 274, 278-280, 283, 286-291, 295-298, 300-303, 305-306, 309-313, 317, 320, 322-323, 326, 328-329, 332-333, 335, 337, 344 (behind the scenes), 345, 351, 358-359, 361, 364, 375-376, 379, 395, 408, 420, 423, 428, 434-435, 440, 443, 449, 454, 456, 462, 465, 468-470, 472-474, 476, 478-481, 483, 487-490, 493-494, 497, 499-500, 503, 505, 509, 511-514, 516-518, 523, 525-529, 531-535, 538-543, 545-546, 548-552, 556, 558-559, 562-566, 568, 570, 573-574, 576, 579-582; *Adventure Comics* #216, 287, 323, 342 (behind the scenes), 348 (behind the scenes), 384; *All-New Collectors' Edition* #C56; *The Amazing World of Superman*; *Batman and the Outsiders* #19; *Batman Family* #11; *Black Lightning* #1 (behind the scenes), 4-5, 6 (behind the scenes); *Blue Devil* #25; *The Brave and The Bold* #150; *Crisis On Infinite Earths* #7, 11; *The Daring New Adventures of Supergirl* #3-6, 8-10, 12; *DC Comics Presents* #11-12, 14, 16, 20, 21 (behind the scenes), 22-23, 27, 31-34, 38-39, 41, 43-44, 49-50, 52-54, 64, 68-71, 73, 84-85, 93; *DC Comics Presents Annual* #102; *DC Special Series* #5, 26; *DC Super-Stars* #12; *Detective Comics* #493; *Forever People* (1) #1; *Justice League of America* #13, 82, 144, 146, 154, 240; *Legion of Super-Heroes* (2) #300; *Lois Lane* #1-2; *Phantom Zone* #102; *Superboy* (1) #55; *Super Friends* #28; *Superman* (1) #93, 95, 97-98, 106, 111, 115, 118, 121-124, 126-127, 129, 131, 136, 138-139, 144-147, 150-151, 153, 155-158, 160, 163-165, 167, 169, 171-173, 176-182, 184-186, 191, 195-196, 205, 208-211, 219-220, 225-226, 233, 238, 240, 242, 244, 247, 257, 263, 273, 278, 280, 289-290, 295, 298, 305-306, 325, 328-329, 333, 335-338, 341-343, 346-347, 349, 351-353, 355, 357, 360, 364, 367, 369-370, 373, 375, 377-385, 387-391, 398-399, 401, 403, 407-410, 412-414, 418, 421-422; Superman Annual (1) #9-10; *Superman Family* #164, 167, 170, 172-173, 176, 179, 181-199, 201-222; *Superman's Girl Friend, Lois Lane* #1, 5, 8, 17-19, 23, 27-30, 32, 35-36, 40 (behind the scenes), 41-45, 54, 56-57, 61, 67, 70, 74, 79, 81, 88, 93, 98, 105, 108, 121, 128; *Superman's Pal, Jimmy Olsen* #1-94, 96-103, 105-108, 110-121, 123-130, 132-139, 141-163; *Superman Special* #1, 3; *Superman Spectacular* #1; *Who's Who '85* #7; *World's Finest Comics* #141-145, 147, 152, 155, 158-160, 173, 175-176, 181, 189, 195-196, 198-199, 202, 209, 246-247, 258-260, 263-264, 268-269, 271, 274, 293-294, 296, 303, 314

Current: *Action Comics* #595, 598-600, 643, 645, 650, 653, 655-656, 660-661, 663-665, 667-668, 673-678; *Adventures of Superman* #424, 428, 432-435, 438-439, 442-443, 445-446, 449-450, 455, 457-459, 462-463, 467-470, 473, 475-478, 480-482, 485-487, 489-491; *Adventures of Superman* #489-491; *Adventures of Superman Annual* #2; *The Earth Stealers*; *Flash* (2) #53; *Invasion!* #1; *Man of Steel* #2, 5; *Phantom Stranger* (3) #1-3; *Suicide Squad* #22; *Superman* (2) #4-5, 9-12, 15-17, 19-21, 23, 26, 32-34, 37-41, 43, 45-47, 50-51, 54-55, 57, 59-61, 63, 66, 69; *Superman Annual* (2) #2; *Superman for Earth*; *Superman: The Man of Steel* #1-2, 4-5, 7-11, 13; *Swamp Thing* (2) #79; *War of the Gods* #1; *Who's Who '88* #4; *Who's Who '90* #5; *Wonder Woman* (2) #37; *World of Krypton* (2) #4; *World of Metropolis* #1-4; *World's Finest* #1-3

Jimmy Olsen's signal watch



loss that every life is extremely fragile. Being paralyzed tempered her naive ambitions, but not her determination. She is still strong, optimistic, and has a great love of life.

As Oracle, Barbara provides information to those who are in need and is willing to use any means necessary to make certain that justice is done.

Computer Hacking

As her reputation as Oracle grows, more and more computer data bases across the country, including governmental organizations, have opened access to Barbara to give and receive beneficial information. When Barbara tries to glean information from them on a specific subject, she uses her Detective Skill. Her APs of Detective are used against an OV/RV equivalent to the Recall (or INT if there is no Recall Rating) of the system she is using. Any RAPs earned will signify what information she was able to find: 1 RAP will tell her where the information is located, who is in control of it, and other general clues, RAPs equal to 1/2 RV yields a fairly thorough collection of information, and RAPs equal to the Full RV will give Oracle all the information possible.

Quite often, a number of computer systems are locked to prevent tampering (especially governmental, multinational corporations, and criminal organizations). Gordon may use her Thief Skill to break through, or "hack" into the system. The OV/RV of the Dice Action would be determined by the Universal Modifiers Table. For example,a corporate computer system would be Difficult (4/4) a government computer system would be Strenuous (6/6) and a criminal organization computer system would be Extreme (8/8). Positive RAPs indicate success, though it will take her at least one minute (4 APs) to access the system. If her Attempt fails, she will not access the system, and the organization to whom the system belongs may be able to trace her actions back to her computer if they make an Action Check using Barbara's Thief Skill as the OV/RV.

Using Barbara Gordon in Adventures

The most interesting way to use Gordon in Adventures is to have the Player Characters meet her through the medium she uses most frequently, the computer network. She could tap into their secret computer files to get information from the heroes, or perhaps leave valuable information for the heroes on their computer system signed with the mysterious moniker "Oracle." However, since Gordon prefers to keep her identity a secret, the heroes may have contact with her, but they should probably never meet her face to face.

Subplots

A Power Complication Subplot began for Barbara when she was shot through the spine by the Joker. Though she had no Powers to begin with, she had lost most of her mobility.

Since Barbara works to maintain a Secret Identity, her computer hacking activities could lead to a number of problems when the law or other organizations try to trace and expose her.

Appearances in DC HEROES Role-Playing Game, Second Edition

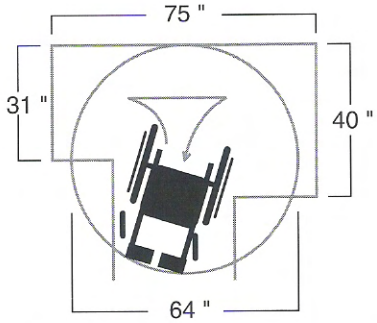
Batman Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Adventure Comics* #381, 453; *Batman* #191, 197, 214, 311, 346, 348-349, 352, 355, 365-366; *Batman Family* #1, 3-7, 9-20; *The Brave and the Bold* #78; *Crisis On Infinite Earths* #4-5, 7, 12; *DC Comics Presents* #19, 86; *Detective Comics* #359, 363, 369, 371, 375, 384-385, 388-389, 392-393, 396-397, 400-401, 404-424, 435 (behind the scenes), 481-499, 501-503, 505-510, 512-519, 524, 526, 527 (behind the scenes), 531-533, 546; *Freedom Fighters* #14-15; *Infinity, Inc.* #22; *Justice League of America* #60; *Superman* (1) #268, 279; *Superman Family* #171; *The Untold Legend of The Batman* #3; *World's Finest Comics* #169, 176, 189, 255, 262 (behind the scenes); *Who's Who '85* #2

Current: *Batgirl Special* #1; *Batman* #428, 451; *Batman Annual* #13; *Batman: The Killing Joke*; *Firestorm* (2) #98; *Hawk and Dove* (3) #22-24; *Manhunter* (2) #13, 14 (behind the scenes), 17, 19; *Secret Origins* (3) #20; *Starman* #27; *Suicide Squad* #23-24, 26, 27 (behind the scenes), 32, 34 (behind the scenes), 38, 48-49, 51, 54-57, 59, 61, 63-65; *Who's Who '87* (2) #1; *Who's Who '91* #7; *World's Finest* #1-3



Wheelchair Mobility Diagram

–Three point turn
–360 degree turn

The Promethean Galaxy

At the edge of the physical universe lies a vast expanse of space known as the Promethean Galaxy, the last signpost before entering the heart of The Source. (A character may reach it with a Teleportation or Warp Power of 35 or better.) At the edge of the Promethean Galaxy is a giant wall of stone faces; the faces of beings who sought the secret of The Source and were naive enough to think they would succeed. Others float in space before the wall, bloated mockeries of their own arrogance. Yuga Khan is among these.

When Yuga Khan is trapped in the Promethean Galaxy as a Promethean Giant, he is hundreds of feet tall, but bound and helpless. When he manages to free himself, his physical height reverts back to its normal eight feet.

These floating Promethean Giants, each larger than a moon, can be visited and searched. They are like small planets, each with some degree of gravity and atmosphere. A detailed search will reveal some simple life forms and a few clues regarding the giant's past.

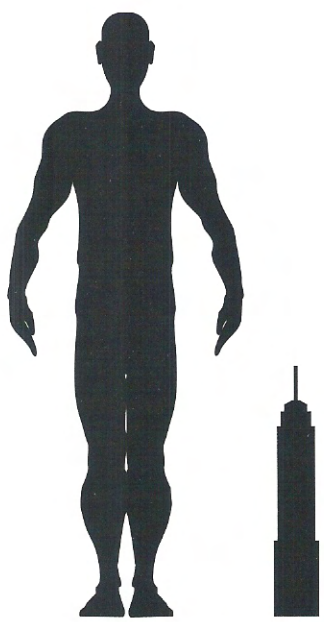
Only the most powerful beings have attempted to breach the wall, or its smaller version on New Genesis. To pass beyond the Final Barrier, Yuga Khan, or anyone else, must make a Dimension Travel check against an OV/RV of 75/75.

Using Yuga Khan in Adventures

Yuga Khan would be found in the most Earth (or Apokolips) shattering Adventures and only against the combined power of a the most formidable beings and New Gods. The former monarch is capable of destroying entire worlds if he wishes. He can out-power any one New God. However, most of his energies will be placed in regaining his throne on Apokolips and then seeking commune with The Source. Adventures with Yuga Khan will take the most powerful of heroes and gods on an epic battle to save the universe from the evil New God's might.

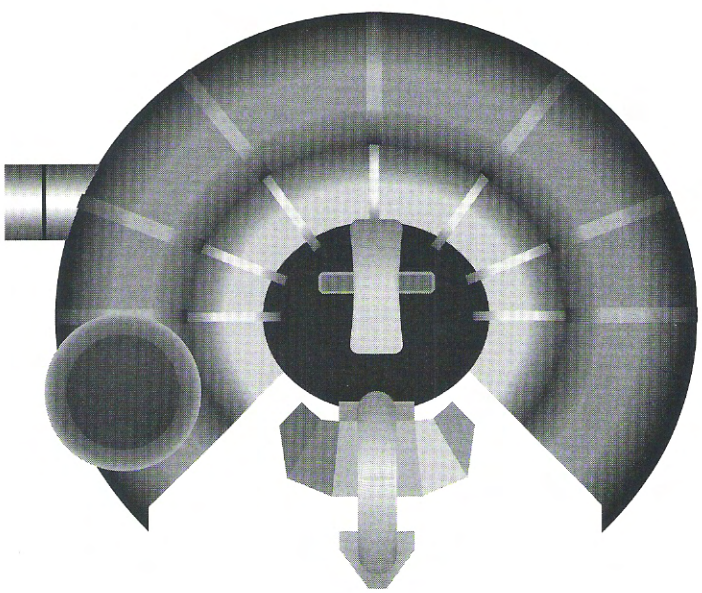
Appearances in DC Comics

New Gods (3) #17-21; *Who's Who '91* #8



Empire State Bldg.

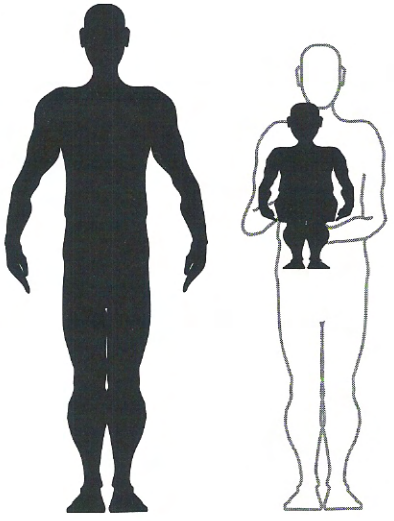
Scale



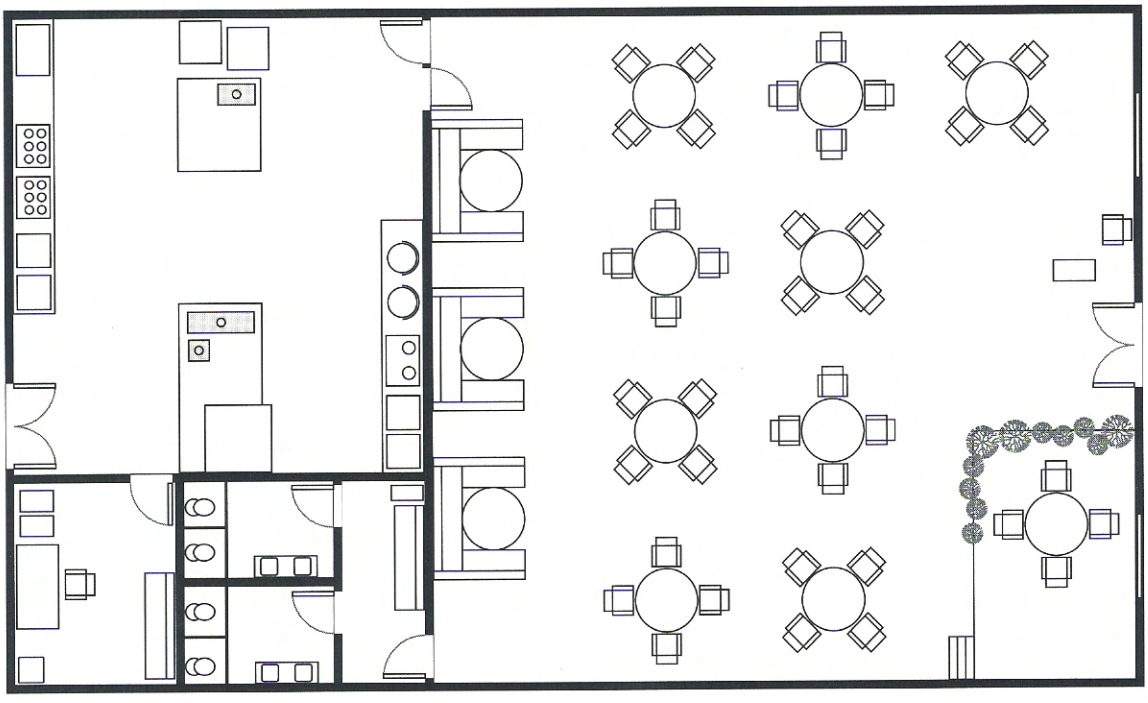
Celestial Bindings Head Restraint

Appearances in DC Comics

Detective Comics #583-584, 610; *Who's Who '88* #4; *Who's Who '91* #8



Scarface (scale)



The Ventriloquist Club

Using Tweedledee and Tweedledum in Adventures

Tweedledee and Tweedledum are not usually found in gritty, realistic adventures. In fact, the duo's actions are usually comical. For this reason, they would make a good light-hearted encounter for any group of heroes who seem to be taking themselves too seriously.

Adventures using the Tweeds will often be based on some kind of heist, if they work alone. More often, they will be running interference for their boss, and trying to throw heroes off the trail of the real crime. When the major villain appears, say the Joker, Tweedledee and Tweedledum will be at his side, causing all sorts of distracting, slapstick havoc.

Subplots

Too much exposure is putting a damper on their Secret Identity, and makes it difficult for them to pretend they are the same person. This Secret Identity Subplot has become a disappointment to the cousins.

Appearances in the DC Heroes Role-Playing Game, Second Edition

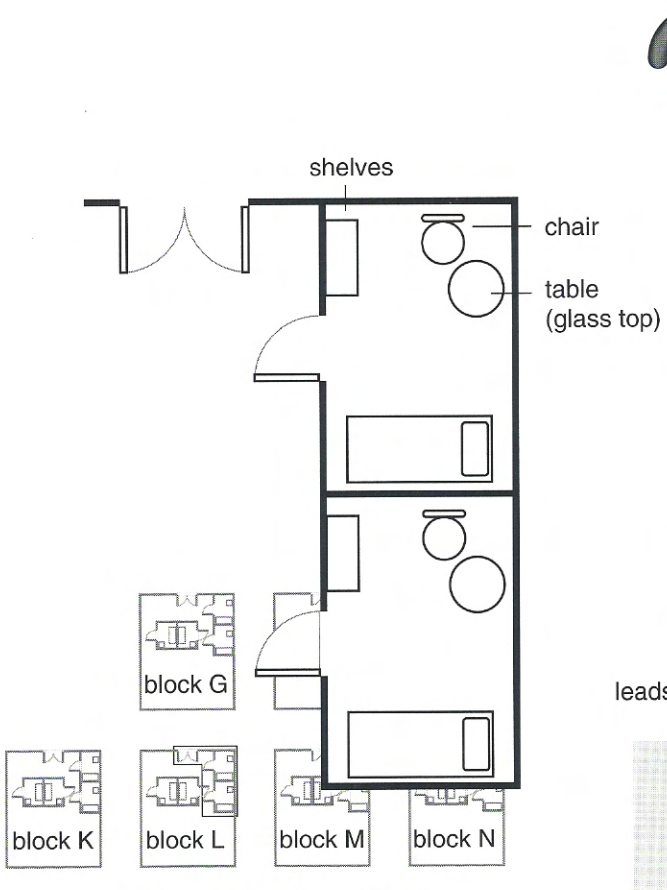
Batman Sourcebook

Appearances in DC Comics

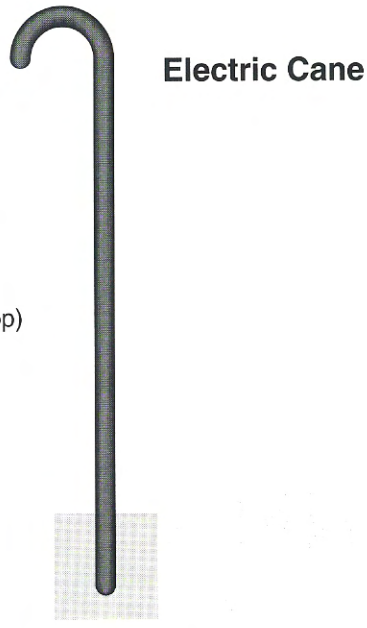
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Batman* #18, 24, 291, 294, 400; *Detective Comics* #74, 526; *Who's Who '87* (1) #24

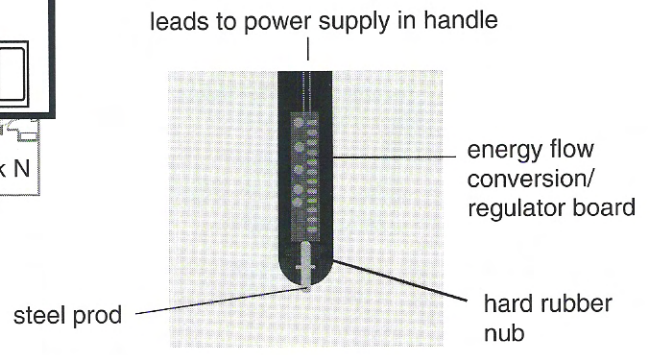
Current: *Animal Man* #24; *Black Orchid* #2 (behind the scenes); *Secret Origins* (3) #23; *Who's Who '91* #7; *World's Finest* #1-3



Arkham Asylum Cell



Electric Cane



also has controls allowing him to manipulate his electronics and lab equipment.

The Turtle's Henchmen

Turtle Man enhanced these three thugs to help the Turtle capture Wally West. Sloe and Steddy are standard underworld arm-breakers, except that they are cybernetically enhanced, and can generate destructive electrical blasts through their hands. Mr. Sprynt is a rather dull-witted individual, but is equipped with a powerful suit of exo-armor, giving him remarkable speed and strength, as well as an electrical discharge similar to Sloe and Steddy's.

Mr. Sprynt

Dex:	5	Str:	4	Body:	5
Int:	2	Will:	2	Mind:	3
Infl:	2	Aura:	2	Spirit:	3
Initiative: 11/14			Hero Points:		20

- **Skills:** Weaponry: 6
- **Advantages:** Connection: Turtle (High), Lightning Reflexes
- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Wealth:** 4
- **Equipment:**

EXO-ARMOR [*Dex: 8, Str: 8, Body: 8,* Lightning: 9] Limitation: Lightning has No Range.

Sloe

Dex:	6	Str:	4	Body:	6
Int:	4	Will:	3	Mind:	3
Infl:	4	Aura:	3	Spirit:	2
Initiative: 16			Hero Points:		15

- **Powers:** Lightning: 7
- **Skills:** Martial Artist: 6, Thief: 3, Weaponry: 5
- **Limitations:** Lightning has No Range.
- **Advantages:** Connection: Turtle (High)
- **Alter Ego:** Jonas Sloe
- **Motivation:** Mercenary
- **Wealth:** 4

Steddy

Dex:	4	Str:	5	Body:	7
Int:	3	Will:	2	Mind:	3
Infl:	3	Aura:	2	Spirit:	2
Initiative: 12			Hero Points:		15

- **Powers:** Lightning: 8
- **Skills:** Charisma (Intimidation): 5, Martial Artist: 5, Weaponry: 4
- **Limitations:** Lightning has No Range.
- **Advantages:** Connection: Turtle (High)
- **Alter Ego:** Frederick Steddy
- **Motivation:** Mercenary
- **Wealth:** 4

Using the Turtle in Adventures

Turtle is always a good villain to introduce players to the Flash (any of them). This villain is always developing some elaborate plan to get revenge on Flash by slowing the Scarlet Speedster down. Perhaps one of these times, Turtle is successful. The heroes might have to help the hero escape, especially if he is placed in the sensory deprivation machine.

During an Adventure set in the Golden Age or War Years, Turtle could be caught doing small time thefts. This might be a lead-in to a much larger problem. Perhaps this petty criminal has unknowingly stolen something of great mystical power. In this case, the Player heroes would have to locate him before something terrible happens.

Subplots

Turtle has been involved in an Enemies Subplot with the Flash that has stretched over four decades and three generations of super-heroes.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

The Turtle I—Pre-Crisis: *All-Flash* #21; *Comic Cavalcade* #24; *The Flash* (1) #201 (2) 30 (behind the scenes), 31 (voice), 32-35

The Turtle II—Pre-Crisis: *DC Special Series* #11; *The Flash* (1) #220 (2) 32, 34-35; *Showcase* #4; *Who's Who '87* (1) #24

The Turtle I—Current: *Flash Annual* #3 (behind the scenes); *Who's Who '91* #8

angered him in the past, like the Flash. He might, therefore, declare a similar war on one of the Player Characters.

Since he turned legitimate, Jesse has been working as a special effects designer in Hollywood. Player Characters travelling there might run into him, as well as his other nemesis, the Blue Devil.

As a member of the Flash's Rogues' Gallery, Trickster always attends their annual reunion. Most of the Rogues are reformed, but the reunions seem cursed to be a magnet for strange happenings. Player heroes visiting the Flash or Central City might need to intervene and break up the reunion.

Subplots

Trickster recently began a Job Subplot when he (supposedly) went straight and became a special effects designer in California.

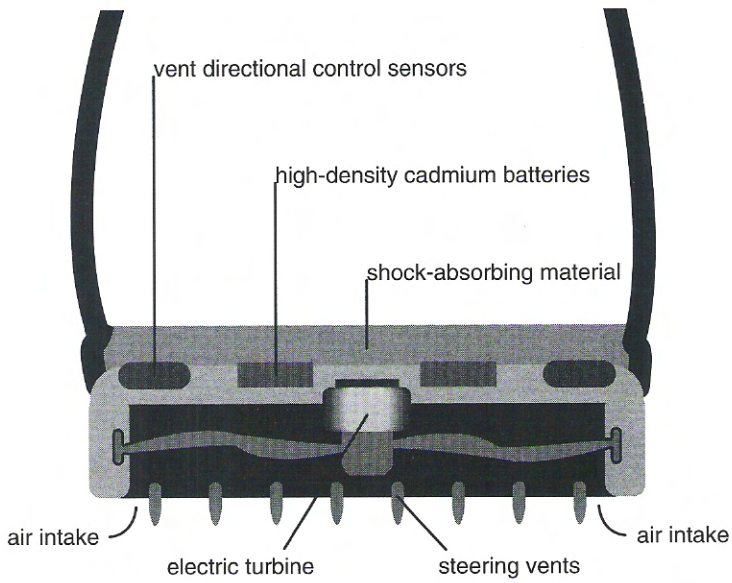
Trickster's favorite target was Flash II (Barry Allen). After that hero's demise, Trickster set his sights on the Blue Devil, and more recently, the new Flash (Wally West), in a rather amiable Enemies Subplot.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

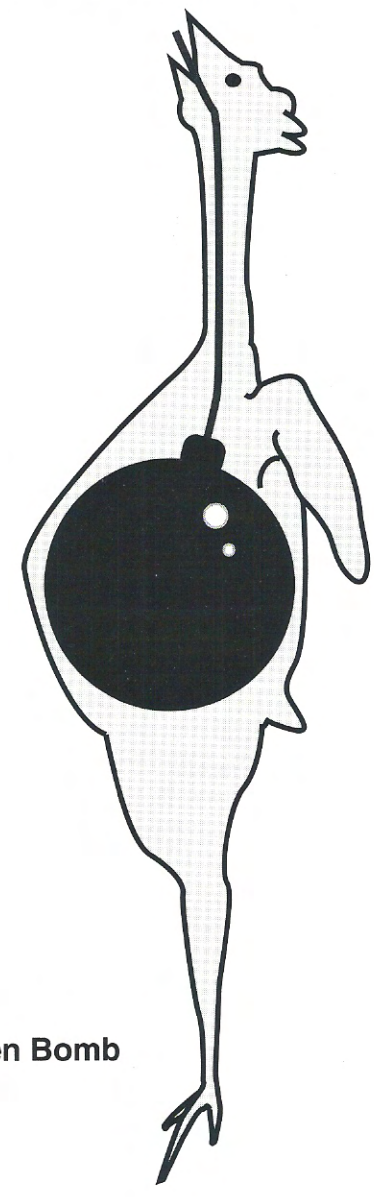
Pre-Crisis: *Black Lightning* #10; *Blue Devil* #6-9, 14, 16; *Crisis On Infinite Earths* #9; *The Flash* (1) #113, 121, 129-130, 142, 152, 177, 209, 228, 239, 242-244, 254, 256, 285, 325, 338-342, 347, 349-350; *The Fury of Firestorm* #24; *Secret Society of Super-Villains* #8-10; *Who's Who '87* (1) #24; *World's Finest Comics* #280

Current: *Blue Devil* #19, 21, 30; *Flash* (2) #19; *Secret Origins* (3) #24, 41; *Who's Who '90* #5



(cross-section through sole of boot)

Trickster's Shoes (cross section)



Rubber Chicken Bomb

Toyman's Intergang base, Happyland, is an excellent (and deadly) setting for a super-hero scenario.

Subplots

Toyman is involved in an Enemies Subplot with Lex Luthor and Lexcorp.

Toyman often has disagreements with his Intergang partners about the treatment of children (Job Subplot).

Appearances in the DC Heroes Role-Playing Game, Second Edition

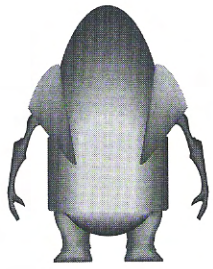
Background/Roster Book, Superman—The Man of Steel Sourcebook

Appearances in DC Comics

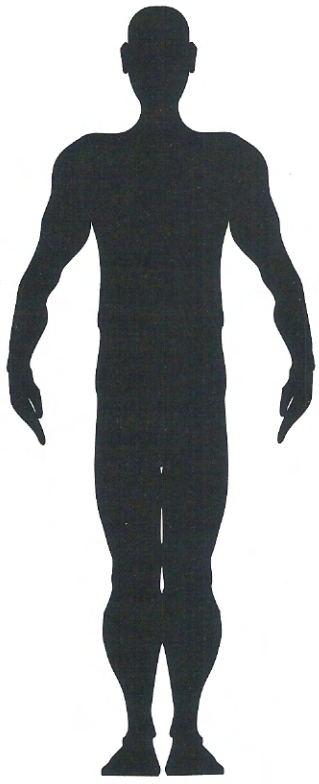
***Note:** Pre-Crisis appearances are not part of present continuity.

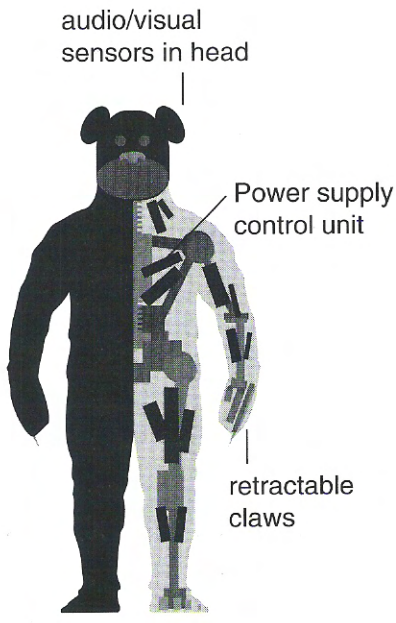
Pre-Crisis: *Action Comics* #64 85, 432, 561; *Blue Devil* #24; *DC Comics Presents* #39, 67; *Super Friends* #1-2, 41; *Superman* (2) #27, 32, 44, 47, 49, 60, 63, 88, 182, 305-306; *Superman Family* #184; *Superman's Pal, Jimmy Olsen* #9; *Who's Who '87* (1) #24; *World's Finest Comics* #20, 159

Current: *Action Comics* #657; *Adventures of Superman* #475; *Superman* (2) #13; *Who's Who '88* #3; *Who's Who '90* #5



Exploding Toy





Killer Teddy Bear (scale)

•**Motivation:** Mercenary
•**Wealth:** 4
•**Equipment:**
Sonic Gun [BODY: 7, Energy Absorption: 10, Flight: 10, Illusion: 12, Sonic Beam: 15, Telekinesis: 8, R#: 2] Limitation: Energy Absorption only works on sonic attacks; All of the Gun's Powers are sound-based: they will not function in a vacuum.

Castle Modora

The castle is guarded by a small army of men armed with rifles and sonic guns. There is a monitoring and communication system in the castle for observation of the country and village. The castle has the following statistics:

CASTLE MODORA [BODY: 12, Security System: 8, Lab Rating: 15]
ANTI-AIRCRAFT SONIC CANNON [BODY: 9, AV: 8, Sonic Beam: 13, R#: 2] Note:The Sonic Cannon rests on one of the Castle platforms overlooking the village. The Cannon is stationary and cannot be aimed down.
COMMUNICATION SYSTEM [BODY: 8, Recall: 15, Remote Sensing: 10, Super Ventriloquism: 10, Telepathy: 14, R#: 2]
Recall represents the security system's memory. The system can monitor the outlying areas of the castle and village both visually and through numerous electronic "bugs" (Remote Sensing). Wladon may communicate by radio with other nearby countries (Telepathy is range of radio), or make loudspeaker broadcasts to the village (Super Ventriloquism).
BRAINWASHING MACHINE [BODY: 8, Hypnosis: 9, R#: 3] Limitation: Hypnosis has No Range.

Bito's soldiers carry special sonic blasters:

Sonic Blasters [BODY: 3, Sonic Beam: 6, R#: 2]



Sonic Gun

Using Sonar in Adventures

When Sonar appears in an adventure, he will most probably be "aiding" his homeland in some criminal manner, whether the people of Modora want his help or not. Sonar may, for instance threaten powerful countries or break-up plans for a united market in Europe so that his country will stay safely isolated. Wladon's schemes are fairly straightforward, even predictable, though his powerful weapons make him a challenge.

Adventures with Sonar can lead Player heroes into the land of Modora since the base of operations for his criminal activities is located there.

Heroes, especially Green Lantern, might face the "fake" Sonar in the U.S. stealing artifacts that are associated with Modora's history.

Subplots

Bito considers himself personally responsible for the well-being of Modora in a Job Subplot.

Sonar seems to continually face Green Lantern Hal Jordan, and as such has developed an Enemies Subplot involving him. Sonar feels that he would gain immeasurable prestige for his country if he defeated GL.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Green Lantern* (2) #14, 19, 25, 105-106, 130, 188-189, 197-198; *Justice League of America* #131-132; *Who's Who '86* #21

Current: *Elongated Man* #1-4; *Green Lantern* (2) #199, 201-203; *Justice League America* #43-44(impostor); *Who's Who '90* #5

All he needs is a small organic sample from his target (hair, tooth, fingernail, etc.) and his Computer Fetish. The newest team member, Trinity, can throw blasts of kinetic energy (Energy Blast), slow her opponents in time (Mystic Freeze), and create maddening illusions (Illusion). Madame Rouge was given the power of true disguise by the Brain, allowing her to mold her features (Chameleon) and Stretch her body.

Description

Each member of the Society of Sin has his or her own agenda and reason for joining the group. Phobia, a rich, bored aristocrat from Britain is simply looking for amusement. Plasmus is seeking revenge on society for his blob-like state. He is the most vicious of the group because of his rage, and all of his attacks are meant to kill. Houngan is insane. Warp is mainly a part of the group due to a sort of romantic loyalty he holds for them. He also finds the life of a criminal exciting. Trinity's reasons for joining the group are still a mystery.

These villains all have strong personalities and bloated egos, especially Phobia. They often argue with one another and fight for the spotlight during combat. This does not help their chances in battle, of course. Members have even been known to turn on the others as was the case with former member, Madame Rogue.

Using the Society of Sin in Adventures

The Society of Sin is formidable challenge for any team of heroes. If the Player Characters encounter the Society of Sin, or suspect them in an investigation, they could always seek information or assistance from the Doom Patrol or the New Titans. If they do, of course, any fight with the Society will most likely become a vicious grudge match.

Adventurers also may encounter Society members who are on solo missions. The villains need to make a living and may attempt grand theft or assassination for exorbitant fees. If the Player Heroes capture one member, though, it could easily lead to an encounter with the rest, because the Society members are extremely loyal to each other.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, New Titans Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Society of Sin: *The New Teen Titans* (2) # 26-27; *The New Titans Annual* #6; *Teen Titans Spotlight* #11; *Who's Who '91* #8

Society Of Sin Members:

Houngan—Pre-Crisis: *Crisis On Infinite Earths* #9-10; *The New Teen Titans* (1) #14-15, 28-31; 26-27; *Who's Who '85* #10

Houngan—Current: *The New Teen Titans* (2) # 26-27; *The New Titans Annual* #6

Phobia—Pre-Crisis: *Crisis On Infinite Earths* #5, 10; *The New Teen Titans* (1) #14-15, 28-31; *Who's Who '86* #18

Phobia—Current: *The New Teen Titans* (2) # 26-27, 43; *Teen Titans Spotlight* #11

Plasmus—Pre-Crisis: *Crisis On Infinite Earths* #5, 9; *Infinity, Inc.* #22; *The New Teen Titans* (1) #14-15, 28-31; *Who's Who '86* #18

Plasmus—Current: *The New Teen Titans* (2) # 26-27; *The New Titans Annual* #6

Trinity: *The New Titans Annual* #6

Warp—Pre-Crisis: *Crisis On Infinite Earths* #5, 9-10; *The New Teen Titans* (1) # 26-27; *Who's Who '87* (1) #25

Warp—Current: *Elongated Man* #1-3; *The New Teen Titans* (2) # 26-27; *The New Titans Annual* #6; *Teen Titans Spotlight* #11

Powers and Abilities

Only the King has a true meta-human Power: the ability to heal quickly and never die (Invulnerability and Regeneration Powers). Jack can fire lasers (treat as Heat Vision) from the electronic implant in his right eye. The rest of the Gang rely on their equipment and Skills.

All members of the Royal Flush Gang have skill and experience in pulling off crimes, usually the Thief or Acrobatics Skill. All but Ace are trained fighters (Martial Artist). Queen was formerly a well known actress and has the Actor Subskill (of Artist). Ten, a former pilot, can fly just about any air vehicle (Vehicles Skill).

Description

The current Royal Flush Gang is a conglomeration of thieves who are trying to pull off the big scam that will finally let them live the good life. Whereas the original group was self-sufficient, this incarnation relies on the resources and technology of benefactors whom they work for as hired guns. More than anything they want to be rich and will work for anyone in order to attain this goal.

None of the Gang is terribly bright, and they would not last long against most heroes without their special equipment and weapons. However, they are cocky enough to believe themselves more powerful than they truly are.

Most members of the Gang has some sort of flaw that affects the way the team works together: the Queen's alcoholism and gambling, Jack's inferiority complex, and Ace and King's propensity for petty thievery. These weaknesses affect their efficiency as a team. The Gang members do not work well together, and there is usually some contention over who should be the leader.

The Ace Android

When the Gang was totally re-formed by Hector Hammond (and later hired by Maxwell Lord), the team included the Ace Android, a powerful robot specifically programmed to fight the Justice League. The Ace Android was destroyed by Booster Gold during his first battle alongside the new Justice League.

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, Flame Project: 9, Neutralize: 11, Skin Armor: 8
- **Limitations:** Neutralize only works against anti-gravity devices, such as Mister Miracle's Aero Discs.
- **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.

Using the Royal Flush Gang in Adventures

The Royal Flush Gang is a good opponent for super-teams that need to hone their teamwork. Individually, the Flushers are fairly weak, but since there are so many of them, they can gang up on the Player characters with Team Attacks. The Gang almost always works for hire, so the real challenge will be to find the villain who is paying them.

Appearances in the DC HEROES Role-Playing Game, Second Edition

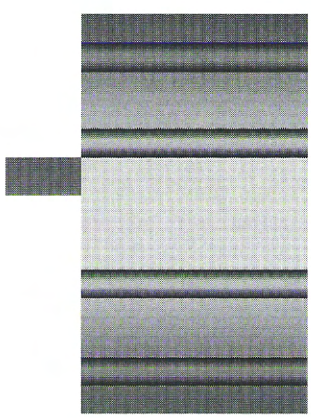
Justice League Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Crisis On Infinite Earths* #9 (Ace); *The Joker* #5; *Justice League of America* #43, 54, 203-205; *Who's Who '86* #19; *Wonder Woman* (1) #258

Current: *Black Orchid* #1 (mention: Ten of Spades); *Justice League America* #4, 12 (Jack); *The New Titans* #68-69; *Who's Who '87* (2) #5; *Who's Who '91* #6



Using the Riddler in Adventures

Riddler is a good villain for challenging Players' minds and testing the mettle of detective Characters. He is best used against heroes that need to use their minds to solve crimes. It is essential with the Riddler that he follow his characteristic interest in puzzles throughout the adventure.

The Riddler may team up with other members of Gotham's villain roster in an all-out attack on Batman.

Subplots

Nashton's Criminal Past makes it difficult for him to get into a legitimate line of work. This doubles as both a Criminal Past and a Job Subplot.

Riddler constantly comes into conflict with Batman in an Enemies Subplot.

In a bizarre Miscellaneous Subplot, Riddler was possessed by a 17th century demon. The demon caused Riddler to perform heinous acts of violence, and nearly killed Batman.

Appearances in the DC Heroes Role-Playing Game, Second Edition

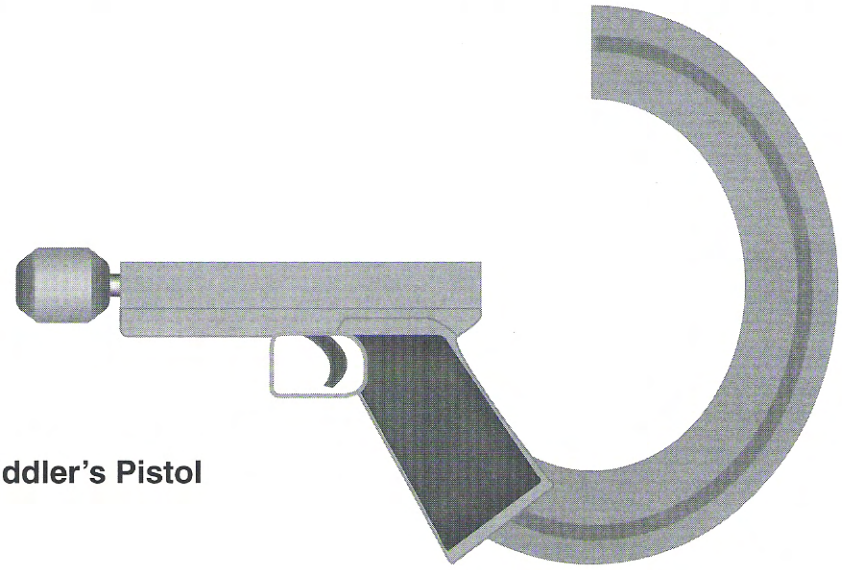
Background/Roster Book, Batman Sourcebook, Batman Role-Playing Game

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

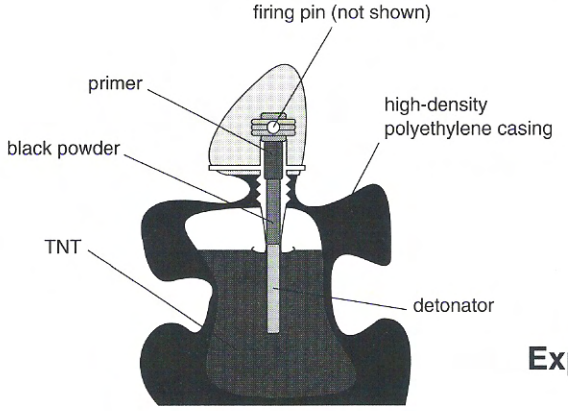
Pre-Crisis: *Batman* #171, 179, 263, 279, 291-292, 317, 362, 400; *The Best of DC* #14; *The Brave and The Bold* #68, 183; *Crisis On Infinite Earths* #5, 9; *Detective Comics* #140, 142, 362, 364, 373, 377, 493, 526; *The New Teen Titans* (1) #19 (behind the scenes); *Super Friends* #4; *Who's Who '86* #19; *World's Finest Comics* #159

Current: *Batman* #415, 452-454; *Batman 3-D; Black Orchid* #2; *The Question* #26; *Robin II* #4; *Secret Origins Special* #1; *Who's Who '90* #5



Riddler's Pistol

30 rnd. non-staggered clip



Exploding Puzzle Piece

Subskill) give the Perceiving Character a good idea what the villainous duo is planning.

Using Punch and Jewelee in Adventures

Punch and Jewelee, whether acting on their own or with a group (like the Suicide Squad) will act crazy and rambunctious while secretly working out their own private schemes. They may cross the paths of Player Characters when pulling off small time crimes like robbery. Often their criminal activities will be in a public area since they tend to put on a show to cover their illicit activities.

These two eccentric villains can also be a lead in for adventurers to meet and work with the Suicide Squad. Since they are under government control, meeting them will likely lead to involvement with one government organization or another.

Also, since Punch and Jewelee have made their home in the suburban mid-United States, the Player Heroes might run across the supposedly reformed duo in the midst of a daring swindle in that environment.

Subplots

Recently, Punch and Jewelee have moved to suburbia, where in a Family Subplot, they are raising Jewelee's child and trying to live a normal lifestyle.

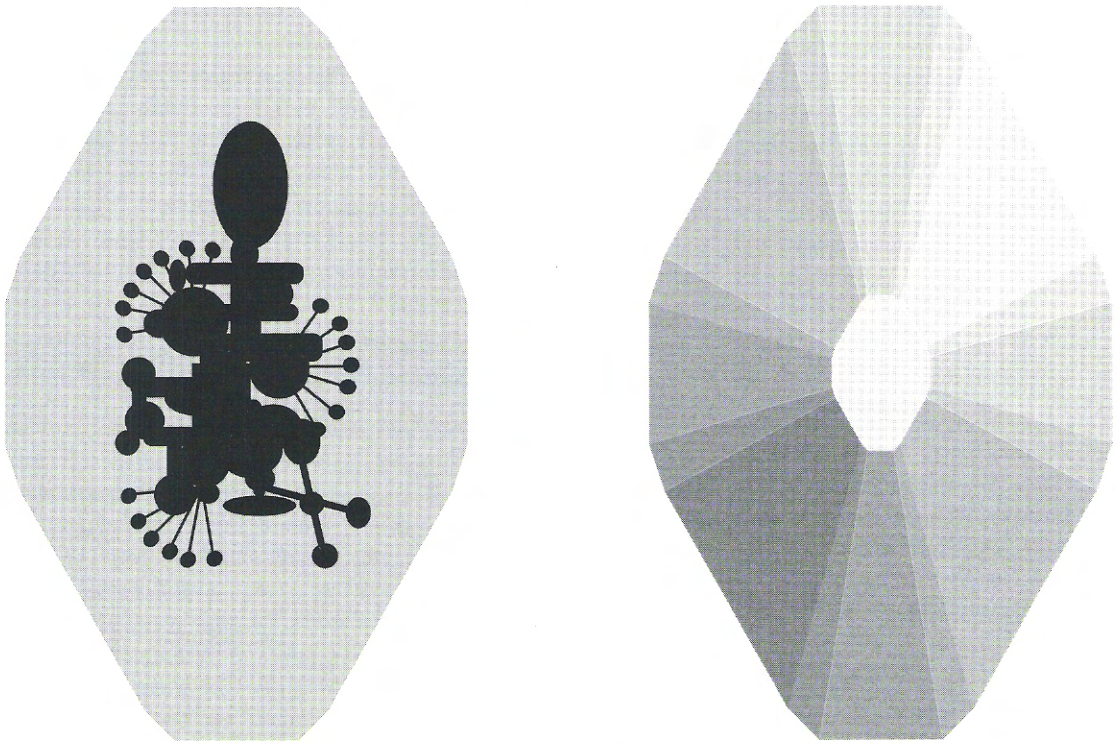
Punch and Jewelee were obligated to work for the Suicide Squad in lieu of their prison terms. (Job Subplot)

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Captain Atom* (2) #85, 89 (Jewelee); *Crisis On Infinite Earths* #9; *Who's Who '86* #18

Current: *Checkmate!* #18; *Firestorm, the Nuclear Man* #87; *Hawk and Dove* (3) #18-19; *Secret Origins* (3) #28; *Suicide Squad* #24-25, 27, 29-31, 33-34, 36-37, 38 (Jewelee), 39; *Who's Who '88* #3; *Who's Who '91* #8



Jewelee's Hypno-Jewel

break free, using his INT/WILL as the AV/EV against OV/RVs of 5/5 (APs of Poison Touch). Positive RAPs indicate success.

- **Truth Serum/Sleep Potion:** Poison Ivy can use a hypnotic potion to either put her opponents to sleep or to make them give her information. In this case, the attack is made with Ivy's DEX/APs of Power versus her opponent's DEX/MIND as OV/RV. Characters will either tell the truth when asked or fall into a deep slumber immediately when under the effects of one of these potions. RAPs gained on the attack are the Knowledge Points of information the victim gives or the amount of time in APs the victim will sleep, depending upon which poison was used.

Attacking with Plants

Poison Ivy may attempt to Grapple an opponent with large plants in her vicinity. She uses her Plant Control Rating as the AV/EV of an attack versus the opponent's DEX/STR If she scores positive RAPs, the branch, root, or vine has Grappled an opponent. She may continue to crush the Grappled character each phase using Plant Control once again as the AV/EV against an OV/RV equal to the character's STR/BODY.

Plant Golems

In a more bizarre display of her Powers, Ivy occasionally creates animated golems from plant life. This is a special extension of her Plant Control Power. First Ivy creates the form she wishes to animate with her Plant Growth Power (an Action Check using her APs of Power against and OV/RV equal to the APs of BODY to be formed). She may then control the creatures with her Plant Control. When attacking, a creature has an AV/EV (and STR) equal to Ivy's Plant Control. She may split her APs of Plant Control to animate more than one golem at a time.

Using Poison Ivy in Adventures

Poison Ivy likes to commit crimes in Gotham in hopes of luring the Dark Knight or other challenging male heroes into the open. In Adventures, therefore, she could be used to lure a male hero into trouble with her abilities. A group of adventurers might have to search for her to find their missing comrade, who may have already been subverted to her will.

Because of her botanical powers, Isley is connected to the Green and might be sought out by the Swamp Thing because of her overuse or misuse of her abilities to manipulate plant matter.

Subplots

Ivy is involved in an imagined Romance Subplot with Batman, which causes her to chase him. She is also involved in a Enemies Subplot with Gotham's vigilante.

Ivy also had problems dealing with other members of the Suicide Squad, especially Amanda Waller, in a Job Subplot.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book, Batman Sourcebook, Batman Role-playing Game, Magic Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

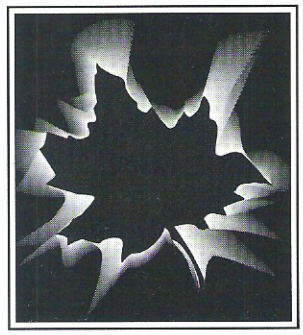
Pre-Crisis: *Batman* #181, 183, 291-294, 339, 341-344, 367, 400; *Batman Family* #17; *Crisis On Infinite Earths* #5, 9; *DC Special Series* #6; *Detective Comics* #534; *Justice League of America* #111, 143, 158; *Secret Society of Super-Villains* #10; *Super Friends* #1-2; *Superman's Girl Friend, Lois Lane* #115-116; *Who's Who '86* #18; *World's Finest Comics* #251-252

Current: *Black Orchid* #2; *Detective Comics* #589, 604; *Secret Origins* (3) #36; *Suicide Squad* #33-37, 39, 41-47, 58-59; *Swamp Thing Annual* #4; *War of the Gods* #3; *Who's Who '90* #5; *Wonder Woman* (2) #61

aura photograph of maple leaf.



Ivy's Effect on Plant Life



aura photograph of maple leaf touched by Poison Ivy.

HAWK

DEX:	5	STR:	1	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:		9			

•**Powers:** Flight: 6, Telescopic Vision: 7, Claws: 2
•**Advantages:** Lightning Reflexes

PENGUIN

DEX:	1	STR:	1	BODY:	1
INT:	1	WILL:	1	MIND:	1
INFL:	1	AURA:	0	SPIRIT:	1
INITIATIVE:		3			

•**Powers:** Swimming: 4, Cold Immunity: 5

Using the Penguin in Adventures

Adventures including the Penguin will most often be based on a bird-motif series of thefts or murders that build up to a master plan Penguin has in the works. Player Heroes should find bird, umbrella, or cold-oriented clues that will set them on the right trail.

Penguin has some authority in Gotham's underworld, and other criminals seem to fear him. If anyone stands up to the diminutive villain, there could be mayhem while the two forces duke it out. Player Characters may need to intervene before the Penguin acts rashly to prove himself once again.

Subplots

Penguin was, at one time, involved with Dovina Partridge in a Romance Subplot. She tried to get him to go straight.

Of course, where would the Penguin be without Batman? Probably free to roam the streets. Since his first days of crime-fighting, the Caped Crusader has been involved in an Enemies Subplot with the Penguin.

Appearances in the DC HEROES Role-Playing Game, Second Edition

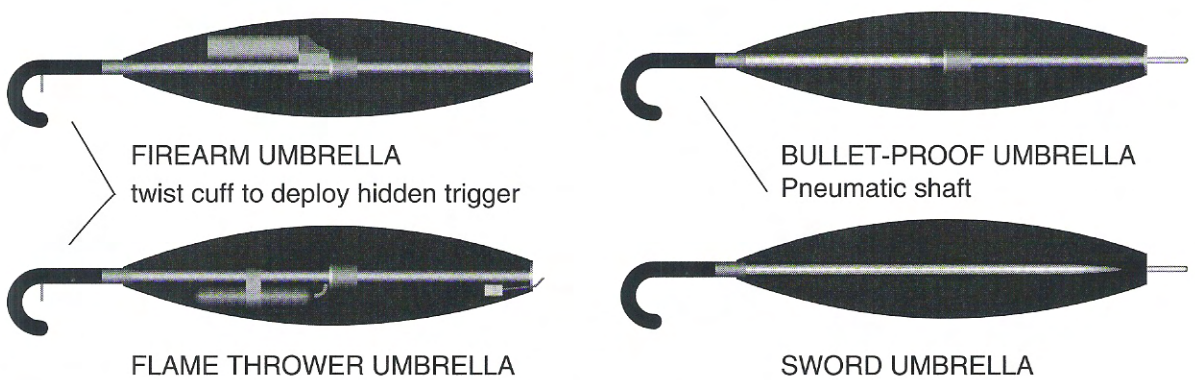
Background/Roster Book (card included), Batman Sourcebook, Batman Role-playing Game

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Batman* #11, 14, 17, 21, 25, 27, 30, 33, 36, 38, 41, 43, 48, 51, 56, 58, 61, 70, 76, 99, 155, 169, 190-191, 200-201, 257, 287-288, 374, 400; *Batman: The Sunday Classics* 1943-1946; *The Best of DC* #10, 14; *The Brave and The Bold* #68, 166, 185-186, 191; *Crisis On Infinite Earths* #5, 9; *Detective Comics* #58-59, 67, 87, 99, 120, 126, 134, 171, 472-474, 492, 526, 541; *Justice League of America* #40, 61, 135; *Kellogg's Pop-Tarts Giveaway* (1966); *Super Friends* #1-2; *Superman's Girl Friend, Lois Lane* #70; *Who's Who '86* #17; *World's Finest Comics* #6, 35, 49, 156, 159, 261

Current: *Batman* #415, 422, 441, 448-449; *Batman Annual* #11; *Batman: Full Circle* (flashback); *Batman: The Killing Joke; Batman 3-D; Detective Comics* #568, 610-611, 615, 628, 637; *Detective Comics Annual* #1; *Manhunter* (2) #1; *Secret Origins Special* #1; *Suicide Squad* #3, 5-7; *Who's Who '90* #5



Penguin's Umbrellas

and try to attack them out of sheer hunger. Perhaps one of the heroes has a Power that, if drained by Parasite, might make him more dangerous than ever!

The Player Characters may also find themselves tracking down the villain with the goal of stopping his serial murders. His style is less than subtle, so tracking him should not be too much of a challenge. Either way, a scenario using the Parasite forces Players to cooperate and come up with a solid plan of attack to put him behind bars.

Appearances in the DC Heroes Role-Playing Game, Second Edition

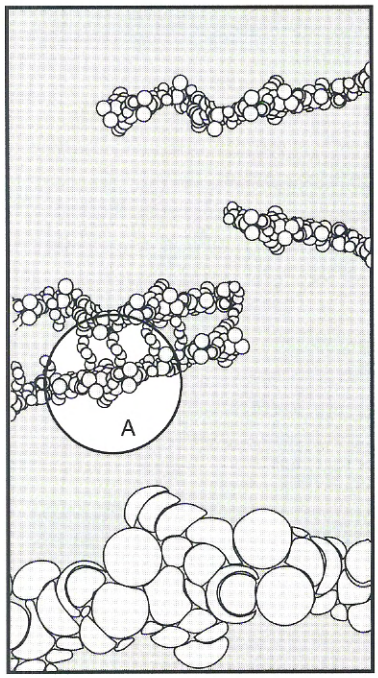
Background/Roster Book, Superman—The Man of Steel Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

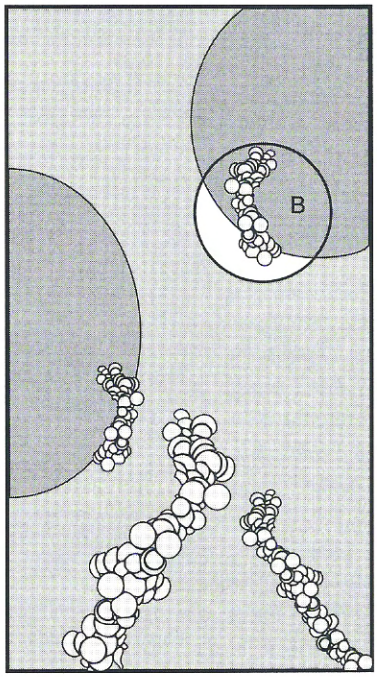
Pre-Crisis: *Action Comics* #340, 361, 555, 578; *DC Comics Presents* #55; *Superman* (1) #286, 299, 304, 319-322, 331, 369; *Who's Who '86* #17; *World's Finest Comics* #246-247, 270

Current: *Action Comics* #670; *Adventures of Superman* #481-482; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #82, 86, 98-99; *The Fury of Firestorm* #58-59, 64; *Starman* #13-14; *Suicide Squad* #1; *Superman: The Man of Steel* #4; *Who's Who '87* (2) #4; *Who's Who '91* #7



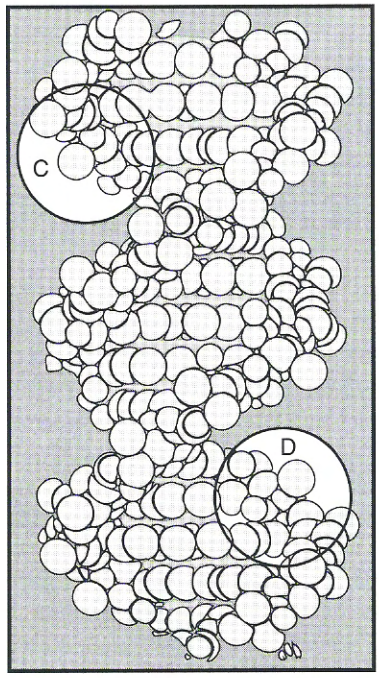
I-RNA (infiltrator) links to host DNA strand. FM-RNA (false messenger) is then created to build "leeching bridge" to parasite organism.

A. I-RNA



Bio-electrical / chemical drain. Migration of host DNA/RNA over "leeching bridge".

B. host D/RNA strand being absorbed by parasite organism's ribosome.



"Leeched" host RNA alters parasite organism's DNA temporarily.

C. "inherited" meta-human abilities

D. "inherited" cellular memory

Parasite's "Leeching" Process

andwill take out his revenge on the Green Lantern if and when he sees him.

Immortal Design

Mister Nebula has the ability to negate any Power or Attack used against him (Neutralize Power). This Power is always activated and being used in a defensive mode. When a Character uses a Power or Attack against Nebula they must first make an Action Check using their APs of Power or Attack as the AV/EV against Nebula's APs of Neutralize as the OV/RV. If the Character succeeds in gaining RAPs, the Neutralize defense failed and a normal Attack roll is made. If they failed to gain RAPs on this roll, the Power or Attack is useless against Mister Nebula.

Using Mister Nebula and Scarlet Skier in Adventures

Mister Nebula and Scarlet Skier are comedic role-playing tools who best serve in a Humor Genre adventure. When he last left Earth, Nebula believed that Earth was trying to redecorate itself in honor of him (Martian Manhunter showed him Las Vegas). The cosmic designer might then return to see if the Earthlings have progressed any further in their designing pursuits. He must, of course, be stopped before he makes Earth one of his list of finely decorated worlds. To do this, Player Characters will have to work together, especially since their Powers will be useless.

Scarlet Skier is not much of a challenge, even for G'nort. Skier is used to signal the arrival of Mister Nebula on Earth, giving Player Heroes just enough time to panic, flee, or make plans to defeat him.

Subplots

Mr. Nebula is involved in a Job Subplot as he seeks out and redecorates new worlds.

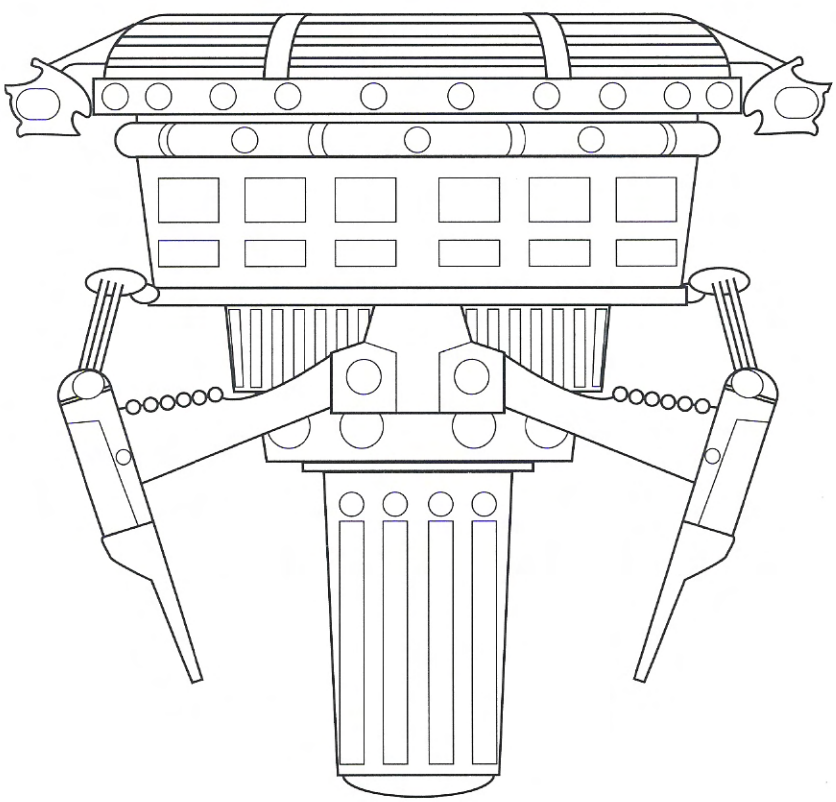
Scarlet Skier is in the midst of an Enemies Subplot dealing with his indecision about whether to escape from or destroy G'nort.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Justice League Sourcebook (Scarlet Skier only)

Appearances in DC Comics

Justice League America #36; *Justice League Annual* #4 (Skier only); *Justice League Quarterly* #2; *Starman* #35; *Who's Who '91* #6



Nebulamobile

tonnage	:	20000 tons
diameter, lrgst	:	338 m
smlst	:	123 m
height	:	307 m
crew, min	:	1
max	:	1
passengers	:	750
cargo space	:	1000 tons

The devices can only be activated if Force is within 200 miles (17 APs) of one of the many government microwave tracking stations around the world (The Gamemaster can assume that Force is within range if he is in the USA, or near a major city). Eiling and Megala both carry remote controls for the devices as well, with effective ranges of 5 miles (12 APs).

Note that few if any people outside the Major Force Project are aware of these devices' existence.

Being Thrown Through Time

The one disadvantage to Major Force's abilities is his connection to the "quantum field" from which he draws his energy. If he absorbs a tremendous amount of energy of any sort, he will open the "quantum field" and be sent forward in time. For this reason, Zmeck is very careful about absorbing energy, but on occasion he has little choice but to do it.

Zmeck's Energy Absorption Power works for every form of energy attack and actually has no limits. However, if he absorbs more than 12 APs of Energy at any one time, he will be sent forward in time the number of APs absorbed. If, for instance, Major Force absorbs 18 APs of energy (far beyond his limit of 12) he is sent hurtling through the "quantum field" and will reappear in the same spot over seven days later.

Artificial Hand

Zmeck's left hand was destroyed in an explosion. Since then he has learned to form an artificial, inarticulate fist to replace the original using his Matter Manipulation Power. The fist has a BODY of 8. If destroyed, Zmeck can create another one by making a Dice Action using his Matter Manipulation Power as the AV/EV as well as the OV/RV of the attempt. Any positive RAPs gained signifies he has managed to create a new fist. He creates the appendage from the same "quantum" substance that he uses for attacks.

Using Major Force in Adventures

Recently, Major Force went AWOL. Player Characters might be asked by the government to go into outer space to retrieve him. This is also a good way for them to meet Captain Atom, who is a good source of information on the villain and who might help him in his efforts.

Adventures using Major Force will inevitably lead to government involvement and meetings with other organizations like the Suicide Squad or Checkmate. If the Player Characters end up trying to stop Major Force, they might end up dealing with government red tape and even criminal prosecution.

Subplots

In a Secret Past Subplot, Major Force owes the government service because of past crimes he has committed.

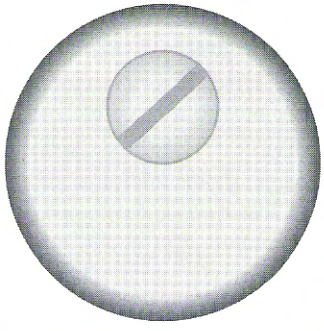
Major Force is also involved in an ongoing Enemies Subplot with Captain Atom.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book

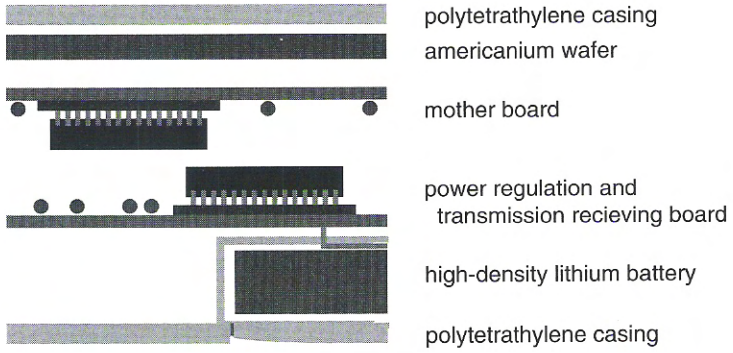
Appearances in DC Comics

Captain Atom (3) #12, 15, 18, 25, 32-33, 35-36, 39-40, 43, 45-46; *Captain Atom Annual* #1-2; *Checkmate!* #16, 18; *Firestorm, the Nuclear Man* #87; *Invasion!* #2-3; *Justice League Europe Annual* #1; *Justice League International* #24; *Suicide Squad* #28-30; *Who's Who '88* #2; *Who's Who '91* #7



implant is one (1) inch in diameter

Bomb Implant



(cut away)

•**Alter Ego:** "Jervis Tetch"
•**Motivation:** Mercenary
•**Wealth:** 7
•**Equipment:**
Archer Hat [BODY: 4, STR: 7, EV: 3, Gliding: 2] The Hat projects a clamp to pull objects to the Hatter.
Ball Bowler [BODY: 3, Growth: 6] The hat discharges a ball which grows in size. The Ball has BODY: 4.
Chef's Hat [BODY: 0, Jumping: 4] Limitation: The hat has an inner spring that Hatter must jump on like a trampoline to activate.
Fire Hat [BODY: 2, Fog: 7] Limitation: The hat only produces a thick smoke.
Magician's Hat [BODY: 1] This hat contains various magic tricks such as:
Knock out gas flowers [Poison Touch: 7]
Exploding Bunny [Bomb: 7]

Using the Mad Hatter in Adventures

The Mad Hatter does not always pull off hat-motif crimes, though his tactics and reasoning will be as insane as his fictional namesake. This makes it difficult for Player Heroes to second-guess the diminutive villain.

The Mad Hatter understands the value of subtlety. He is therefore capable of planning intricate schemes in which he plays an unseen puppet-master role.

Subplots

Between his stays in Arkham, Tetch had to deal with the second Mad Hatter, who was cutting in on his business (Miscellaneous Subplot).

Appearances in the DC HEROES Role-Playing Game, Second Edition

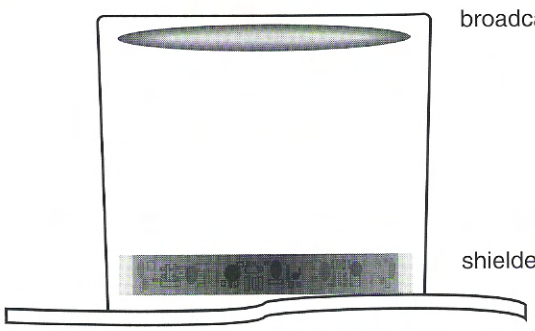
Background/Roster Book, Batman Sourcebook, Batman Role-Playing Game

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity

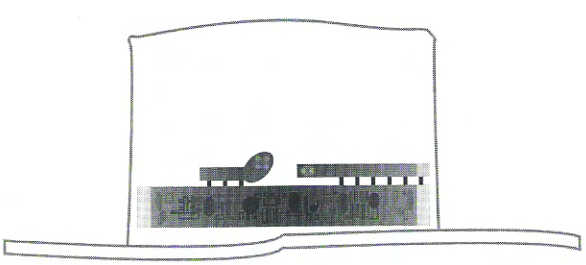
Pre-Crisis: *Batman* #49, 161, 201, 291-294, 297, 378-379, 400; *Detective Comics* #230, 510, 526; *Who's Who '86* #14

Current: *Animal Man* #10; *Arkham Asylum; Black Orchid* #2; *Detective Comics* #573; *Doctor Fate* (2) #18; *Secret Origins* (3) #44; *Who's Who '90* #5

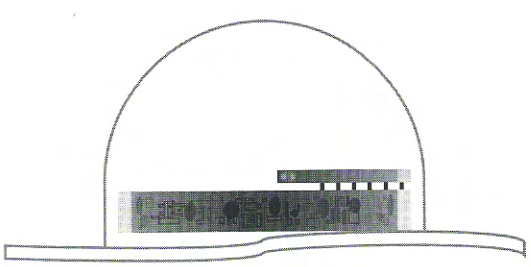




reciever headband with integral "slave" circuitry and strength booster module



fedora with strength booster module



bowler with "slave" circuitry

Mad Hatter's Hypno-Hats

from him to foil the criminal's plans.

Heroes would most likely encounter Croc in the sewers beneath Gotham City, and might actually see a different side of him as he tries to help Gotham's homeless. This would put them in a moral dilemma as they try to decide wether to return Croc to Arkham, or leave him where he is loved, respected, and cared for.

Subplots

In a recent Friends Subplot, Killer found a home with new friends, the street people of Gotham.

Killer Croc spends a good deal of time in Arkham Asylum for the criminally insane. There, doctors are treating his inferiority problems and violent nature (Miscellaneous Subplot).

Appearances in the DC Heroes Role-Playing Game, Second Edition

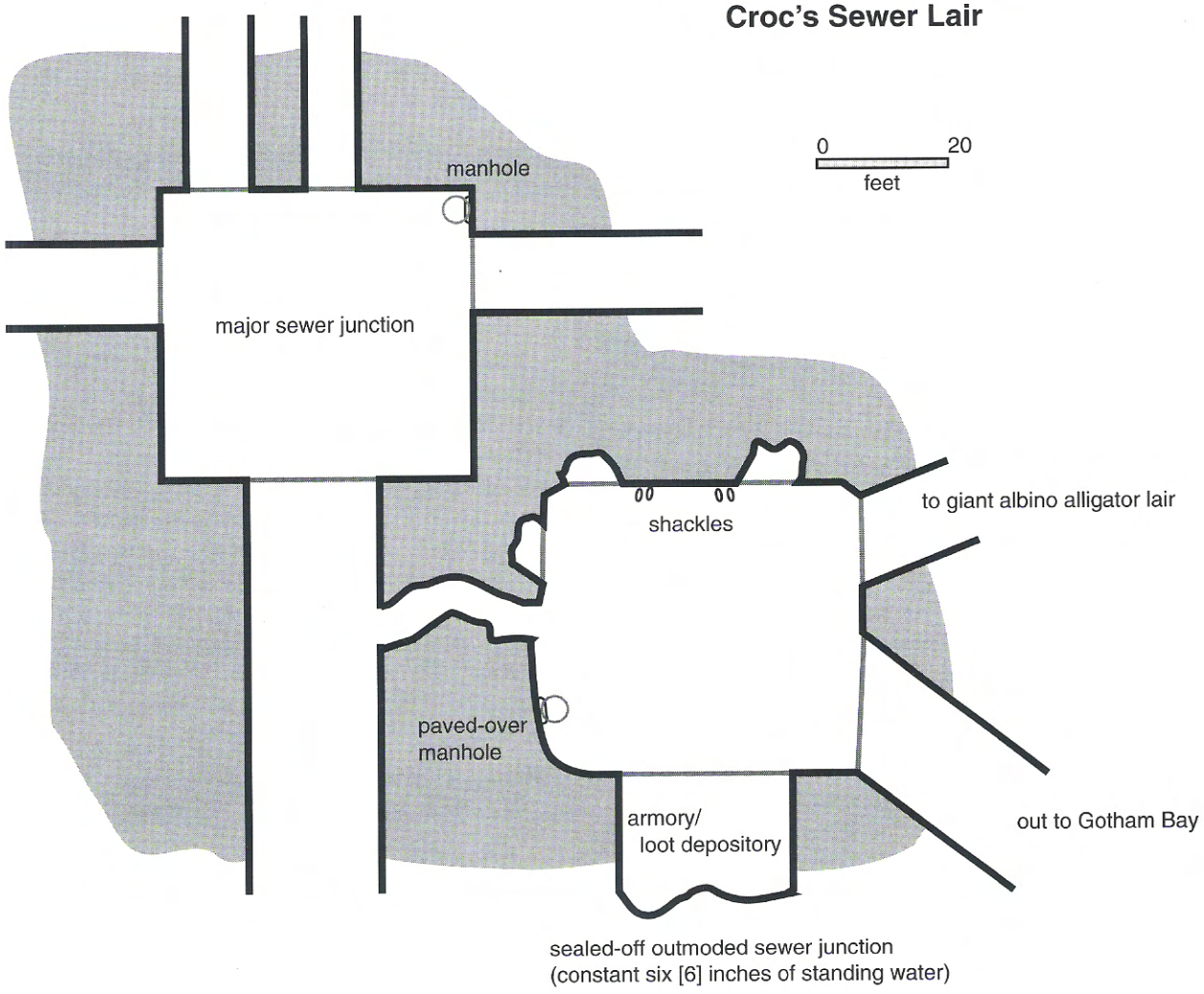
Background/Roster Book, Batman Role-Playing Game

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity

Pre-Crisis: *Batman* #357-359, 400; *Detective Comics* #524-526; *Who's Who '85* #5

Current: *Arkham Asylum; Batman* #471; *The Demon* (3) #11; *Detective Comics* #604; *Secret Origins* (3) #23; *Swamp Thing* (2) #66; *Who's Who '91* #7



Thanagar, as he is their representative in the Thanagarian High Council. Because of his relative position of power in government (high for an alien), Kanjar could cause political upheaval or unrest in the Downside. In such a case, adventurers may find themselves in a brewing civil war if Kanjar's more covert plans to gain power fall through. Or, heroes may need to control his power trips if he becomes an uncontrolled tyrant on one of Thanagar's slave worlds.

Ro knows Thanagar and its political structure fairly well. A few well placed comments to the right people can cause a lot of trouble and loss of status for Hawkman and Hawkwoman, or other Player Characters who's safety on Thanagar could be lost once their reputation is destroyed. Kanjar Ro is not beyond turning on Hol (or other heroes) as long as he has Thanagarians in power backing him up.

Subplots

Kanjar Ro is mostly a minor pain in Hawkman's tail feathers. He continues to waste Hol's money on frivolities rather than aiding the Downsiders. Hawkman needs to straighten him out and stop him from misappropriating funds (Miscellaneous Subplot).

If Kanjar Ro gains more political power, he could become competition for Hawkman and even cause the hero to lose face on his homeworld in a Public Reputation Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

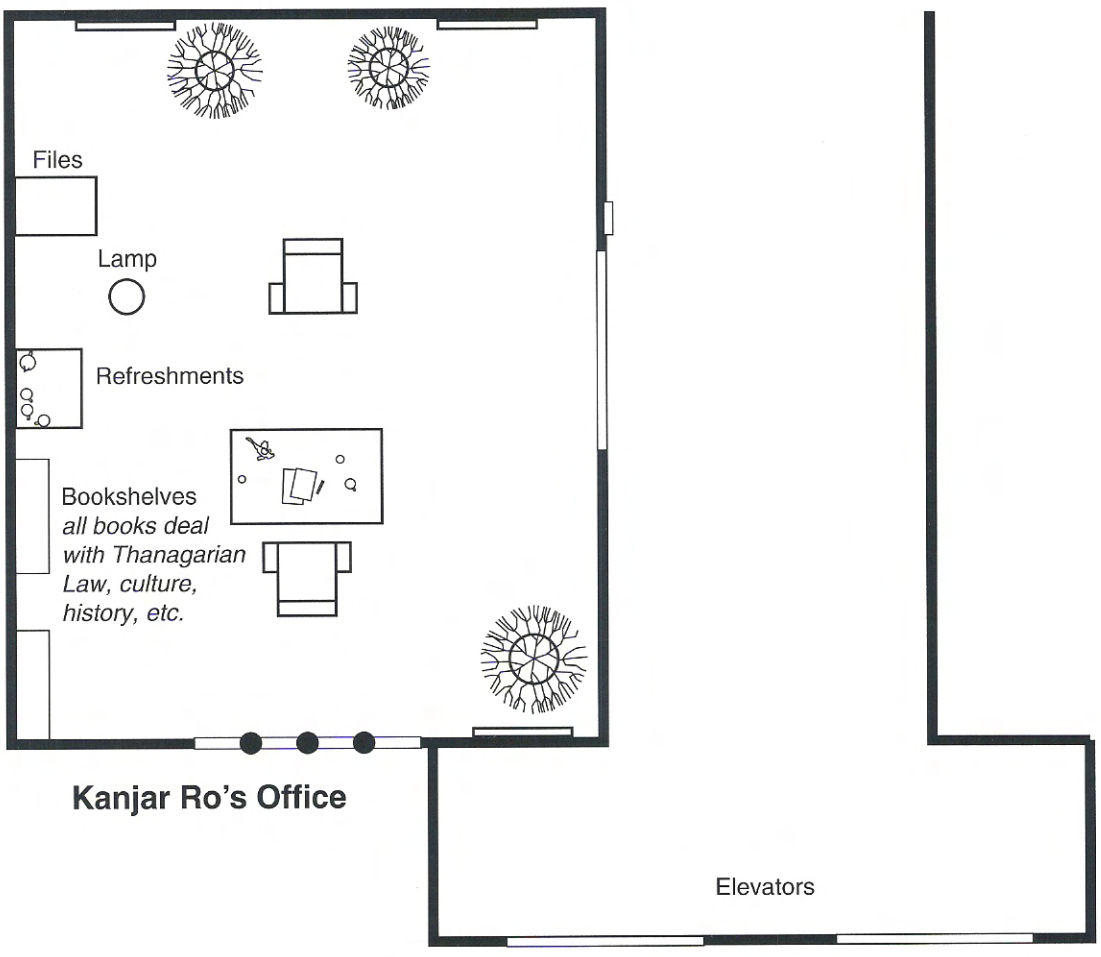
Atlas of the DC Universe

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity

Pre-Crisis: *Crisis On Infinite Earths* #9-10; *Justice League of America* #3, 24, 120-121, 138-139; *Mystery In Space* #75; *Showcase* #101-103; *Super Friends* #45; *Who's Who '86* #12

Current: *Action Comics* #650 (flashback); *Hawkworld* (2) 1, 6, 10; *Who's Who '91* #6



Kanjar Ro's Office

action, but Godfrey placed two human crewmen in each one, so that the heroes would have a more difficult time destroying them.

War Dog Robot

Dex:	8	Str:	8	Body:	10
Int:	2	Will:	1	Mind:	1
Initiative:		10			

•**Powers:** Claws: 9, Skin Armor: 4

Using Glorious Godfrey and Amazing Grace in Adventures

These siblings are two of Darkseid's most useful agents. Darkseid tends to send Godfrey to Earth to instigate chaos. On his last mission, his goal was to move the people of America to destroy their own "legends," the heroes of Earth who have caused Darkseid constant trouble and interference. Player Characters might succumb to Godfrey's anti-hero sermons, or feel the hate for them welling up in the people for which they have risked their lives. Godfrey may also be the lead-in for Darkseid to attack heroes with his tools of destruction (like his Hounds and creatures like Brimstone). The people will support Darkseid once Godfrey has undermined the heroes in the eyes of the public.

Darkseid keeps Grace on Apokolips. Her duties are to ferret out areas of discord among the Hunger Dogs of Armaghetto and begin revolts against Darkseid's rule. Darkseid then proceeds to quickly obliterate the rebels for sport and to send a message of hopelessness to all his people. Grace will be disguised as a Hunger Dog when working in Armaghetto. Heroes living on or travelling to Apokolips will be prime targets for Grace's mental manipulation. As she did with Superman, she may cause an adventurer to believe he or she was born to fight for Darkseid.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Apokolips Sourcebook, Superman—The Man of Steel Sourcebook (Amazing Grace only)

Appearances in DC Comics

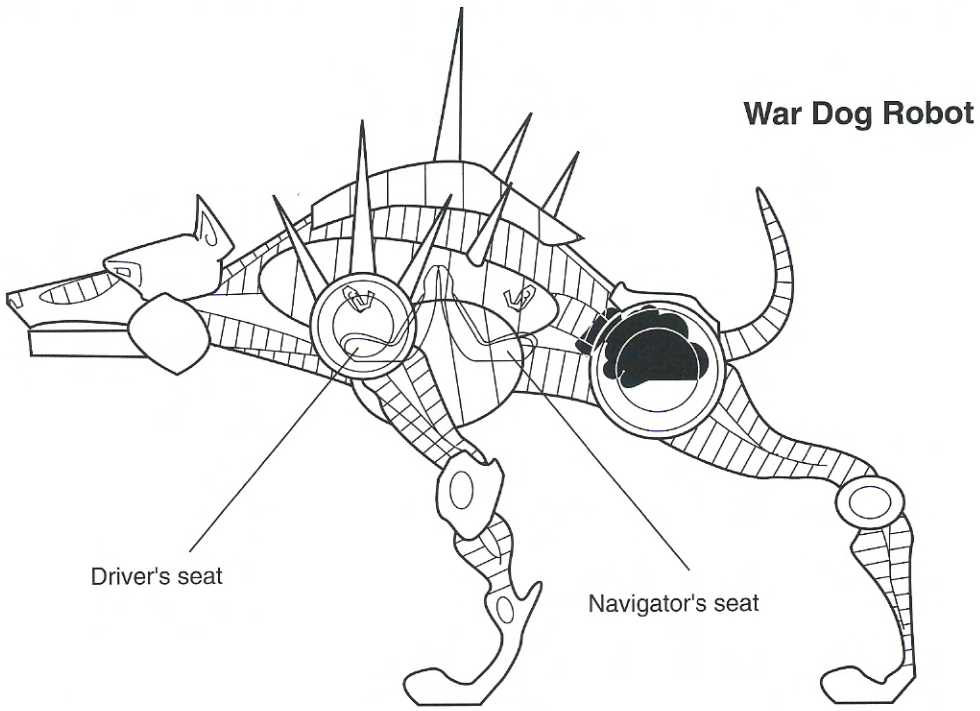
***Note:** Pre-Crisis appearances are not part of present continuity

Glorious Godfrey—Pre-Crisis: *Forever People* (1) #3, 6-7; *Who's Who '85* #9

Glorious Godfrey—Current: *Batman* #401; *Blue Beetle* (6) #9; *Cosmic Boy* #1, 3; *Detective Comics* #568; *The Fury of Firestorm* #55-56; *Green Lantern Corps* #208; *Legends* #1-6; *Shazam!: The New Beginning* #4; *Suicide Squad* #3; *Superman* (2) #3; *Who's Who '91* #6

Amazing Grace—Pre-Crisis: *Who's Who '87* (2) #1

Amazing Grace—Current: *Action Comics* #586, 600; *Adventures of Superman* #426; *Superman* (2) #3; *Warlord Annual* #6; *Who's Who '91* #6



greatly enjoy creating havoc and pride themselves on cruelty. Once there is nothing left for them to destroy or torture, they seek out new worlds to oppress with their evil. Dreamslayer, the most intelligent of them all, is the cunning manipulator. Lord Havok leads the pack with his forceful, commanding nature. The rest are power lusting psychopaths out for kicks. They usually begin an endeavor in hopes of gaining power, but end up obliterating everything and everybody until there is no one left to dominate.

Robot Doubles

The present Extremists, with the exception of Dreamslayer, are sophisticated robot replicas of Angor's most dangerous super-villains. They are programmed to believe they are the originals, as their Powers, Attributes, and personalities are the same. For all intents and purposes, they are the Extremists, and just as dangerous. However, their mechanical bodies can be destroyed or possibly overridden.

Mitch Wacky, a survivor of the Angor Holocaust and the inventor of the robotic process which inadvertently created the Extremists robots, is the only person capable of controlling his creations. "Unca" Mitch may command them to do anything due to "neuro-impulses" which come from mechanisms implanted in his body (consider it Control: 15 for his robots only). When he is present, they will stop whatever they are doing and wait for his orders.

Dreamslayer's Update

The only Extremist who was not replicated by Wacky was Dreamslayer, whose mystical consciousness was able to survive its original destruction to later possess the body of Maxwell Lord. His consciousness was later destroyed by the Silver Sorceress at the price of her life.

Using the Extremists in Adventures

This extra-dimensional super-villain team was one of the most dangerous and ruthless forces the Justice League International ever encountered. As a result, these villains are a perfect "big threat" to throw at Player Characters who think they can take on anyone. This group is out for domination and destruction, they are always in Killing Combat, and they always use the most vicious attacks they can imagine. As a group, they can take out some of the toughest heroes, so good teamwork is a must to defeat them.

The Extremists may also lead heroes to an Adventure on the nuclear wasteland that was once Angor, and specifically, Wacky World (the theme park where they were built).

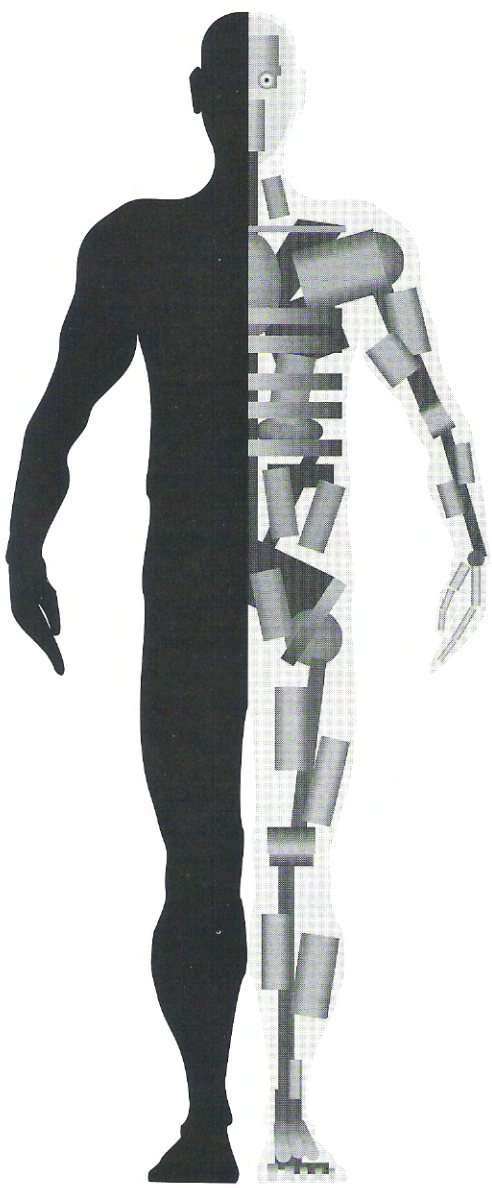
As an extra note, a Gamemaster should make sure there are some powerful Player Characters on the team before challenging them with the Extremists.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Justice League Sourcebook

Appearances in DC Comics

Justice League America #57-59; *Justice League Europe* #15-19, 33-34; *Who's Who '90* #5



"Doctor Diehard" Cut Away View

means of power (perhaps a new piece of light technology at S.T.A.R. Labs or a magical light generating artifact). It would be extremely humiliating if Doctor Light managed to beat a Player Character, or worse yet, the whole team of heroes.

Dr. Light can also be a good wrench to throw into the works of a well-run group of heroes. He might join them temporarily to beat back a threat, but, because of his bad luck and incompetence as villain (or hero, for that matter) he may end up unintentionally warning opposing forces that the Player Characters are nearby, endangering his teammates with his own equipment, etc. If the Gamemaster likes, he could make Dr. Light crazy enough to attack his own teammates in hopes of building his reputation or gaining his freedom.

Subplots

In a strange Death Guilt Subplot, Arthur was often visited by the ghost of Jacob Finlay who would admonish his actions and fill him with dread.

Doctor Light has been known to take on the likes of teams such as the New Titans and the JLA in an Enemies Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

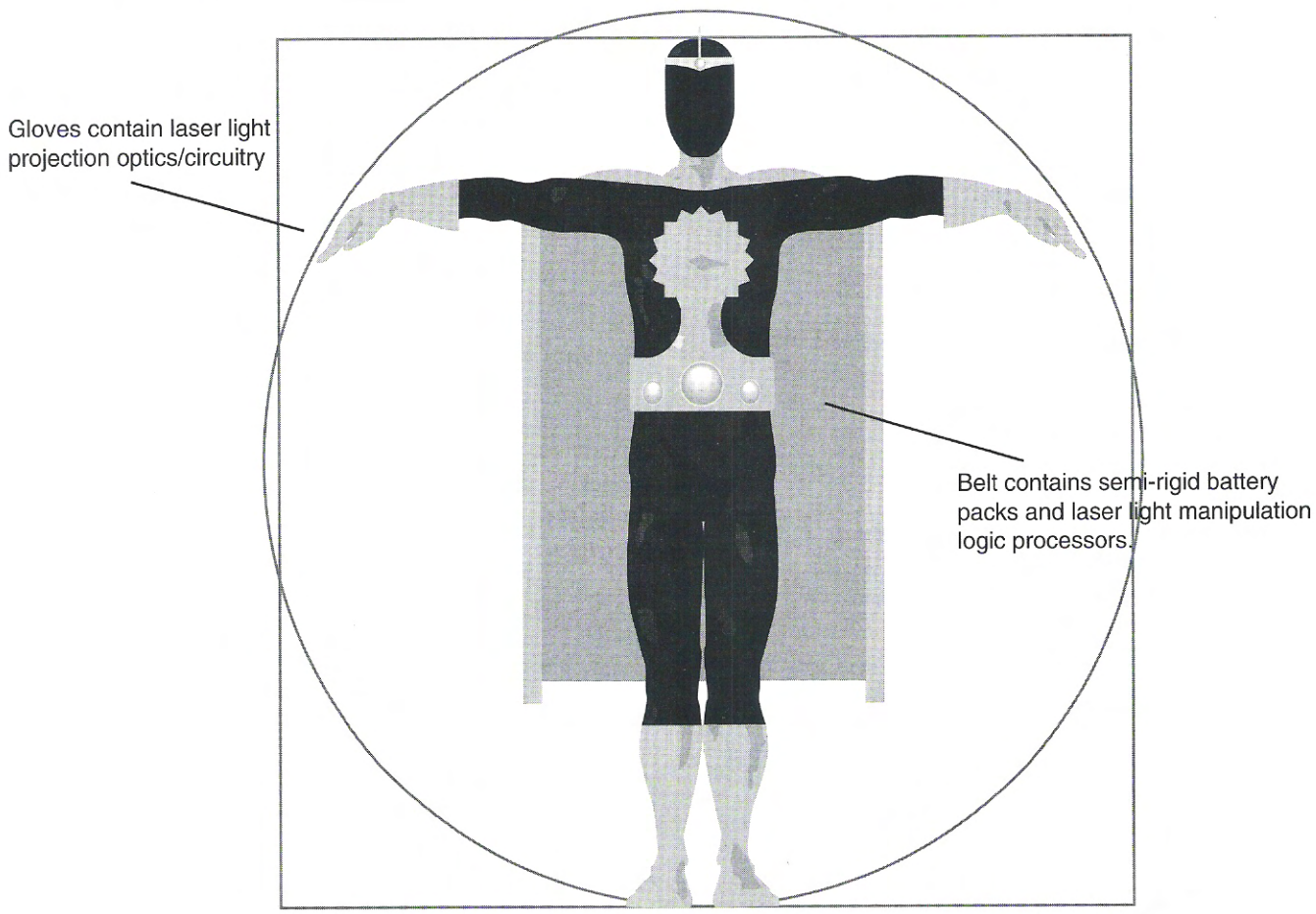
Justice League Sourcebook, Background/Roster Book (card included)

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity

Pre-Crisis: *Action Comics* #574; *The Atom* #8; *Batman and the Outsiders* #5; *The Brave and The Bold* (1) #147; *DC Super-Stars* #14; *The Flash* (1) #171, 223; *Green Lantern* (2) #33; *Justice League of America* #12, 61, 65, 122, 136, 149; *The New Teen Titans* (1) #13-14, 7, 19, 37; *Tales of the Teen Titans* #49; *Teen Titans* #44; *Who's Who '85* #6; *World's Finest Comics* #207, 264

Current: *Checkmate!* #18; *Flash* (2) #12, 19 (behind the scenes); *Secret Origins* (3) #37; *Secret Origins Annual* #3; *Suicide Squad* #19, 24-25, 27, 29-31, 33-34, 36-37, 39, 52; *Who's Who '90* #5



Doctor Light's Battlesuit

human), and his costume tail gives him extra balance and control. When making an Escape Artist Attempt, he may substitute the Costume's DEX for his Thief Skill as the AV/EV.

Using Copperhead in Adventures

Copperhead will most likely be found in an assassination oriented adventure. Perhaps he is out to hit an important diplomat or the key witness for a murder trial where powerful organizations are involved. The Player Characters will have to trace down the elusive villain and defeat him before he reaches his victim(s). Or, Copperhead may be out to get one or all of the Player Characters themselves, possibly attacking them on their own time while they are in their secret identity (Copperhead prefers to be sneaky and would not attempt attacking an entire team of heroes in broad daylight).

Subplots

Copperhead is involved in a continuing Enemies Subplot with Batman when working in Gotham. He would like to take revenge on the Caped Crusader for past defeats.

Copperhead's role as an assassin constitutes a Job Subplot. He may enjoy his work, but he may not always respect or appreciate his employers.

Appearances in the DC HEROES Role-Playing Game, Second Edition

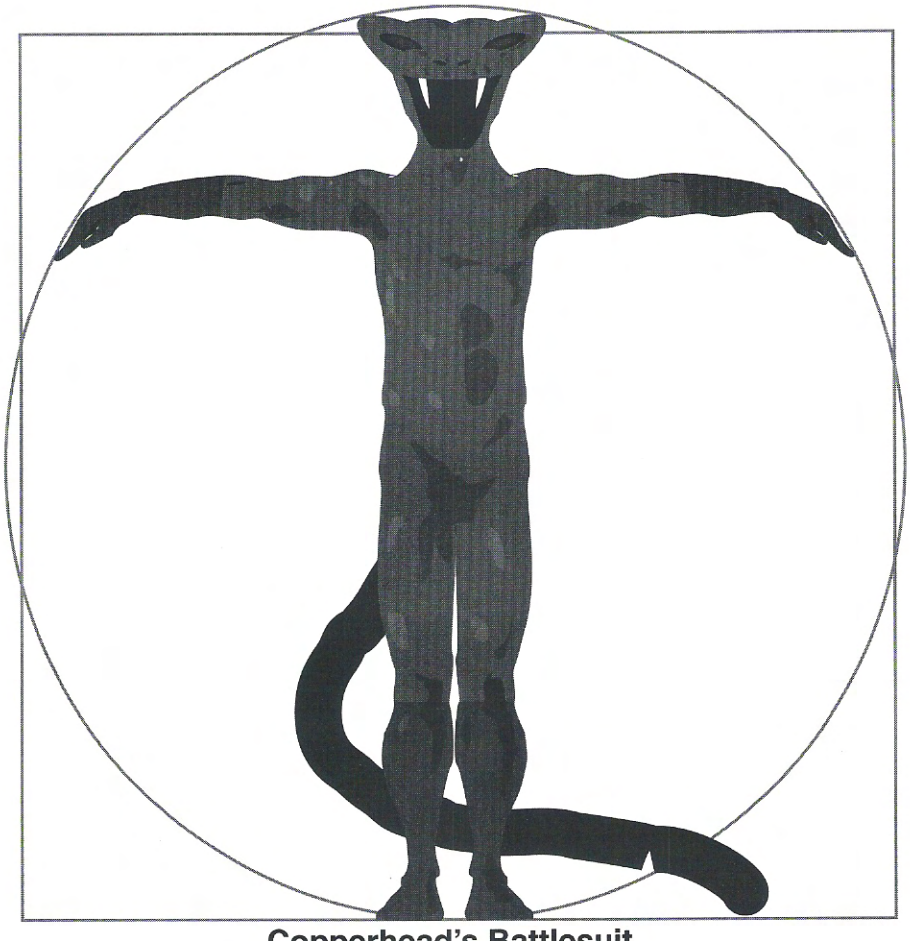
Background/ Roster Book, Exposed, Batman Role-playing Game, World in the Balance

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity

Pre-Crisis: *The Brave and The Bold* #78; *Cancelled Comic Cavalcade* #2; *Crisis On Infinite Earths* #5, 9; *The Secret Society of Super-Villains* #1, 3, 6-8, 12, 15; *Who's Who '85* #5

Current: *Elongated Man* #1-3; *Hawk and Dove* (3) #8-9; *Who's Who '91* #6



Copperhead's Battlesuit

Using Chemo in Adventures

Stopping Chemo's mad rampages can be a short and exciting mission for Player Characters. The creature is powerful enough to give heroes trouble, but can always be outsmarted with teamwork. It is, on occasion, controlled by others as part of a larger plot involving a number of super-villains. It could appear during some catastrophic environmental disaster (a spill of some kind) or at a chemical factory that heroes may be surveying.

Subplots

Chemo is engaged in a continuing Enemies Subplot with Will Magnus' Metal Men.

Appearances in the DC Heroes Role-Playing Game, Second Edition

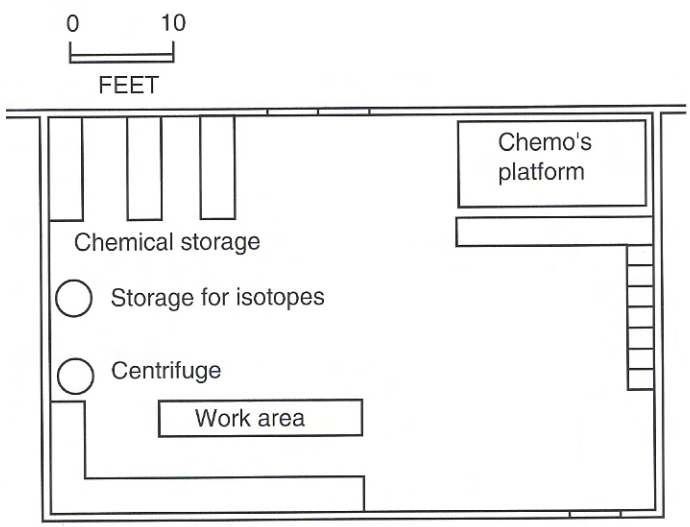
Background/Roster Book

Appearances in DC Comics

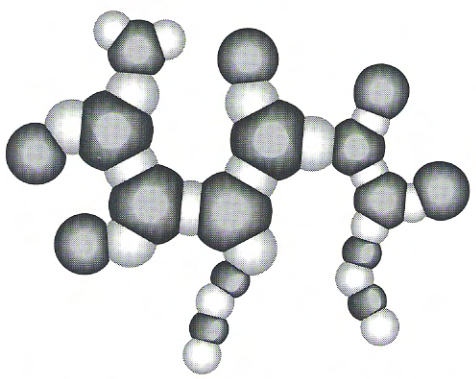
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Crisis On Infinite Earths* #9-10; *DC Comics Presents* #4; *Metal Men* (1) #14, 25, 46 *Showcase* #39-40; *Superman* (1) #342, 370; *Who's Who '85* #4

Current: *Action Comics* #590; *Who's Who '90* #5

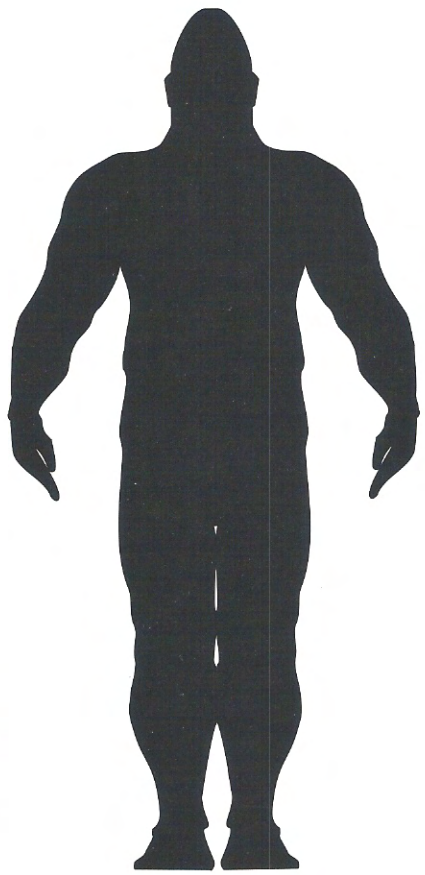


Prof. Ramsey Norton's Laboratory



Molecular structure of Chemo's liquid core





6'

of Krotan. To stop the spread of the drug, PCs would need to find and defeat Byth, or cut off his supply of Krotan. This, of course, would be a good way for the heroes to meet Hawkman and Hawkwoman since they have dealt with Byth numerous times in the past.

Subplots

Byth went through a Power Complication Subplot with his overuse and addiction to Krotan.

A Job Subplot, centering around Byth's role as Wingmen commander, plus his numerous illegal activities, had major effects on Katar Hol's life.

Byth's criminal activities caught up with him when he lost his position of power and Hawkman tracked him down to Earth (Criminal Past Subplot).

Byth began an Enemies Subplot with Hawkman by causing hardship for Hol and the death of Paran Katar (Hol's father).

Appearances in the DC Heroes Role-playing Game, Second Edition

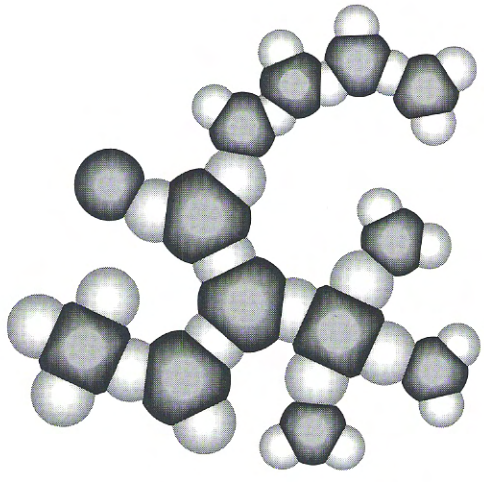
Atlas of the DC Universe, Who's Who I

Appearances in DC Comics

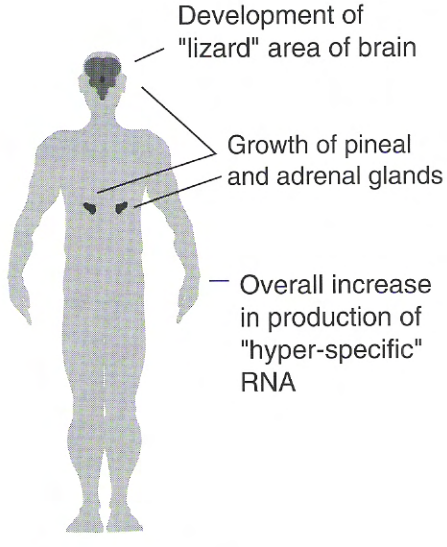
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *The Brave and The Bold* (1) #34, 42; *Hawkman* (2) #8-12; *Showcase* #103; *Who's Who '85* #3; *World's Finest Comics* #266-268, 273

Current: *Action Comics #588; Hawkworld* (1) #1-3 (2) 1-10; *Who's Who '91* #8



Molecular structure of Krotan drug



Effects of Long-time use with addiction

The Krotan Drug

built to receive an organic brain. Anyone with the Medicine Skill has a chance to save the Brain from dying by making a Surgery Attempt against an OV/RV of 10/10. If positive RAPs are gained they are added to the Brain's BODY Condition, the Brain is safely in a new containment suit, and it stops losing APs of Body. If the Attempt fails, the Brain takes one additional point of damage and is in no better shape than before.

Using the Brain and Monsieur Mallah in Adventures

Brain and Monsieur Mallah are likely to be involved in Adventures where there is a great deal of power to be gained. If someone is trying to conquer an area through organized crime, it is likely that the Brain is behind it.

Recently, the duo has been in the European Underground, building up power and resources to become a force to reckon with once again. Heroes Adventuring in Europe, therefore, might encounter these two and their operatives.

Monsieur Mallah discovered that there were other intelligent gorillas in the world when Gorilla Grodd mentally called him to Gorilla City in Africa. He may play a part in adventures where Characters travel to or need aid from Gorilla City.

Subplots

Brain and Mallah were involved in a strong Friends Subplot that evolved into a Romance Subplot just before they both died. Brain, through his abrasive and selfish ways, has brought Enemies Subplots with the Doom Patrol and Madame Rouge against him. The other Society of Sin members do not care for him much either.

Appearances in the DC HEROES Role-Playing Game, Second Edition

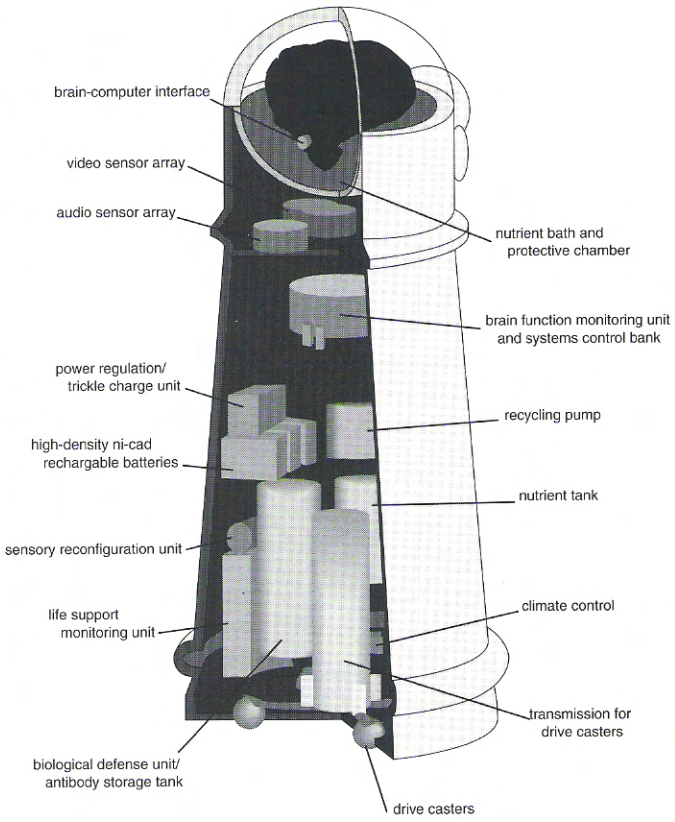
Background/Roster Book, New Titans Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *The Brave and The Bold* #65; *Crisis On Infinite Earths* #5, 9; *Doom Patrol* (1) #86-87, 90, 93, 96-97, 101, 104, 107-113, 119, 121 (2) 26, 34 (Mallah isn't in #101, 113, 119); *The New Teen Titans* (1) #14-15, 29, 31; *Who's Who '85* #3 (Brain), 16 (Mallah)

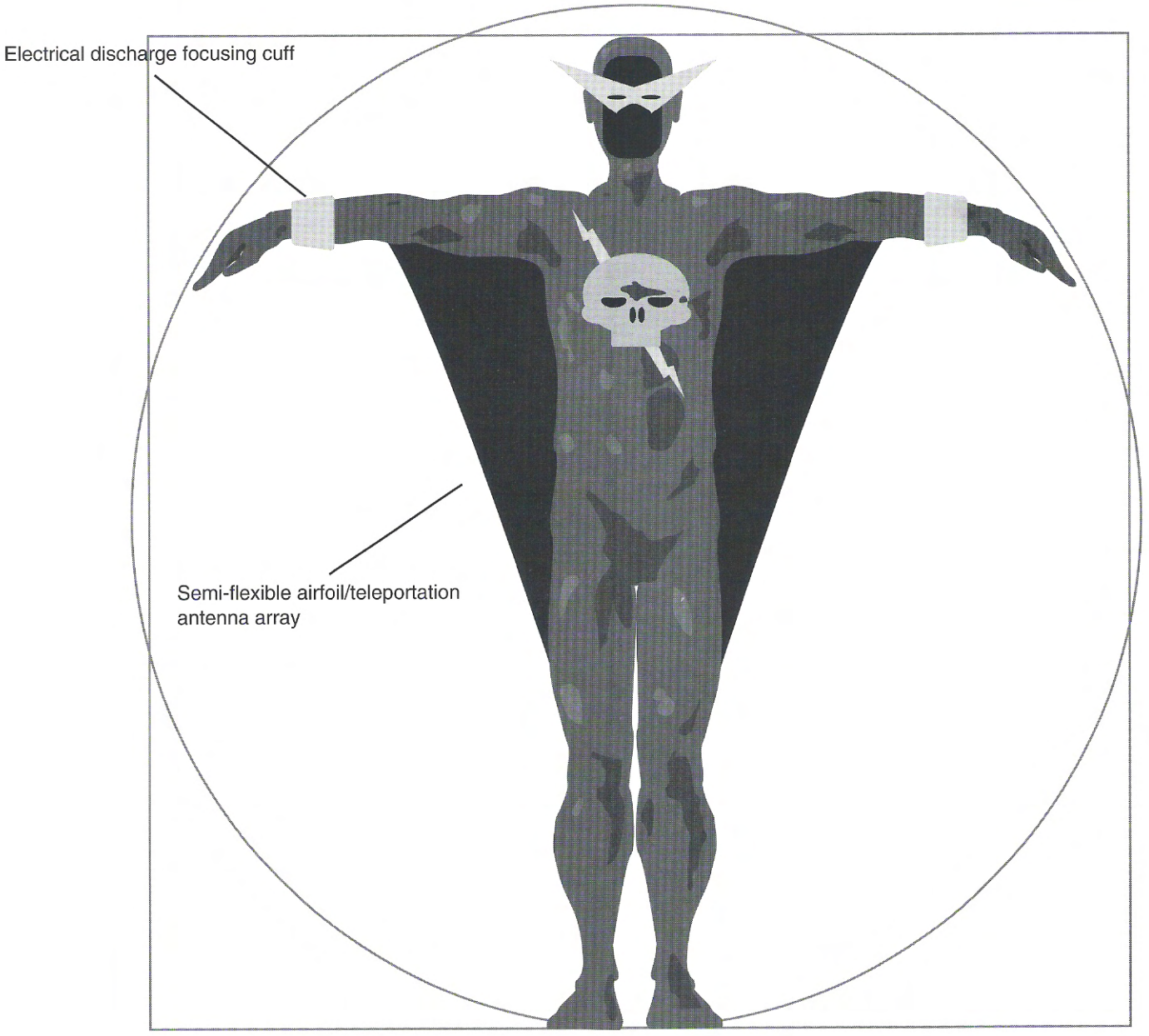
Current: *Doom Patrol* (2) #26, 34; *The New Teen Titans* (2) #26-27, 43; *Secret Origins annual* #1 (flashback);*Swamp Thing Annual* #3*; Teen Titans Spotlight* #11; *Who's Who '91* #8



Brain's Mobile Casing

Pre-Crisis: *Blue Devil* #6-9; *Crisis On Infinite Earths* #9-10; *Hawkman* (2) #13-14; *Who's Who '85* #3

Current: *Blue Devil* #6-9, 23; *Captain Atom* (3) #9, 27-28; *Crisis On Infinite Earths* #9-10; *The Fury of Firestorm* #45-47; *Hawkman* (2) #13-4; *Starman* #2-3; *Who's Who '85* #3; *Who's Who '91* #6



Bolt's Battlesuit

•**Powers:** Growth: 1
•**Skills:** Martial Artist: 8
•**Advantages:** Connections: Bruce Wayne (Low), Task Force X (High)
•**Drawbacks:** Catastrophic Rage
•**Alter Ego:** Mark Desmond
•**Motivation:** Unwanted Power
•**Wealth:** 5

Using Blockbuster in Adventures

Blockbuster is a formidable opponent for heroes to encounter. He is best used in fast paced storylines where Characters do a lot of fighting and honing their teamwork skills. In a longer scenario, Blockbuster might work with other villains on some scheme to gain power and riches. He would most likely be hired on as muscle. In such an Adventure, unwary heroes might find their team being split up so that each hero fights one villain head-to-head. Woe to the hero who meets Blockbuster alone.

The first Blockbuster, Mark Desmond, was constantly in self-conflict Though he had a tendency to be destructive when angered, he could be calmed by Bruce Wayne or Roland.

Subplots

Roland Desmond is quickly developing a drug dependency. This coupled with his lack of control over his Power and mad rages lead to a serious Power Complication Subplot.

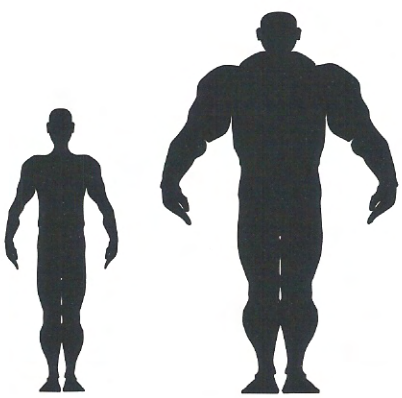
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Blockbuster I (Pre-Crisis): *Batman* #194, 308-309; *Crisis On Infinite Earths* #5, 9-10; *Detective Comics* #345, 349, 498-499; *Justice League of America* #46-47, 135, 166-168; *Secret Society of Super-Villains* #12-15; *Wonder Woman* (1) #294-295; *Who's Who '85* #3, **(Current):** *Legends* #3

Blockbuster II (Pre-Crisis): *Detective Comics* #345, **(Current):** *Starman* #9-10; *Who's Who '91* #7





-2 fully armed and armored guards check the cells every 30 minutes.

Blockbuster's Belle Reve Prison Cell

Ares needs worshippers to survive. This is a paradox in that Ares was born to cause war and destruction. He once wished that he could cause complete Armageddon, but he realized that without humans he would cease to exist. Ares will now defend humanity in matters of cosmic importance to protect his own interests.

When he was worshiped by many as an entity of destruction, Ares was much more powerful. Now that humans no longer directly worship him, he constantly grows weaker. Every time a peace pact is signed and upheld, Ares must cause equivalent strife elsewhere in the world or he loses 1 point of INFL and AURA. It is conceivable that worldwide peace could cause him to become inert and nearly defenseless to Mystical Attacks.

Areopagus

The Areopagus is the temple of war and Ares' residence. He set up base there when he left Mount Olympus, disgusted by his fellow gods. The Areopagus is close to Olympus, lying in the same Dimension, but where the mountain of the gods is bright and awe inspiring, the Areopagus is dark, foreboding, and fills beings that visit there with feelings of despair, fear, and anger. The Areopagus has a Travel Distance of 10 (see page 20 of the *Magic Sourcebook)* and can only be reached by those who have Dimension Travel Power or some magical artifact designed to take the possessor there.

Connection to the Military

Ares has Connections with all organizations dedicated to war or "defense." Through the knowledge of these organizations afforded him by the Connections, he can use his Powers of Hypnotism and Control to take over key officers and personnel, subtly bending their actions to his will. Aura of Fear can be used in the battlefield to create tension which could escalate into a battle.

Using Ares in Adventures

Ares should only be used in Earth-shattering campaigns with a number of powerful heroes. Or, to prevent the Player Heroes from being obliterated, they might have to stop a war that Ares instigated, without challenging him head-on.

Since Ares is a sworn enemy to the Amazons, they might have to protect themselves from his wrath. Wonder Woman is often foremost in protecting her people and may seek out the aid of the Player Characters to help her defeat the war god.

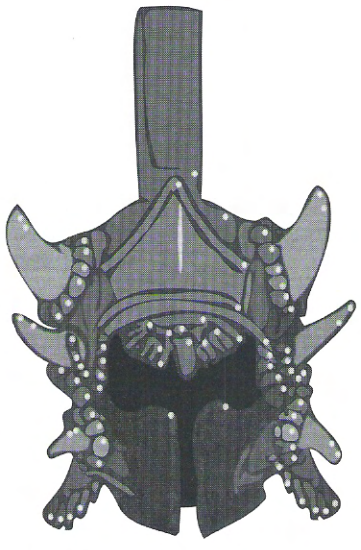
Remember that although Ares is ruthless and devastatingly destructive he is also extremely intelligent. His might is far more than a match for the most powerful heroes in the world. If Player Characters are in over their heads against Ares, they might try to gain the aid of gods like Hermes or Artemis.

Subplots

Ares is involved in an ongoing Enemies Subplot with the Amazons. He is also involved in a Family Subplot with his children Harmonia, Phobos, and Deimos, and the other Olympians (particularly his sister Artemis).

Appearances in DC Comics

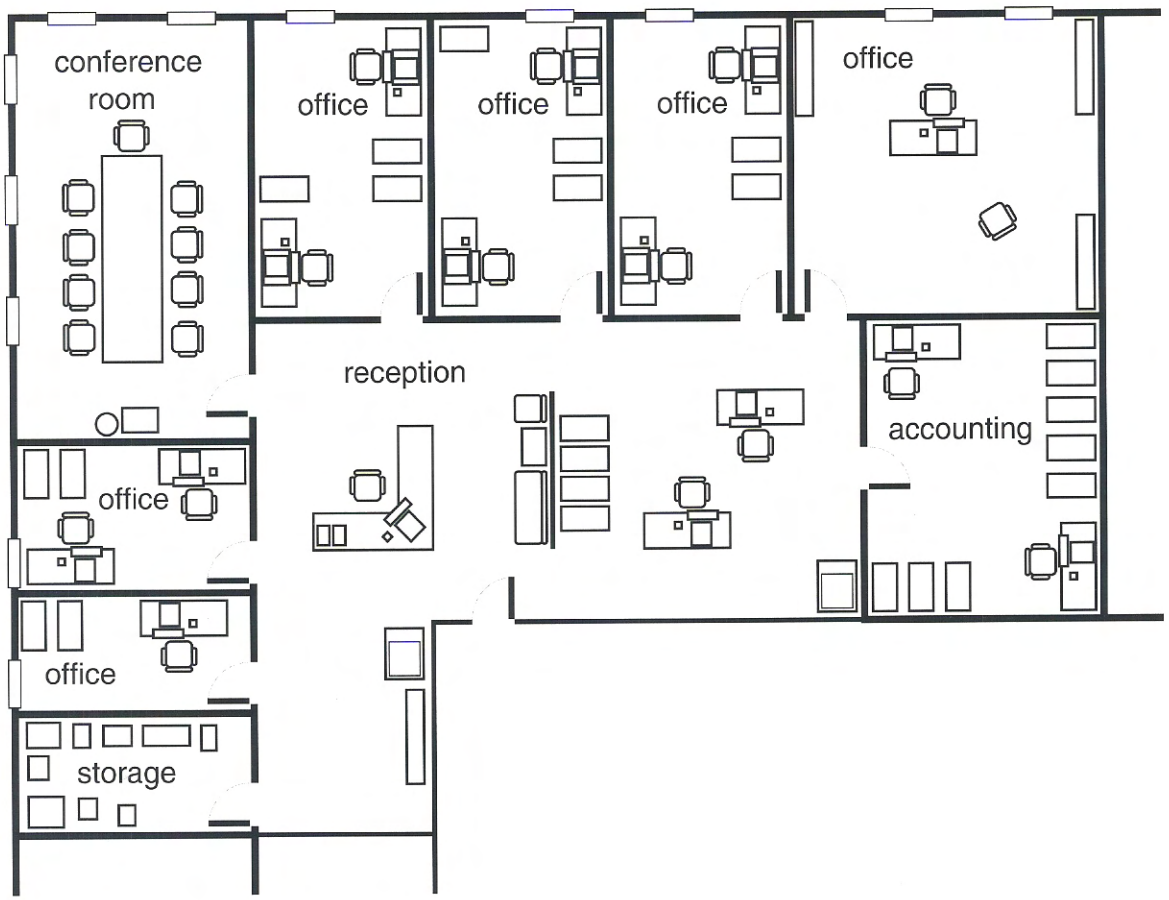
War of the Gods #2-4; *Who's Who '87* (2) #1; *Who's Who '90* #8; *Wonder Woman* (2) #1, 2-4 (behind the scenes), 5-6, 13



Ares' Helmet

Pre-Crisis: *All-Star Squadron* #53; *Crisis On Infinite Earths* #5-7, 9-12; *Infinity, Inc.* #12, 16, 21, 23; *Who's Who '87* (1) #25

Current: *Flash* (2) #8; *Infinity, Inc.* #25-47, 49-53; *Infinity, Inc. Annual* #1; *Infinity, Inc. Special #1Invasion!* #2; *Millennium* #1, 3-5, 7-8; *The New Teen Titans* (2) #38; *The Outsiders Special* #1; *Secret Origins* (3) #9, 50; *Who's Who '91* #6



***Rock Stars* Magazine's Corporate Offices**

Stuff, the Chinatown Kid

Victor Leong began his career in heroing at an early age. He latched up with Vigilante when he was a teen and has been with his mentor ever since. Together they shared numerous adventures with the All Star Squadron and the Seven Soldiers of Victory. "Stuff" currently manages Saunders' business affairs, especially his chain of Last Roundup Restaurants.

STUFF

DEX:	5	STR:	3	BODY:	4
INT:	6	WILL:	5	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	16			HERO POINTS:	30

- **Skills:** Martial Artist: 6
- **Advantages:** Connections: All-Star Squadron (Low), Seven Soldiers of Victory (Low), Vigilante (High)
- **Drawbacks:** Age (old)
- **Alter Ego:** Victor Leong
- **Motivation:** Upholding the Good
- **Wealth:** 5

Stuff was a bit quicker during the war years. At the time his Attributes were: DEX: 6, STR: 3, BODY: 4, INT: 5. He also had the Age (Young) Drawback, and his Wealth Rating was 2.

Using Vigilante in Adventures

A Character might meet Vigilante out in the West, especially if they are working solo. Vigilante seems to have taken an interest in the young vigilantes now protecting his old stompin' ground. He might take it upon himself to teach the young pups a thing or two.

A group of adventurers might also bump into him in a World War II America setting. He would be working with the All-Star Squadron or Seven Soldiers of Victory, along with his pal Stuff.

Subplots

The older Saunders now has very conventional responsibilities with his business dealings. Such Job Subplots have forced him to slow down his career as an adventurer.

Vigilantes are not looked on with the awe they once were, especially with the proliferation of meta-human types. Modern law may not look kindly on the Vigilante's moonlighting activities in a Miscellaneous Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

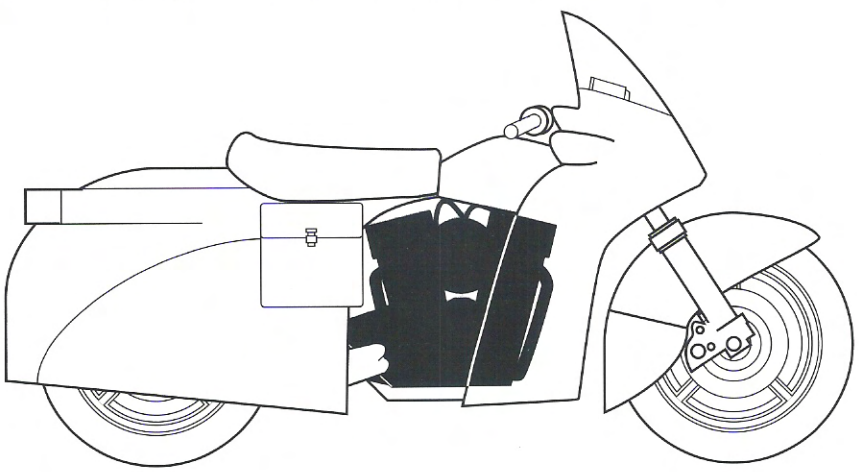
World at War Sourcebook

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #42-198; *Action Comics Miniature; Adventure Comics* #417, 422, 426-427, 438, 442-443; *All-Star Squadron* #29, 31, 32 (behind the scenes), 53 (behind the scenes), 56, 59-60; *Crisis On Infinite Earths* #12; *Infinity, Inc.* #11; *Justice League of America* #78-79, 100-102, 144; *Leading Comics* #1-14; *Western Comics* #1-4; *Who's Who '87* (1) #25; *World's Finest Comics* #214, 244-248

Current: *El Diablo* #12; *Secret Origins* (3) #9 (flashback); *Who's Who '90* #5; *Young All-Stars* #3, 25 (behind the scenes), 27 (flashback); *Young All-Stars Annual* #1



Vigilante I's Custom Motorcycle

(she might be conducting an investigation or freeing some of her own friends at the same time), or, they could accidentally find her when they are involved in an investigation that crosses one of her own. Vi might be hiding in a piece of equipment the PCs take home to investigate!

Vi is also a good contact for information regarding the planet Imsk, it's people, and it's technology.

Subplots

Salu is dealing with a Guilt Subplot over her role as Imskian Security Chief during the Venado Bay incident.

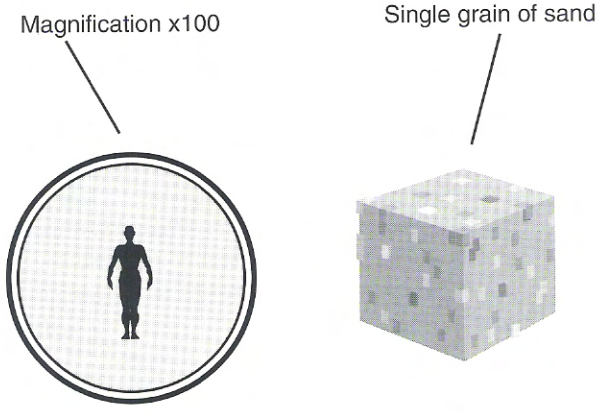
Though they have always been friends, Digby and Ayla Ranzz have become much closer with the reformation of the Legion. They are rarely separated, and their developing relationship is material for a Friendship Subplot.

Appearances in DC Comics

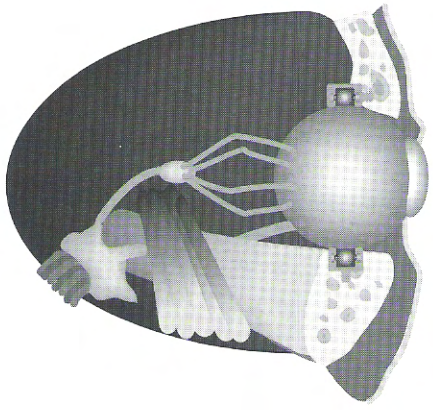
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #276, 319, 381-382, 389; *Adventure Comics* #301-306, 308, 310, 313-314, 316-317, 319, 321, 324-326, 328, 330-331, 336-337, 340-343, 346-347, 348 (behind the scenes), 349-350, 353-355, 356 (behind the scenes), 358-361, 364, 368, 371-372, 374-375, 378-379; *All-New Collectors' Edition* #C-55; *The Brave and The Bold* #179; *Crisis On Infinite Earths* #4-5, 8, 10; *DC Comics Presents* #80; *Legion of Super-Heroes* (1) #259, 262, 268-271, 273, 275, 278-280, 284-286, 305, 308, 312-313 (2) 1-11, 13-17, 19-24, 26-27, 30, 35-39, 41-43, 45-47, 49-51, 54, 56, 60-61 63 (3) 1, 3; *Legion of Super-Heroes Annual* (1) #3 (2) 1, 3-4; *Secrets of the Legion of Super-Heroes* #1-2, 3 (behind the scenes); *Superboy* (1) #147, 293, 195, 197-198, 200-202, 205, 207, 209, 212-214, 218-219, 221, 225-22; *Superboy and the Legion of Super-Heroes* #232, 234, 237, 241, 243-245, 247, 250, 255-258; *Superman* (1) #156; *Superman Family* #207; *Superman's Girl Friend, Lois Lane* #50; *Superman's Pal, Jimmy Olsen* #72; *Tales of the Legion* #324; *Who's Who '86* #21; *World's Finest Comics* #284

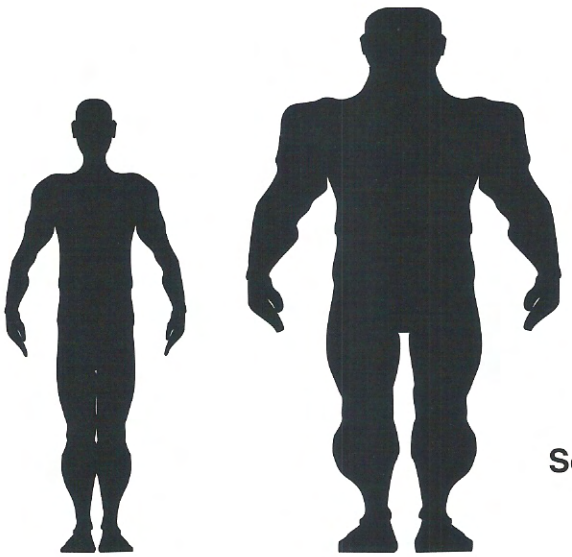
Current: *Adventures of Superman* #477-478; *Legion of Super-Heroes* (4) #1, 3, 9-10, 12-13, 15-18, 20, 27; *Legion of Super-Heroes Annual* (4) #1,3; *Secret Origins* (3) #47; *Who's Who in the Legion of Super-Heroes* #6; *Who's Who '91* #6



Size comparison

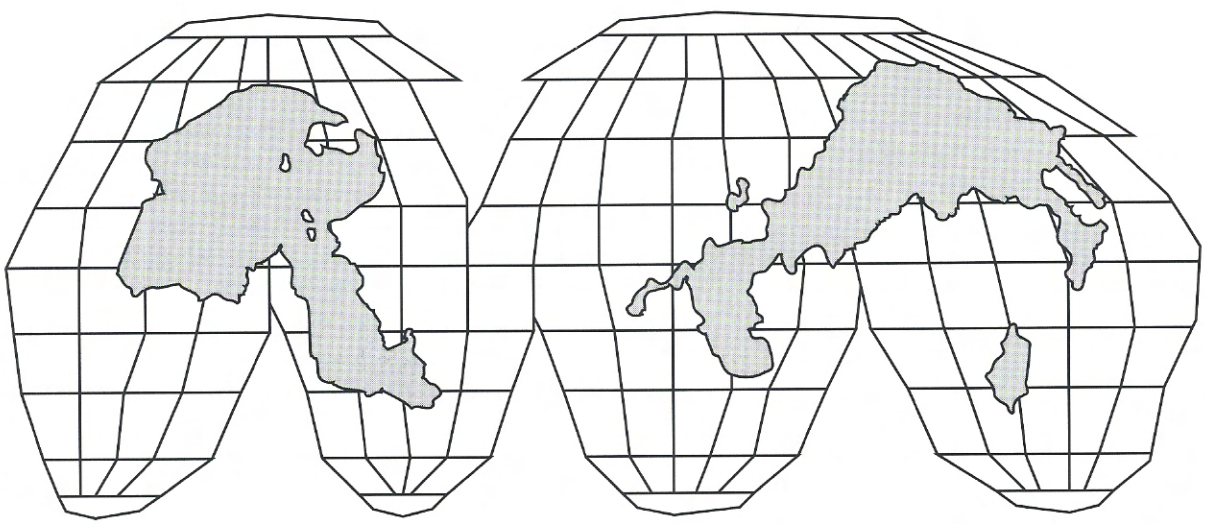


Prosthetic implant



6'

Scale



Dryad

Apollo is also the god of healing and may grant him Regeneration and Damage Transference Powers. And, as the god of music, he might also grant the Musician Subskill of Artist.

- **Bacchus:** The god of wine gives him the ability to induce madness (Broadcast Empathy) and prophetic sight (Pre- and Post- Cognition).
- **Demeter:** The goddess of nature would give him Speak with Plants, Plant Growth, Plant Control, and Earth Animation.
- **Diana:** Apollo's sister would give him Animal Handling Skill, Analytical Smell/Tracking Scent, and Speak with Animals. Her other face, known as Hacatae, would give him the powers of the night: Ultra Vision and Illusion.
- **Juno:** The wife of Jupiter would temporarily give him the Luck Advantage. Son of Vulcan must spend 20 Hero Points for this temporary Advantage.
- **Mercury:** The messenger god would give him the Powers of Flight and Superspeed.
- **Minerva (Athena):** The goddess of wisdom would raise his INT and WILL to the APs of Omni Power. Since she is also the goddess of stage craft, she could also grant him the Actor Subskill of Artist. She is also the goddess of military strategy and would give him the Military Science Skill.
- **Neptune:** The god of the oceans would give him Water Freedom, Water Control, and Swimming. He is also the god of horses and may grant Son of Vulcan a fine steed if he needs one.
- **Jupiter:** The king of the gods may grant the use of Weather Control.
- **Pan:** This god would give him the power to strike fear (or panic) in his opponents (Phobia Power).
- **Pluto:** The lord of the underworld would grant him control over the dead (Animate Dead) and Darkness. He is also the god of wealth and may temporarily raise Son of Vulcan's wealth to the APs of Omni-Power.
- **Venus:** The goddess of love gives him Charisma, Empathy, Broadcast Empathy, and Control.
- **Vulcan:** Although the god of the forge has already granted him abilities, he might also give the young hero the ability to create fire (Flame Project) and control fire (Flame Control). Vulcan's OV/RV to Persuasion by Mann is 5/5, since he already likes the young hero.

If the gods refuse Son Vulcan's request for a specific ability (i.e., if he fails his Persuasion Attempt), the gods should give him reasons for their refusal. It is up to the gamemaster to think of a good reason, although one could always say "the gods want to see if you can handle this alone!"

Weapons of Vulcan

Son of Vulcan can summon weapons and items from Vulcan's Forge. He may trade one weapon for another using Dimension Travel. He can send the weapons back, even if they are taken away, by simply willing them to return to Vulcan's Forge. All of these items are mystical weapons and will inflict damage on those who are susceptible to mystical attacks, such as Superman. Below is a list of weapons Son of Vulcan might use:

Bow and Arrows: [STR: 8, BODY: 4, EV: 5, R#4]
Club: [BODY: 4, EV: 5, R#3]
Knife [BODY: 9, EV: 5]
Mace: [BODY: 9, EV: 6]
Sling: [BODY: 3, Flame Production: 7] This sling hurls bolts of flame at opponents.
Sword: [BODY: 9, EV: 6]

Using Son of Vulcan in Adventures

Son of Vulcan offers interesting opportunities for adventure due to his close relationship with the Roman gods, and might lead heroes to Olympus, New Olympus or the Forge of Vulcan.

A Gamemaster might use Son of Vulcan as a messenger of the gods, perhaps warning Player Characters of cosmic dangers to come or wrathful gods. He could even be turned against the heroes to fight for his patrons, but usually he is intelligent and strong willed enough to know who the true heroes are.

Subplots

Job and Secret Identity Subplots come from John Mann trying to live a double life as a syndicated reporter and servant of the gods.

Appearances in DC Comics

Crisis On Infinite Earths #12; *Mysteries of; Unexplored Worlds* #46-48; *Son of Vulcan* #49-50; *War of the Gods* #1-4; *Who's Who '86* #21; *Who's Who '90* #5

guilty man who constantly questions his own actions and motives. He is afraid of his own powers but has the courage to put them to good use. Still, he constantly worries about the long term effects of his madness control and the harm he may bring to his companions.

Shade's Teleportation

When a strong area of madness develops, Shade is uncontrollably pulled towards it. His Teleportation Power works automatically to send him directly into the heart of the phenomena. Should Shade try to resist, he will need to make an Action Check with the AV/EV equivalent to this INT/WILL while APs of his own Teleportation Power act as the OV/RV. Any positive RAPs indicate success and he stays where he is. Unfortunately, the phenomena often catches him off guard.

Madness Vest

With the exception of Awareness and Spirit Travel, Rac Shade's Powers originate from the Madness Vest. While on Earth, the Vest is spiritually connected to him, and he uses its Powers like his own. His original body is floating in the madness zone, no longer usable, so it appears that the Madness Vest is now a permanent part of him.

Recently the Changing Man discovered that the Vest was created from the remains of a previous Mind Agent. The Vest had a psyche and wanted revenge on Shade's former mentor, Wizor. Only Shade could speak with or perceive the spirit of the Madness Vest. The spirit could only control the Power of Illusion over Shade. Shade himself was in control of the other Powers.

MADNESS VEST

DEX:	0	STR:	0	BODY:	15
INT:	5	WILL:	7	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	6
INITIATIVE:	5			HERO POINTS:	0

Background Update

Shade recently lost control of his Hades personality and ran into Stringer, a policeman who had been following him across the country. When Hades decided to have a little violent fun with Stringer, the human released a Metan weapon that destroyed Shade/Hade's body. However, with strength of will, Hades was able construct a body out of the Madness, after which he returned control to Shade. For a time, Shade had to concentrate to keep from dissolving into his surroundings. Soon, he possessed the dead body of a woman who had drowned. He changed the body to match his own, but was only able to maintain it for a short time. It soon changed back to that of the woman, and Shade is presently trying to figure out why he is unable to change back .

Using Shade in Adventures

Player Characters might meet Shade when he is automatically teleported to an area from which madness originates. Perhaps one of the PCs, or one of their friends, has been touched by madness and must be cured by Shade. His lack of control or some unexpected side-effect of the Madness Vest could make for some interesting experiences for the heroes. Therefore, whenever Shade uses his powers, all sorts of weird phenomena should occur. The backlash can be as magnificent and dangerous as the original threat.

Shade is best used in bizarre adventures with a meta-physical flavor. He and his companions usually fight warped incarnations of American popular culture brought to life by the madness of a community or particularly strong willed individuals.

Subplots

Shade has been struggling with a Romance Subplot with Kathy George, his travel companion. He does know that he needs Kathy to help him keep his sanity and perspective.

Learning to control his amazing Abilities is the basis for a Power Complication Subplot, especially when his Powers cause some form of turmoil. In an ongoing Job Subplot, Shade is a bit confused about his responsibilities as a Changing Man.

While he was in Troy Grenzer's body, Shade was involved in Criminal Past Subplot because he was wanted by the law. Now in a woman's body, he is trying to find out her identity and a way to change back to a man in a Miscellaneous Subplot.

Appearances to date in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Blasters Special* #1; *Cancelled Comic Cavalcade* #2; *Checkmate!* #18; *Crisis On Infinite Earths* #12; *Firestorm, the Nuclear Man* #87; *Invasion!* #2; *Shade, the Changing Man* (1) #1-8; *Suicide Squad* #16-37; *Suicide Squad Annual* #1; *Who's Who '86* #20; *Who's Who '88* #3

Current: *Shade, the Changing Man* (2) #1-on; *Who's Who '91* #7

missions he directs will be covert and closely supervised. He may take part in the action, link Player Characters with other meta-human groups, or both.

Subplots

Sarge Steel is involved in an ongoing Job Subplot, running all meta-human agencies and projects, and advising the President in such affairs.

In his Vietnam years, Steel was involved in an Enemies Subplot revolving around his opposition to Communist Agent Ivan Chong. Chong was responsible for the loss of Steel's left hand.

Steel, as part of a number of top secret projects, needs to keep a low media profile, though he does not use a Secret Alter-Ego (Secret Identity Subplot).

Appearances in the DC Heroes Role-Playing Game, Second Edition

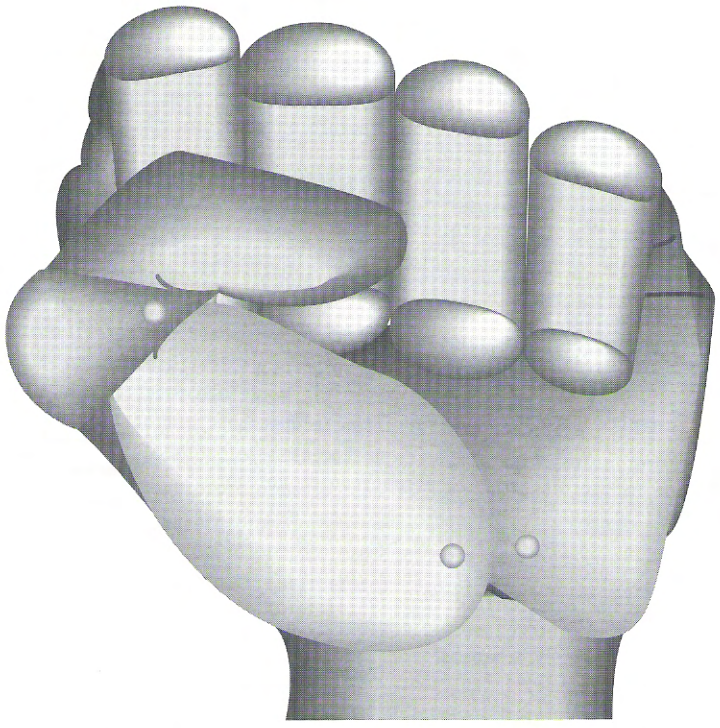
Background/Roster Book

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Judomaster* #91-98; *Sarge Steel* #1-8; *Secret Agent* #9-10

Current: *Adventures of Superman Annual* #1; *Captain Atom* (3) #40 (behind the scenes), 50; *Captain Atom Annual* #2; *Checkmate!* #18, 21, 25, 27-31, 33; *Deadshot* #1; *Firestorm, the Nuclear Man* #87; *Legends* #3; *Millennium* #8; *Secret Origins* (3) #14; *Suicide Squad* #28-32, 34, 38-41, 43, 53 (behind the scenes), 60 (behind the scenes), 61-63; *Superman* (2) #26; *Superman Annual* (2) #1; *Swamp Thing Annual* #5; *Who's Who '86* #20; *Who's Who '91* #6



Sarge Steel's Solid Metal Prosthesis

energy. She could cause great fear in anyone within the shadow of the raven, using the Phobia Power.

The ability to control the raven Soul Self came from her Azarathian heritage, not from Trigon.

Using Raven in Adventures

Raven is a powerful Character and a Gamemaster might use her as a harbinger for danger and a starting point for an Adventure. She can lead Player Heroes to Adventures in other dimensions and bring them to tackle challenging foes like Trigon.

Or, perhaps Raven's demonic side can take control of her for a short time. In that instance, the Player Characters would be forced to try and defeat her without harming her. To do this, they would need to seek out the source of her transformation (at one time it was the extra-dimensional demon, Trigon) and end it's threat.

Background Update

Raven and the New Titans recently returned to the remains of the Azarath Dimension. The Azarathian population that had merged when Trigon threatened their dimension had become tainted with Trigon's evil, and had possessed their friend Jericho. When Jericho died, this same Azarathian evil possessed Raven. Raven's mother, Arella, and Danny Chase together defeated and apparently destroyed the young heroine by purging her of evil with the light of Azar. The Titans then escaped to Earth just as the rest of the Azarath dimension collapsed upon itself. Unfortunately, Raven then returned as an entity of evil with slightly different powers: the malevolent being she was always meant to be.

Subplots

For a long time Raven had to deal with a Power Complication Subplot; she knew that excessive use of her abilities and lack of emotional control could let Trigon free to destroy Azarath and Earth.

After she gathered the latest version of the Titans to battle Trigon, Raven had to learn how to deal with the Earthlings who soon became not only allies, but also friends (Friends Subplot).

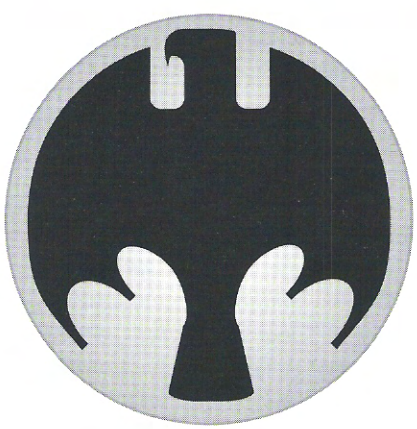
Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, New Titans Sourcebook

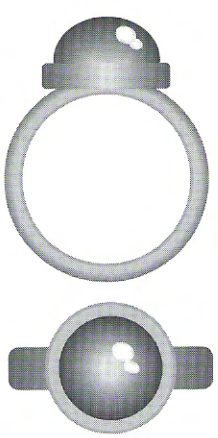
Appearances in DC Comics

Pre-Crisis: *Action Comics* #536, 546; *Batman and the Outsiders* #5; *DC Comics Presents* #26; *The New Teen titans* (1) #1-37, 39-40 (2) 1-5, 14-15; *The New Teen Titans Annual* (1) #1-2 (2) 1; *The New Teen Titans drug awareness giveaways* #1-3; *The Saga of Swamp Thing* #24 (behind the scenes); *Tales of the New Teen Titans* #1-4; *Tales of the Teen Titans* #41-43, 44 (behind the scenes), 45-48, 50, 56; *Teen Titans Annual* #3; *Who's Who '86* #19; *Wonder Woman* (1) #287, 293; *World's Finest Comics* #300

Current: *Action Comics Weekly* #615; *Adventures of Superman* #470; *Blue Beetle* (6) #14; *Deathstroke the; Terminator* #1 (flashback), 4 (flashback); *Hawk and Dove* (3) #11-12; *Infinity, Inc.* #45; *Justice League America* #40; *Mister Miracle* (2) #17 (behind the scenes); *The New Teen Titans* (2) #18, 20-22, 26, 28-49; *The New Teen Titans Annual* (2) #3-4; *The New Titans* #50-55, 57-59, 62-69, 71, 75, 78-79, 82 (behind the scenes), 83-84; *The New Titans Annual* #5-6; *Secret Origins* (3) #46; *Secret Origins Annual* #3; *Teen Titans Spotlight* #15; *Who's Who '91* #8



Raven's Symbol Clasp



Rings Containing Azar's Essence

invincible characters in the DC Universe, she should be used sparingly and only in a supporting role.

Subplots

In a Friends Subplot, Kara comes into conflict with her teammates on ideals and the way that the men treat the women, especially with Characters like Guy Gardner and Wally West.

Recently, Karen Starr (Kara) has neglected her duties at StarrWare, Inc. to adventure with the JLE. Her return to an unsupervised company has developed into a Job Subplot.

A Power Complication Subplot was introduced when Kara was severely injured in a battle with the Gray Man. Superman performed the surgery that saved her life, but it has left her weaker than before.

In an ongoing Miscellaneous Subplot, Power Girl has been experiencing dramatic mood swings, accounting for her Minor Rage Drawback. This has been traced to an allergy to artificial sweeteners, but she stubbornly refuses to give up her diet cola, claiming it has nothing to do with her temper.

Appearances in the DC Heroes Role-Playing Game, Second Edition

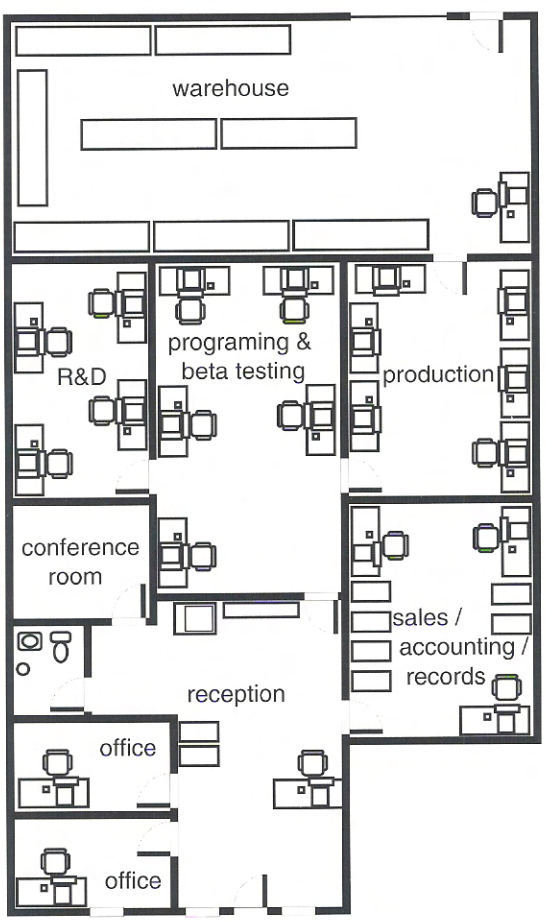
Justice League Sourcebook, Background/Roster Book (card included), Come On Down, World in the Balance

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Adventure Comics* #461-466; *All-Star Comics* #58-74; *All-Star Squadron* #15, 53; *America vs. the Justice Society* #1, 4; *Captain Carrot and His Amazing Zoo Crew* #15; *Crisis On Infinite Earths* #5, 7, 9-12; *DC Comics Presents* #38, 56; *Infinity, Inc.* #1-7, 9-12, 21-22, 24, 27; *Infinity, Inc. Annual* #1; *Justice League of America* #147-148, 171-172, 183-185, 195, 207-209, 219-220; *Showcase* #97-99; *Who's Who '86* #18; *Wonder Woman* (1) #274-276, 291-293, 300

Current: *Action Comics* #650, 670; *Adventures of Superman* #463; *Armageddon 2001* #2; *Blasters Special* #1; *Captain Atom* #34, 38, 50; *Doctor Fate* (2) #15; *Doom Patrol* (2) #13-14; *Firestorm, the Nuclear Man* #77, 80; *Flash* (2) #29-30, 59-60; *Infinity, Inc.* #25, 30, 39 (flashback), 50-51; *Infinity, Inc. Annual* #2 (flashback); *Invasion!* #2; *Justice League America* #32, 53, 55-59; *Justice League Annual* #3-4; *Justice League Europe* #1-10, 13-on; *Justice League Europe Annual* #1-2; *Justice League International* #24; *Justice League Quarterly* #1, 3-5; *Justice League Special* #1; *Justice League Spectacular* #1; *Last Days of the Justice Society Special* #1; *The New Teen Titans Annual* #5; *Power Girl* #1-4; *Secret Origins Annual* #1; *Starman* #5-6, 17-18; *Time Masters* #7-8; *War of the Gods* #1-2, 4; *Warlord* (1) #116-121; *Warlord Annual* #6; *Who's Who '87* (2) #4; *Who's Who '91* #6; *Wonder Woman* (2) #61



StarrWare, Inc.

Power and Skill Levels are the same. She will not, of course, have the connection to the L.E.G.I.O.N (replace it with L.S.H.), and will usually be found in the role of an espionage agent.

Subplots

As Phantom Girl, Wazzo was involved in a Romance Subplot with fellow Legionnaire Jo Nah (Ultra Boy) that abruptly ended when Glorith sent her back in time without any memory of the 30th century.

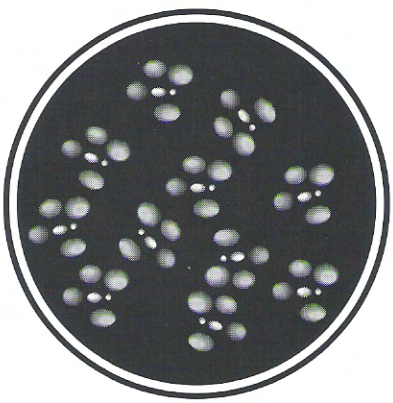
Phase's continuing Job Subplot deals with her trying to keep the L.E.G.I.ON. together and working during various times of crisis while developing friendships with her teammates.

Appearances in DC Comics

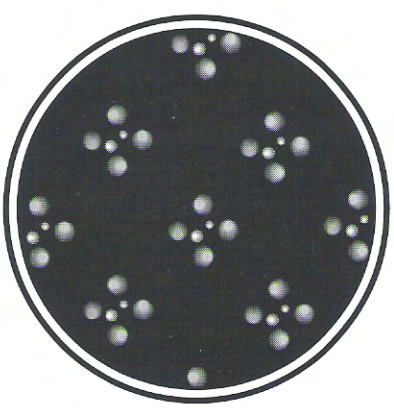
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #276, 289-290, 365, 381, 386-387; *Adventure Comics* #282, 290, 301, 304, 313, 316, 319, 321-323, 325-326, 328, 330, 333-337, 339-342, 346-348, 350-351, 354, 357, 359-364, 367-368, 372-375, 378-379; *All-New Collectors' Edition* #C-55; *Crisis On Infinite Earths* #2, 5, 10; *DC Comics Presents* #80; *DC Special* #28; *DC Special Series* #21; *Karate Kid* #10; *Legionnaires Three* #1; *Legion of Super-Heroes* (1) #260, 261, 273-274, 275 (behind the scenes), 276-282, 286, 288-298, 300, 302-305, 307-310, 312-313 (2) 2-14, 16-17, 19-27, 29-30, 36-39, 45-47, 49, 51, 54, 60-63 (3) 2 (text); *Legion of Super-Heroes Annual* (1) #1-3 (2) 2, 4; *Secret Origins* (3) #25, 42; *Secrets of the Legion of Super-Heroes* #1, 2 (behind the scenes), 3; *Superboy* (1) #147, 188, 190, 195, 197, 200-201, 203-205, 210, 212-213, 215, 218, 220, 225, 227; *Superboy and the Legion of Super-Heroes* #233-234, 237, 239-241, 243-245, 247-249, 253-254, 256-257; *Superman's Girl Friend, Lois Lane* #50; *Superman's Pal, Jimmy Olsen* #117; *Tales of the Legion* #314, 325; *Who's Who '86* #18; *Who's Who in the Legion of Super-Heroes* #5

Current: *Adventures of Superman* #477; *Adventures of Superman Annual* #2; *L.E.G.I.O.N. '89* (et al.) #9-27, 29-on; *L.E.G.I.O.N. '90 Annual* #1; *Legion of Super-Heroes* (4) #2 (text), 5, 8-9; *Legion of Super-Heroes Annual* (4) #1-2; *Who's Who '91* #7



Normal atomic density



"Phasing" atomic dispersal and realignment

vision of his father in a Nazi SS uniform (Psychological Instability). Wolfgang will berate his son, telling him he is not worthy of his father's Nazi legacy. Peacemaker will be completely enthralled by the vision until it is passes (in 10 APs of time). His "father" may give him information he was seeking. (Peacemaker can make a Perception Check against OV/RVs of 4/4, positive RAPs will give him some clues, at the Gamemaster's discretion).

On some occasions, such as during battle, Peacemaker will hear the cries of those who suffered at the hands of terrorists. These visions drive him to work harder to preserve the lives of innocent people.

The Gamemaster must play the role of either Wolfgang or the terrorized (or both) making sure it is pertinent to the Adventure. If Peacemaker is used as a Player Character, the Gamemaster should be sure to include a number of interesting visions.

Using Peacemaker in Adventures

Peacemaker is usually found in the midst of battle, preferably a war zone. He can get Player Characters in contact with meta-human government agents and organizations. If Peacemaker goes renegade, the PCs might be sent out to capture or pacify the him, a task that will take several powerful and intelligent heroes.

Alternately, Smith himself (or the Pax Institute) may hire a group of adventurers for some terrorist hunting or corporate protection. Once again, they would probably work alongside Peacemaker, though he would want to keep his distance. Peacemaker is a good character to use in an action-packed, war zone Adventure.

Subplots

While working with the Agency, Smith has been placed in psychiatric treatment. Though this has helped calm his violent nature to some degree, he still has problems with hallucinations (Miscellaneous Subplot).

Peacemaker is afflicted with a Secret Past Subplot dealing with his Guilt and the Dark Secret that his father was a Nazi war criminal. This is the main reason for his psychological problems.

In Adventures where Peacemaker is part of the team, his personal mission may take precedence over group endeavors in a Job Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

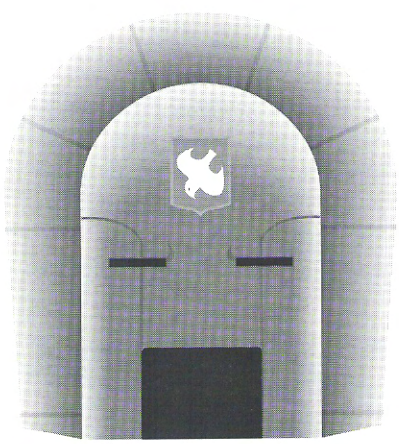
Background/Roster Book

Appearances in DC Comics

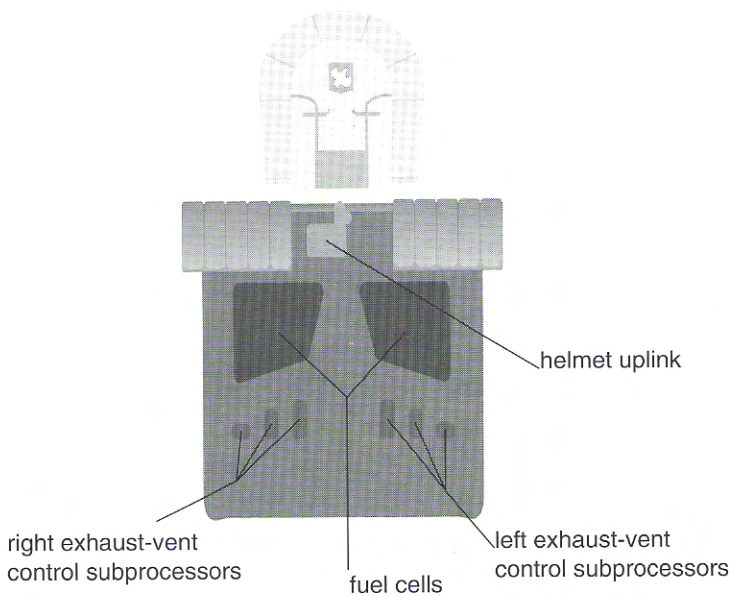
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Crisis On Infinite Earths* #6-7, 10-12; *The Fightin' Five* #40-41; *The Peacemaker* (1) #1-5; *Who's Who '86* #17

Current: *Blasters Special* #1; *Checkmate!* #16-26, 28, 32-33; *Firestorm, the Nuclear Man* #87; *Invasion!* #2; *Justice League Europe* #17; *Peacemaker* (2) #1-4; *Suicide Squad* #27-30; *Vigilante* #36-38, 41-43; *War of the Gods* #4; *Who's Who '87* (2) #4; *Who's Who '90* #5



Peacemaker's Cybernetic Helmet

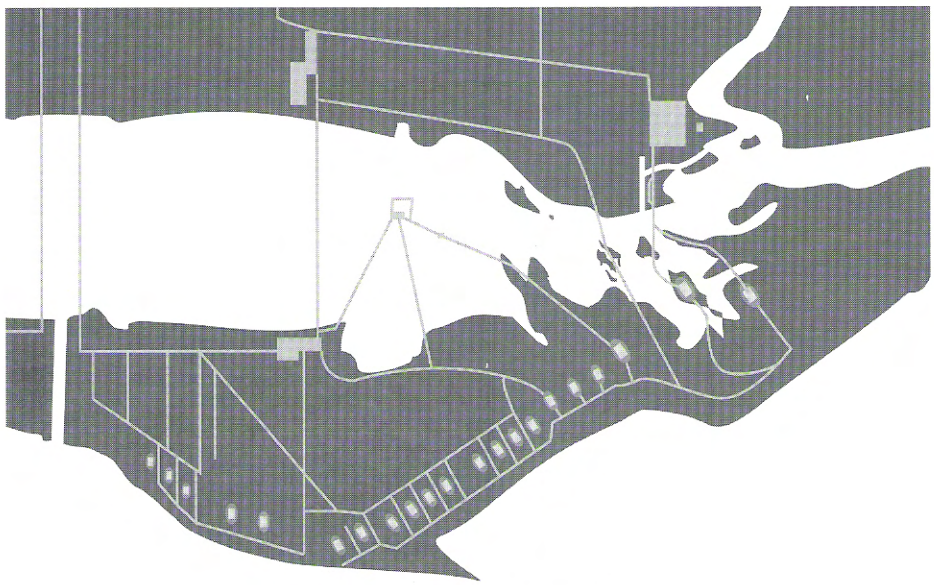


Appearances in DC Comics

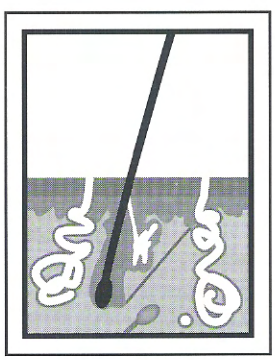
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *All-Star Squadron* #25-26, 53-54; *All-Star Squadron Annual* #2; *America vs. the Justice Society* #1-2, 4; *Crisis On Infinite Earths* #5, 9-10; *Infinity, Inc.* #1-22, 24, 27; *Infinity, Inc. Annual* #1; *Justice League of America* #244; *Who's Who '86 #17*

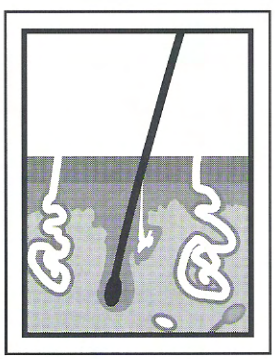
Current: *Adventures of Superman* #449; *Armageddon 2001* #2; *Hawk and Dove* (3) #1; *Infinity, Inc.* #25-38, 39 (flashback), 40-53; *Infinity, Inc. Annual* #2; *Infinity Inc. Special* #1; *Invasion!* #2; *Last Days of the Justice Society Special* #1; *Millennium* #5-8; *The New Teen Titans* (2) #38; *The Outsiders Special* #1; *Secret Origins* (3) #9; *War of the Gods* #4; *The Weird* #3-4; *Who's Who '91* #8



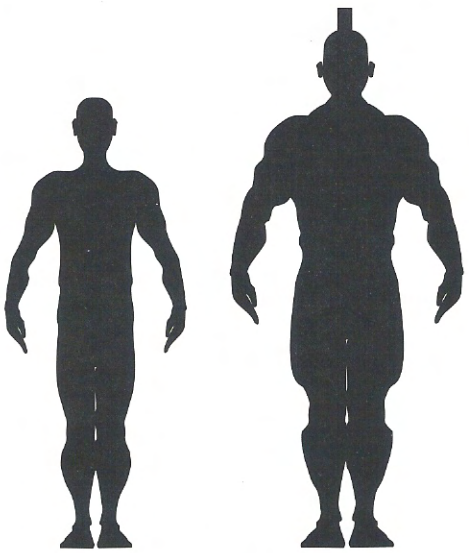
Cape Canaveral



Cross-section of normal human flesh



Cross-section of Nuklon's flesh



6'

Scale

Subplots

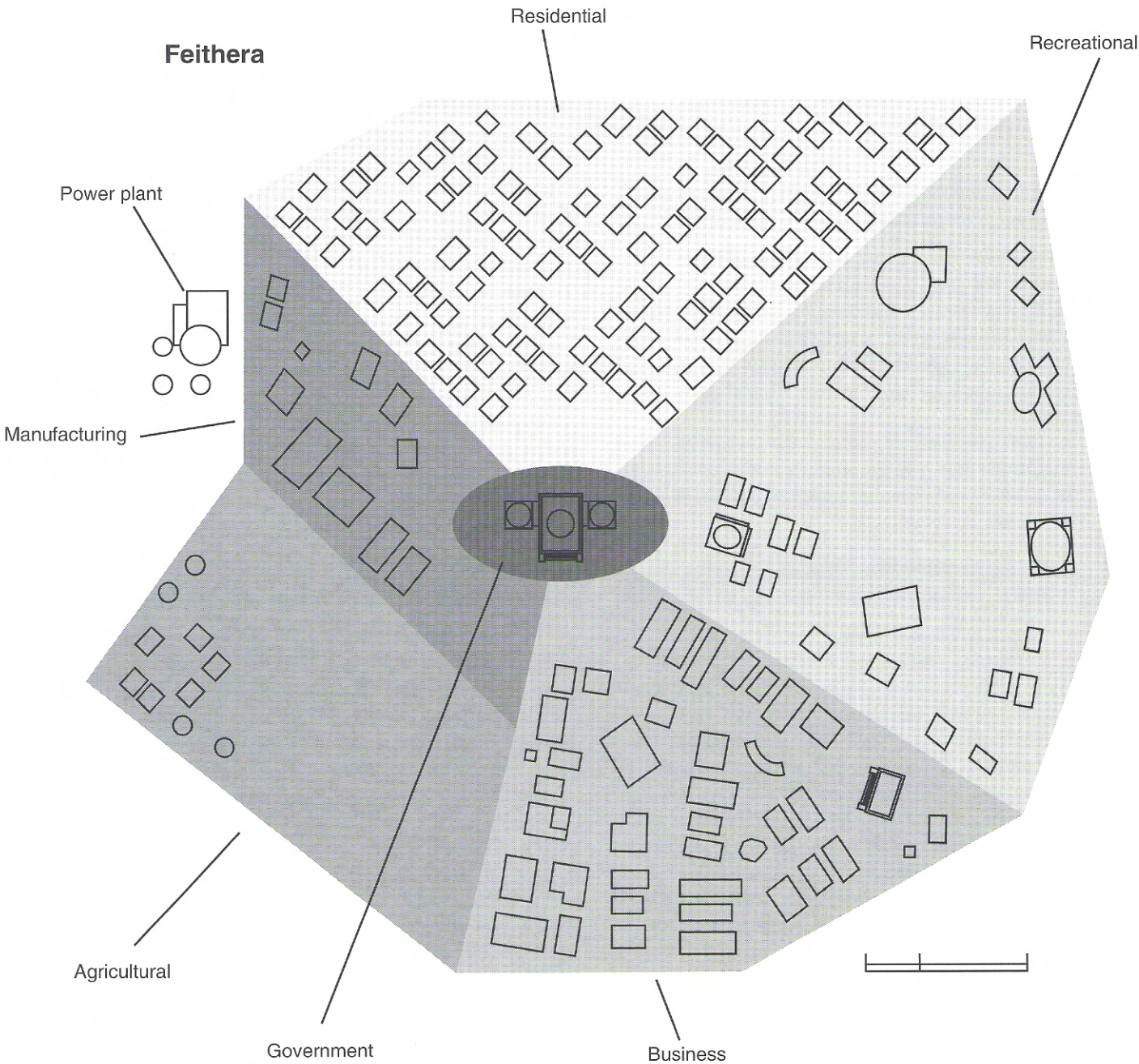
Northwind is involved in a number of Friends and Family Subplots with the other Infinitors, the original Hawkman and Hawkwoman, and the people of Feithera. He is becoming more comfortable and interactive with the workings of his Feitheran culture.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *All-Star Squadron* #25-26; *All-Star Squadron Annual* #2; *America vs. the Justice Society* #1-2, 4; *Crisis On Infinite Earths* #4-6, 9-10; *Infinity, Inc.* #1-12, 14-24; *Infinity, Inc. Annual* #1; *Justice League of America* #244; *Who's Who '86* #17

Current: *Blasters Special* #1; *Infinity, Inc.* #25-32, 34, 37, 39 (flashback), 43-44; *Last Days of the Justice Society Special* #1; *Secret Origins* (3) #9; *Who's Who '91* #6



Nightshade's Force Manipulation

When she loses concentration, Nightshade's Force Manipulation Power creates shadow creatures that will protect her. She may also consciously use the shadows for attack. Nightshade uses Force Manipulation as a Physical Attack, and may split the Power (and the shadows) to attack more than one opponent at once (consider each extra attack an Automatic Action). The shadows usually take a shadowy, serpentine form with gaping jaws. These creatures bite and claw their opponents (Claws: 6).

Using Nightshade in Adventures

Nightshade might introduce Player Characters to the Suicide Squad, and as occasional field commander, send them on missions. Eden may also connect them with other governmental agencies such as the C.B.I., who occasionally employ meta-human agents.

A likely adventure concerning Nightshade might lead adventurers into the Nightshade Dimension in search for her long lost brother. The dimension was once a type of wonderland that has been corrupted by the Incubus. Players could find themselves embroiled in an all-out battle that may decide the fate of the dimension itself.

Subplots

In a Family Subplot, Nightshade is deeply affected by her father's apathy about the death of her mother and their relations.

Nightshade works for the C.B.I. and other governmental agency in a Job Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

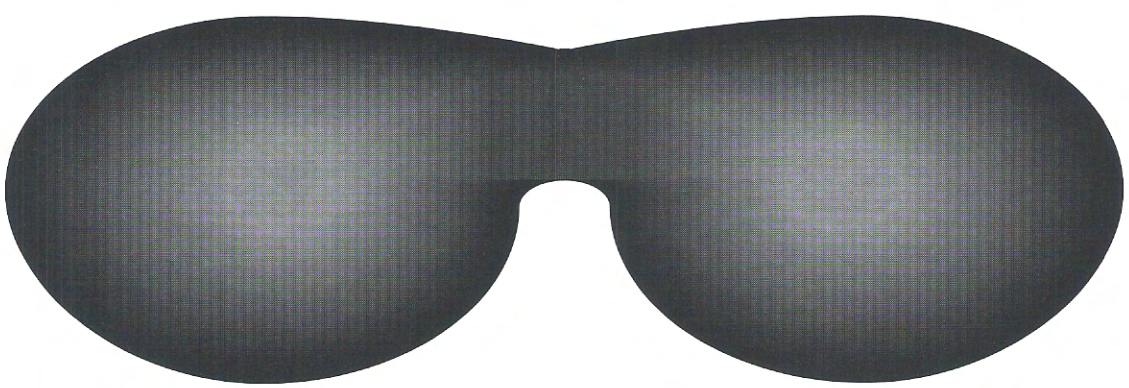
Background/Roster Book

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Americomics Special* #1; *Captain Atom* (2) #82, 85-89; *Crisis On Infinite Earths* #6-7, 9; *Who's Who '86* #17

Current: *Captain Atom* (3) #13-14, 22, 30, 44 (behind the scenes), 49; *Checkmate!* #18; *Firestorm, the Nuclear Man* #87; *Invasion!* #2-3; *Justice League International* #13; *Secret Origins* (3) #28; *Suicide Squad* #1-7, 11-21, 23-26, 28-30, 33-38, 50-51, 53-59, 61-66; *Suicide Squad Annual* #1; *War of the Gods* #3-4; *Who's Who '88* #2; *Who's Who '90* #5; *Wonder Woman* (2) #61



Nightshade's Goggles

Using Mr. Bones in Adventures

Because of his strange appearance and haughty, intense nature, adventuring heroes might mistake Mister Bones for a criminal. Bones has been blamed for the murder of a teammate (Skyman) in the past, further proving that he is often mistrusted even by the super-hero community. Once Player Characters discover that Mister Bones is not a villain, he can be an introduction to adventures with Infinity, Inc. However, working alongside Mister Bones may lower the public's opinion of the Players Heroes.

Subplots

Mr. Bones has had to deal with Criminal Past Subplots because of his activities with Helix and his supposed murder of Skyman which turned out to be a set-up.

A very odd Family Subplot revolves around Mr. Bones relationship with Helix. Since he left, they do not accept him as one of them.

Mr. Bones was developing a Friendship Subplot with Wildcat before Infinity, Inc. broke up.

Appearances in the DC Heroes Role-Playing Game, Second Edition

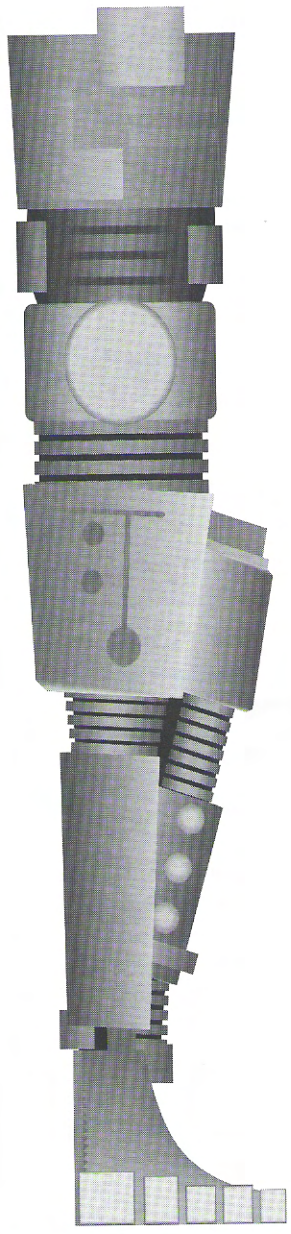
Background/Roster Book

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Infinity, Inc.* #16-18, 22, 24

Current: *Adventure of Superman* #449; *Flash* (2) #8; *Infinity, Inc.* # 26-29, 32, 36, 38-47, 49-53; *Infinity, Inc. Annual* #2; *Infinity, Inc. Special* #1; *Invasion!* #2; *Millennium* #1, 3-5, 7-8; *The New Teen Titans* (2) #38; *The Outsiders Special* #1; Who's Who '87 (2) #4; *Who's Who '91* #6



Mr. Bones' Prosthetic Leg

though he still has to fight off the fear (Minor Irrational Fear).

Using Martian Manhunter in Adventures

J'Onn J'Onnz is one of the most experienced and respected Heroes in the DC Universe. He is a good NPC to show new Characters what being a hero is all about. He will encourage the heroes, give them constructive criticism on how they perform, and give them pointers on how to be more effective in the use of their Powers and Skills. J'Onn is a mentor type of Character, and tends to be dogmatic in his style of leadership.

Martian Manhunter is also a good tool for introducing Player Heroes to Justice League America. If the PCs call the JLA Embassy for assistance during his tenure as leader, one of the more anxious and glib members will usually answer the phone (Blue Beetle, for instance). After he hassles the PCs for a while, Manhunter will snatch the phone away and politely and calmly assist the heroes as best he can.

Subplots

J'Onzz's position as JLA's leader has been straining him, and he is in desperate need of solitude. Recently he decided that he needed a break from the League and has gone off in search of himself (Job Subplot).

In a Secret Past Subplot, the Martian Manhunter recently discovered his true origins and regained his memory. Studying the Martian Culture is therefore very important to him.

In conjunction with his origin, J'Onn is involved in a Friendship Subplot with his friend Dr. Erdel, whom he once believed dead.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Justice League Sourcebook, Background/Roster Book (card included), Exposed

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #365-366; *Adventure Comics* #449-451; *All-Star Squadron* #53-54; *Aquaman* (1) #18; *The Atom* #8; *The Brave and The Bold* (1) #28-30, 50, 56; *Crisis On Infinite Earths* #5-10, 12; *DC Comics Presents* #27; *Detective Comics* #225-326, 500, 557; *The Flash* (1) #175; *Green Lantern* (2) #29; *House of Mystery* #143-173; *Infinity, Inc.* #19, 22; *Justice League of America* #1-24, 26-29, 31, 33, 36, 38, 40-41, 44, 50, 52, 54, 59-61, 71, 100, 115, 144, 177-178, 200, 228-230, 232-239, 241-245; *Justice League of America Annual* #2; *Mystery In Space* #75; *Superboy* (1) #200; *Superman* (1) #199, 253; *Who's Who '86* #14; *World's Finest Comics* #212, 245

Current: *Action Comics* #595, 650, 670; *Adventures of Superman* #442, 463; *Animal Man* #9, 20; *Aquaman* (4) #1-2; *Armageddon 2001* #2; *Armageddon: Inferno* #2-3; *Aquaman* (40 #5; *Blasters Special* #1; *Blue Beetle* (6) #20-22; *Booster Gold* #22, 25; *Captain Atom* (3) #25, 37, 50; *Cosmic Odyssey* #1-4; *Doctor Fate* (1) #3 (2) 14-15; *Doom Patrol* (2) #29; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #67-68; *Flash* (2) #8; *Flash Annual* #3; *The Fury of Firestorm* #63-64; *Green Lantern* (3) #4, 9, 18; *Green Lantern Corps* #220; *Hawk and Dove* (3) #1; *Hawkworld* (2) #22-23; *Infinity, Inc.* #39 (flashback), 50 (flashback); *Invasion!* #1-3; *Justice League* #1-6; *Justice League America* #26-27, 29, 31-32, 34-44, 46-60; *Justice League America Annual* #5; *Justice League Annual* #1-4; *Justice League Europe* #4, 7-8, 13, 19, 26 (flashback), 27-35; *Justice League Europe Annual* #1-2; *Justice League International* #7-25; *Justice League of America* #246-261; *Justice League Quarterly* #1-3, 5-6; *Justice League Special* #1-2; *Legends* #1-2, 6; *Martian Manhunter* #1-4; *Millennium* #1, 3-8; *Mister Miracle* (2) #6 (behind the scenes), 9-10, 14, 16-17, 25-27; *New Titans Annual* #5; *Power of The Atom* #9; *Sandman* (2) #5; *Secret Origins* (3) #32, 35, 37 (flashback), 46, 50 (flashback); *Secret Origins Annual* #3 (flashback); *Starman* #13; *Suicide Squad* #13, 44; *Time Masters* #1; *War of the Gods* #2-4; *The Weird* #1-4; *Who's Who '88* #2; *Who's Who '90* #5; *Wonder Woman* (2) #13, 25-26, 49-50, 61

operatives. She also had to keep a number of operatives and technicians in line.

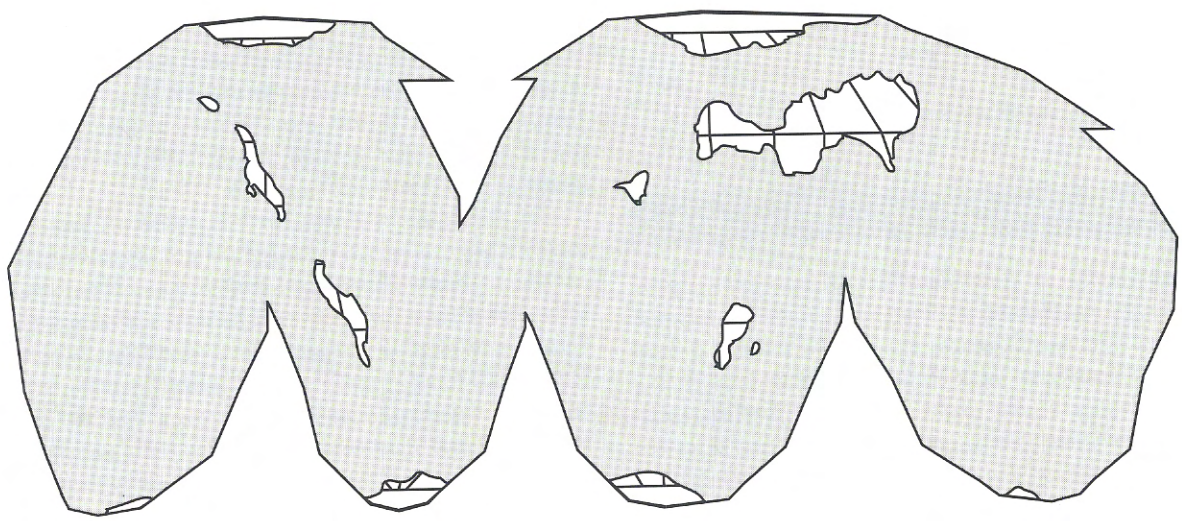
Lyrissa's infant daughter, Lydea Mallor, was force-grown into an adult by the Computer Tyrants of Colu and programmed with a deep hatred for her mother. Possessing a warped version of her shadow powers, Lydea attacked and killed her mother, but was later reformed. Currently she is a member of L.E.G.I.O.N. as one of their R.E.C.R.U.I.T.S., but has yet to claim her title as Shadow Champion of Talok VIII (Family Subplot).

Appearances in the DC Heroes Role-Playing Game, Second Edition

Atlas of the DC Universe

Appearances in DC Comics

Adventures of Superman Annual #2; *Invasion!* #2; *Justice League America* #36; *L.E.G.I.O.N. '89* (et al.) #1-17, 19-21; *L.E.G.I.O.N. '90 Annual* #1; *Who's Who '90* #5



Talok VIII

being that went back on the contract, also killing dozens of other beings along the way.

Lobo's 'Fishies'

Lobo's Space Dolphins are his pride and joy. They fly in herds near his free-floating space hovel, which may be near the remains of Czarnia. The Dolphins have adopted Lobo and seem to be the only intelligent creatures who can stand him. In return, he gives them a lot of love. If anyone harms his "fishies," Lobo will immediately seek out the perpetrator and destroy him.

SPACE DOLPHINS ("FISHIES")

DEX:	3	STR:	4	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 7					

•**Powers:** Flight: 5, Sealed Systems: 29

Using Lobo in Adventures

As a Non-Player Character, Lobo is a ready made Adventure all his own. A group of Players may find themselves protecting a Character for whom Lobo has a contract, possibly one of their own friends. It takes a number of very powerful heroes, or some extremely clever coercing, to stop Lobo from fulfilling his duties and destroying the surrounding terrain in the process.

It should be remembered that Lobo's reputation precedes him throughout the galaxy. He is one of the most feared beings in existence. The only thing more frightening and devastating than Lobo on a rampage, is Lobo on a drunken rampage. For this reason he can be easily tracked by adventurers (if they have the guts to track him), especially near hedonistic worlds with lots of strong alcohol.

Subplots

Lobo is involved in continuous Job Subplots as new contracts pour in. Sometimes he takes off to fulfill them while he is supposed to be with the L.E.G.I.O.N. The rest of the time, Lobo tries to find ways to get out of his contract so that he no longer has to work for the L.E.G.I.O.N. and Dox.

Lobo has made countless enemies through the years, but they are usually too scared of him to attack. Occasionally a huge horde of these enemies will get the guts to gang up and hunt him down (Enemies Subplot).

Appearances in the DC HEROES Role-Playing Game, Second Edition

Atlas of the DC Universe

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Omega Men* #3, 5, 9-10, 19-20,

Current: *Action Comics* #650; *Adventures of Superman* #464; *Adventures of Superman Annual* #2; *The Demon* (3) #11-15; *Justice League America* #57-58; *Justice League Europe* #32-34; *Justice League International* #18-21; *L.E.G.I.O.N. '89* (et al.) #3-27, 29-34, 35 (behind the scenes); *L.E.G.I.O.N. '90 Annual* (et al.) #1-2; *Legion of Super-Heroes* (4) #21-24; *Lobo* #1-4; *Lobo Paramilitary Christmas Special* #1; *Lobo's Back* #1-4; *Lobo's Greatest Hits; Mister Miracle* (2) #13-14; *Omega Men* #37; *Starman* #42-44; *Superman* (2) #41; *War of the Gods* #1, 3-4; *Who's Who '91* #8; *Wonder Woman* (2) #60

Manual) to determine how rapidly the Character heals. If Recovery is unsuccessful for any reason, Medical Treatment has no effect.

AV/EV for Medical Treatment attempts equal 10/10 (Kent's Medicine Rating) while OV/RV's equal the absolute value of damage (in APs) sustained by the Character treated (if the Character's BODY is reduced to -6, OV/RV's equal 6/6). For more on the use of the Medicine Skill see pages 58-59 of the *Character Handbook*.

Using Kent Shakespeare in Adventures

Shakespeare is a wanted man on Earth. The reasons for this are somewhat vague, but he has somehow crossed the wrong people. If he returns to Earth, the Science Police will try to nab him and bring him to "justice." Player Characters might be forced by Earthgov to hunt him down, or they could be asked by the Resistance to warn Shakespeare of a new Earthgov plot to capture him.

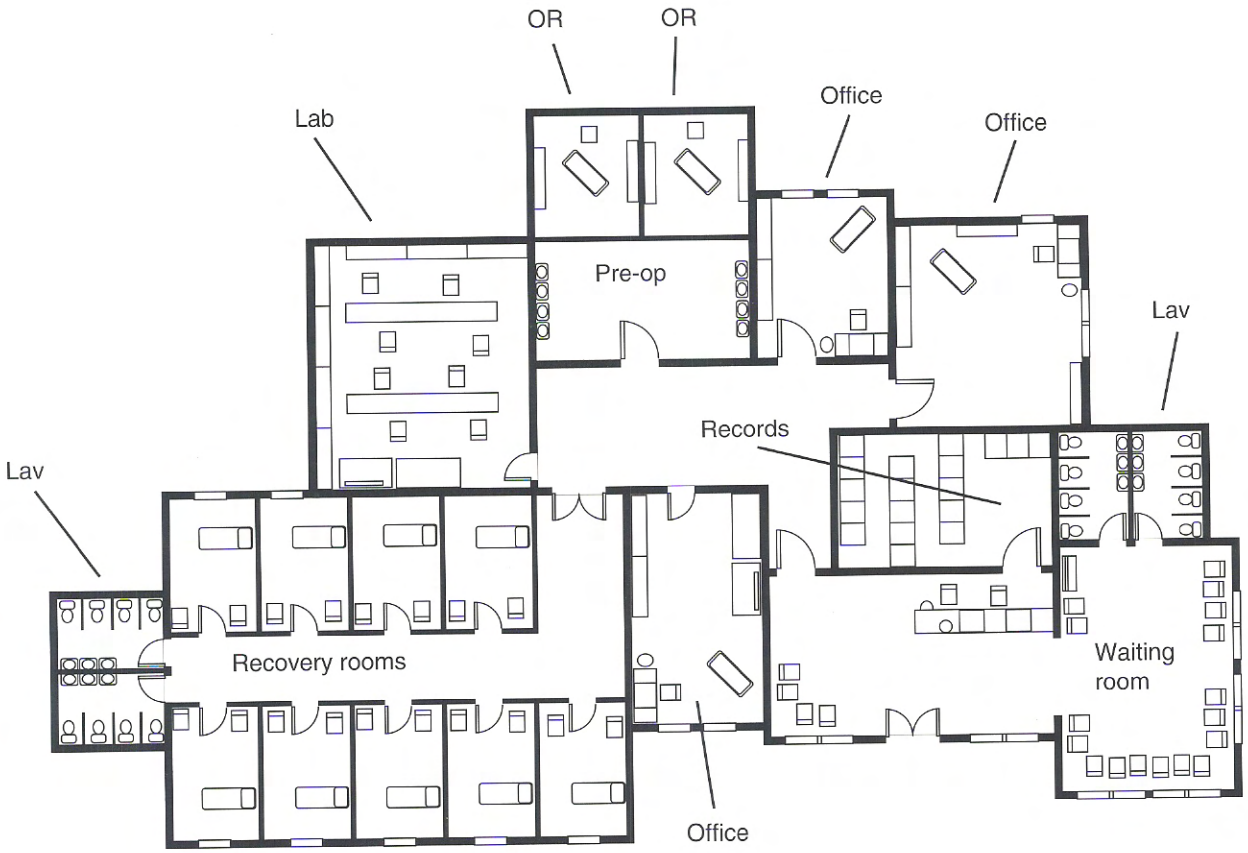
Kent also feels a great responsibility to aid the children of Quarantine. The Player Characters could meet him, then, in a scenario that endangers the medical planet.

Subplots

Shakespeare has a Job Subplot with a pediatric ward on the planet Quarantine. He has the secondary task there of watching out for Garridan Ranzz (Validus), the son of Garth (Lightning Lad) and Imra (Saturn Girl) Ranzz.

Appearances in DC Comics

Legion of Super-Heroes (4) #12-13, 15-17, 20-24,; *Legion of Super-Heroes Annual* (4) #3; *Who's Who '91* #8

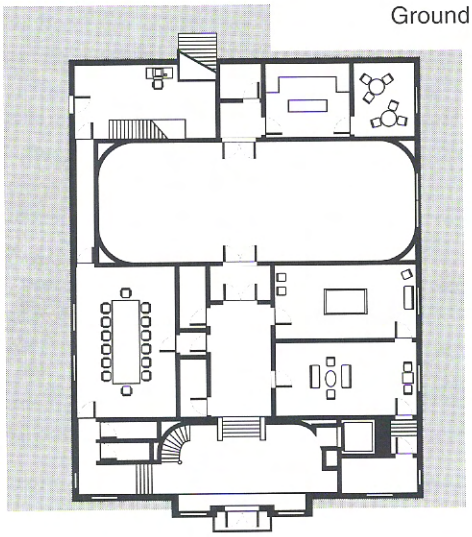


Children's Clinic on Quarantine

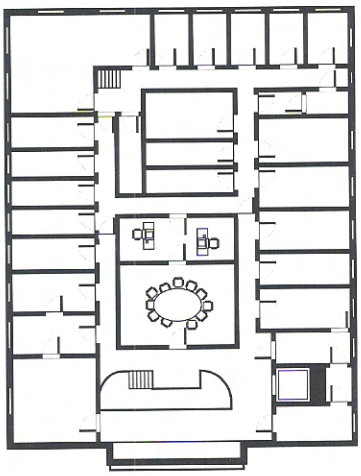
Appearances in DC Comics

Action Comics #595, 650, 670; *Adventures of Superman* #463; *Animal Man* #1 (photo); *Armageddon 2001* #2; *Blue Beetle* (6) #20-22; *Booster Gold* #22, 25; *Captain Atom* (3) #16-17, 24-28, 50; *Doctor Fate* (1) #3 (2) 14-15; *Doom Patrol* (2) #29; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #67; *Flash* (2) #8; *The Fury of Firestorm* #63-64; *Green Lantern* (3) #1, 4, 9, 13, 18; *Invasion!* #2-3; *Justice League* #1-6; *Justice League America* #26-on; *Justice League America Annual* #5; *Justice League Annual* #1-4; *Justice League Europe* #4-5, 7-8, 11, 13, 27-35; *Justice League Europe Annual* #1-2; *Justice League International* #7-25; *Justice League Quarterly* #1-on; *Justice League Special* #1-2; *Justice League Spectacular* #1; *Legends* #6; *Martian; Manhunter* #1-2, 4; *Millennium* #1-8; *Mister Miracle* (2) #7-8, 10, 14-17, 19, 25-27; *New Titans Annual* #5 (behind the scenes); *Power of The Atom* #9; *Suicide Squad* #13; *Time Masters* #1; *War of the Gods* #2-4; *The Weird* #1-4; *Who's Who '87* (2) #3; *Who's Who '91* #7; *Wonder Woman* (2) #13, 25-26, 49-50, 61

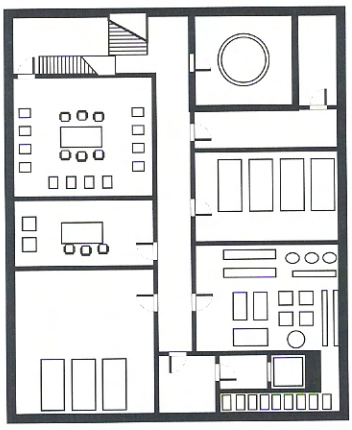
Ground Floor



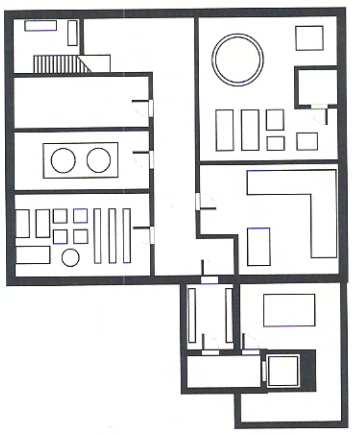
Second Floor



Basement



Sub-basement



Justice League American Embassy

Vision: 12 , X-Ray ("Penatra-") Vision: 13. Note that the X-Ray vision cannot see through the alloy Inertron.

- **Muscles:** If Jo uses the energy to enhance his muscles, he gains a STR of 24 (from the Power Reserve), and the Super ("Ultra-") speed Power at 10 APs.
- **Skin and Immune System:** When Jo shifts his energy to Invulnerability, he gains a BODY of 16 (from the Power Reserve), Systemic Antidote at 16 APs, and 20 APs of Invulnerability. The Invulnerability and increased BODY are ineffective against certain types of "Hard" radiation.
- **Throat and Lungs:** Jo can shift the energy to his lungs, giving him Super- ("Ultra-") Breath at 11 APs and 10 APs of Sealed Systems.
- **External Thrust:** By focusing his energy externally, Jo can achieve Ultra-speed Flight.

Using Jo Nah in Adventures

Jo Nah is an excellent character to introduce Player Characters to the Legion. He is an extremely friendly person who would welcome any help the PCs would be willing to give the Legion. He might even convince Rokk Krinn or Reep Daggle to let the visiting heroes "hang around" for a while.

The heroes might encounter Jo Nah when he's on one of his smuggling runs. They would find themselves having to decide whether to help Jo break the law, or help the authorities.

Jo became enemies with Glorith, the time empress, when he thwarted one of her plans. He might therefore be a focal point for another attack by this time warping villain. Usually her plots are on a scale so large that they could realistically involve many Player Characters.

If used in an adventure as an Non-Player Character, the Gamemaster must be careful not to let Jo Nah take away challenges from the Player Heroes.

Subplots

Jo Nah was at one time engaged in a Romance Subplot with Tinya Wazzo (Phantom Girl/Phase). In retaliation for a past defeat at Nah's hand, Glorith sent Wazzo back in time to the 20th Century sans memory. Jo believes her to be dead, and has not completely dealt with her loss.

Jo also runs a Silverale Ring on Rimbor. This can be the basis for an odd Job Subplot. He left the ring to rejoin the Legion recently, but it goes on in his absence. The Legionnaire spends a good deal of time watching out for his protégée, Kono. Kono used to help him run the ring, but has a knack for getting into trouble (Friends Subplot).

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #381, 384, 386-387; *Adventure Comics* #301-302, 304, 309-310, 314, 316-317, 319, 321-330, 332, 335-338, 340-342, 345, 346 (behind the scenes), 348 (behind the scenes), 350-351, 354, 357-364, 368, 370-372, 374-376, 378-380; *All-New Collectors' Edition* #C-55; *All-Star Squadron* #53; *Booster Gold* #8-9; *Crisis On Infinite Earths* #4-5, 10; *DC Comics Presents* #80; *DC Special* #28; *Infinity, Inc.* #22; *Justice League of America* #147-148; *Legion of Super-Heroes* (1) #260, 262, 273-275, 277-282, 284, 286, 288-294, 296-298, 300-305, 307-310, 313 (2) 1-11, 13-14, 16-26, 30, 32-35, 37-38, 45-47, 50-51, 54, 56, 59, 61-63 (3) 2-3; *Legion of Super-Heroes Annual* (1) #1-3 (2) 2; *Secret Origins* (3) #42; *Secrets of the Legion of Super-Heroes* #1-3; *Superboy* (1) #98, 100, 176, 184, 188, 190, 190, 197, 200-201, 205, 208, 213-215, 218-220, 222, 225-226; *Superboy and the Legion of Super-Heroes* #231, 237, 239, 241-245, 247, 250-251, 253-254, 256-257; *Superman's Pal, Jimmy Olsen* #73, 76; *Tales of the Legion* #324-325; *Who's Who '87* (1) #24; *Who's Who in the Legion of Super-Heroes* #7

Current: *Adventures of Superman* #477, 478 (flashback); *Armageddon: Inferno* #1; *Legion of Super-Heroes* (4) #2-3, 6-7, 10-15, 18-24, 29; *Legion of Super-Heroes Annual* (4) #1-3; *New Gods* (3) #22; *Secret Origins* (3) #47; *Who's Who '90* #5

clothing Transmuted into asbestos will provide the wearer with 6 APs of Flame Immunity.

- **Plutonium (+6):** *Herculean.* Plutonium created through use of the Transmutation Power may become unstable and explode, with each RAP from the Transmutation attempt equal to 1 AP of Bomb.
- **Kryptonite (+7):** *Beyond the Limit.*

Personality/Role-playing

As a Trommite, Jan believes in finding inner peace and spiritual understanding. For this reason, he tends to be quiet, introverted, and very thoughtful. Arrah will not kill. In fact, he even spared Roxxas, who destroyed his entire race. Presently, Jan finds that his adventures with the Legion are a learning experience that will aid him in his quest towards a higher consciousness; whereas in the past, he felt that the pressures of being a Legionnaire were disturbing and distracting.

Due to Arrah's level head and calm nature others tend to follow his lead and put their faith in the hero. He considers this an honor and does his best to live up to their expectations, although he prefers to remain in the background.

Jan, as the last surviving member of his race, carries the great burden of continuing Trom's traditions. For this reason, he has designated himself caretaker of the ghost world. Until rejoining the Legion in 2994, Jan lived in its ruins, protecting the remnants of its civilization from scavengers and grave robbers. It gave him a place to be alone for meditation. Legends have sprung up about the horrors which befall anyone who sets foot on Trom while Arrah is on guard. These stories are unwarranted, but they keep scavengers away.

Using Jan Arrah in Adventures

In post-Collapse United Planets Space, Arrah is the man who can connect characters with underground forces on Earth, through former Science Police officer Sean (formerly Shvaughn) Erin or Universo's band. He is also a good source of information on many of the Legion of Super-Heroes' former foes, especially Roxxas.

Subplots

In a Miscellaneous Subplot, Jan Arrah is trying to achieve a spiritual balance in his life. Adventures that involve violence or questions of morality can confuse him and cause him to have inner conflicts

In the past, Arrah was involved in a Romance Subplot with Shvaughn Erin of Earth's Science Police. This relationship was interrupted by his self-exile to Trom and political conflicts affecting Earthgov and the Science Police. Jan brought the relationship to an end when he discovered that Shvaughn was actually Sean Erin, a man who used a sex changing drug called Profem to make himself into a woman.

Jan is afflicted with a Death Guilt Subplot concerning the genocide of his race at the hands of one of the Legion's greatest enemies, Roxxas. Although Jan helped the Legion put Roxxas back in detention, it is one of the few times he has had to fight for control of himself. He wishes to destroy Roxxas, but these thoughts go against all of his pacifistic beliefs.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #309, 379, 384, 387, 390-392; *Adventure Comics* #307, 316, 319-321, 323-326, 328-331, 333, 335-338, 340-345, 346 (behind the scenes), 348, 350-351, 353-356, 359-360, 362 (behind the scenes), 363, 373-376; *All-New Collectors' Edition* #C-55; *The Brave and The Bold* #179; *Cosmic Boy* #1; *Crisis On Infinite Earths* #3, 5, 8, 10; *DC Comics Presents* #43, 80; *Hex* #10; *Legion of Super-Heroes* (1) #266-267, 275, 277-278, 280, 282, 284, 287-294, 296, 298-302, 304-307, 310-313 (2) 2-30, 33-38, 40-43, 45-46, 48-54, 56, 58, 60-63 (3) 3; *Legion of Super-Heroes Annual* (1) #1-3 (2) 2; *The New Adventures of Superboy* #50; *Secrets of the Legion of Super-Heroes* #1, 2 (behind the scenes), 3; *Superboy* (1) #198, 200-203, 207, 211, 215, 218, 220, 226, 230; *Superboy and the Legion of Super-Heroes* #231, 236, 241-247, 250, 253-254; *Superman's Pal, Jimmy Olsen* #70, 106; *Tales of the Legion* #316, 322, 325; *Who's Who '85* #7; *Who's Who in the Legion of Super-Heroes* #2; *World's Finest Comics* #168

Current: Adventures of Superman #478 (flashback); *Legion of Super-Heroes* (4) #3, 6-7, 10, 12, 31; *Secret Origins* (3) #47 (flashback); *Who's Who '91* #7

On occasion Huntress has joined the Justice League to aid them in their endeavors. She may aid other adventuring heroes in a similar way. When Batman is not available, she is the crime solver to use. She, like Batman, works best in the Mock-Real or Gritty Genre.

Subplots

Huntress is involved in a Secret Past Subplot because the Mafia revealed her identity as a child of a crime boss. Huntress has to find some way to keep her past a secret.

Huntress often works solo and on the edge of the law. She could be considered a dangerous vigilante by the authorities in a Public Relations Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Justice League Sourcebook, Background/Roster Book (card included), Exposed, In Hot Pursuit

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

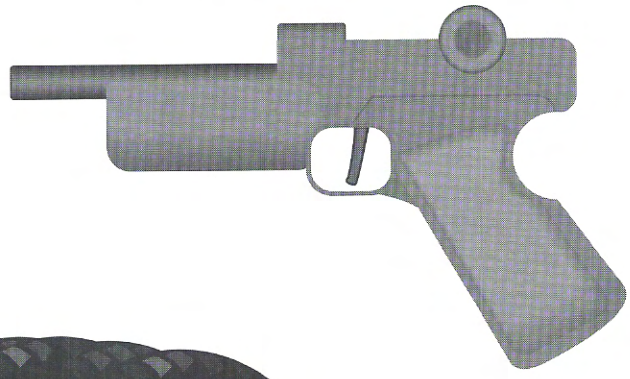
Pre-Crisis: *Adventure Comics* #461-466; *All-Star Comics* #461-466; *All-Star Comics* #69-74; *All-Star Squadron* #15; *America vs. the Justice Society* #1-4; *Batman Family* #17-20; *The Brave and The Bold* #184; *Captain Carrot and His Amazing Zoo Crew* #15; *Crisis On Infinite Earths* #5, 7, 9-12; *DC Super-Stars* #17; *Infinity, Inc.* #1-6, 8-12, 21, 24; *Infinity, Inc. Annual* #1; *Justice League of America* #159-160, 166, 171-172, 183-185, 195, 207-209, 219-220; *Who's Who '85* #10; *Wonder Woman* (1) #271-287, 289-299, 301-321

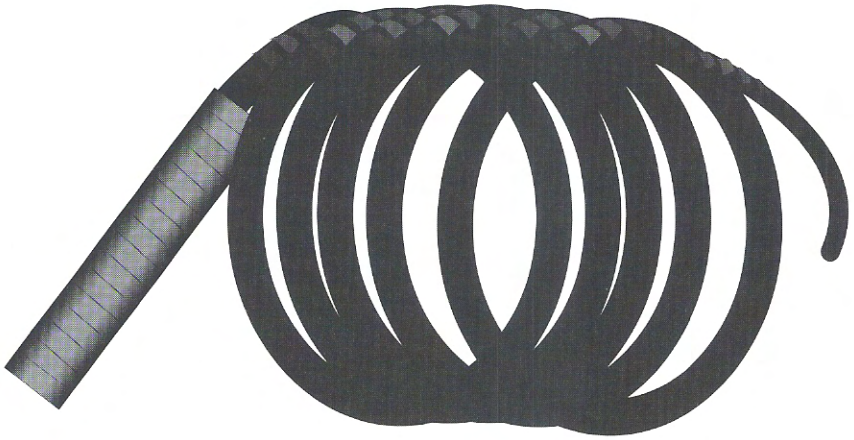
Current: *Armageddon 2001* #2; *Checkmate!* #25; *Detective Comics* #652-3; *The Huntress* #1-19; *Justice League America* #26, 30-31, 35, 42; *Justice League Special* #1-2; *Robin III* #1-6; *Time Masters* #1; *Who's Who '91* #6

Knife



Tranquilizer Pistol





Bullwhip

Subplots

Rick was romantically involved with former Infinitor, Beth Chapel, the second generation Doctor Midnite (Romance Subplot).

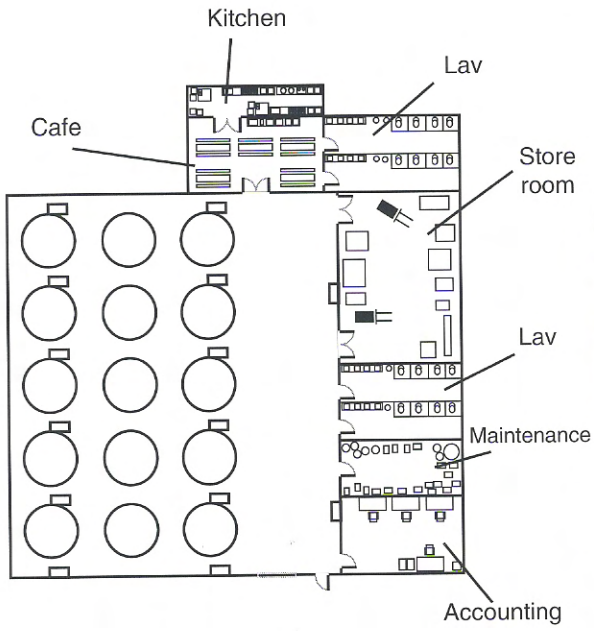
Unfortunately for Hourman, playing hero is not a paying job. Tyler is a fairly talented artist but needs to spend lots of time selling his art to survive (Job Subplot).

Appearances in the DC Heroes Role-Playing Game, Second Edition

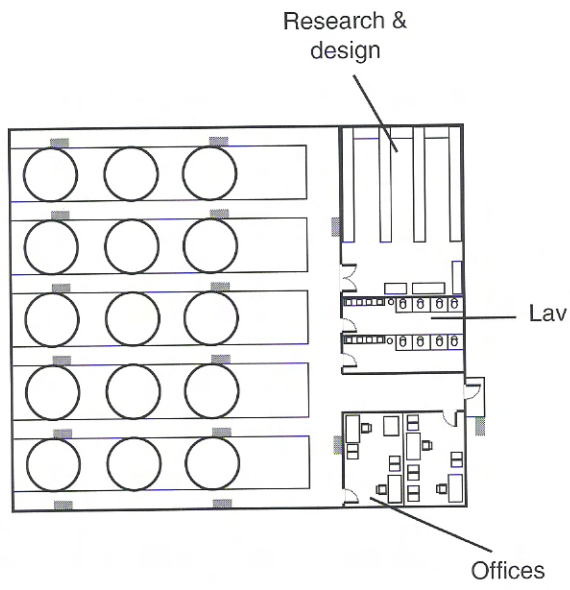
Background/Roster Book, World at War (Hourman I)

Appearances in DC Comics

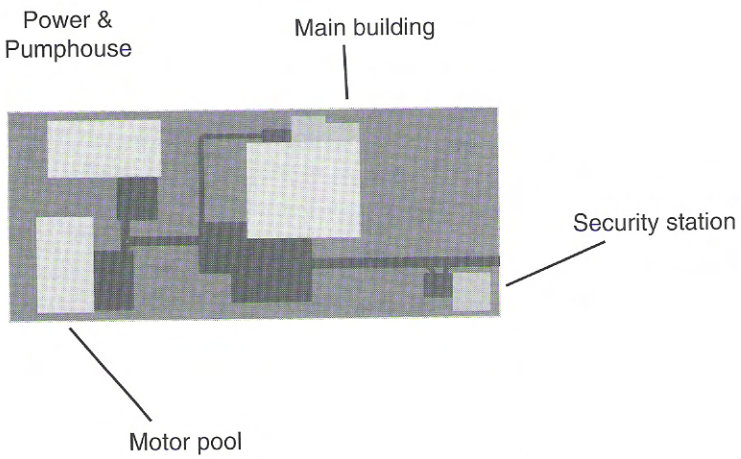
Hourman II: *Flash* (2) #8; *Infinity, Inc.* #20-22, 25, 27-32, 34-38, 40-44, 46-51; *Millennium* #1, 3-5, 7-8; *Secret Origins* (3) #9; *Who's Who '85* #10; *Who's Who '90* #5



Ground floor



2nd floor



Tyler Chemical

saving the planet, you can call 1-800-555-HERO and receive immediate aid from its motley collection of super-heroes.

The Hotline has two shifts of super-heroes always on stand-by in case of emergency.They are capable of resolving minor problems (like rescuing cats from trees) and serious challenges (such as hostage crises). They have even taken on minor super-villains.

The organization is run by the Coordinator, a man who is rarely seen but often heard, giving his orders through the floating voice system in the Hotline offices. The Coordinator is supposedly a retired super-hero himself. He effectively runs the operation, is fair with his employees, and knows how to keep them in line.

500Z-Q

A robot nick-named Soozie-Q takes care of technical calls and acts as floor manager, while the Coordinator decides who is best suited to a particular mission. Soozie also remotely monitors the activities of all Hotline Heroes, as well as every news broadcast on the air. She issues a very loud Red Alert to the Hotline in the event of a real emergency.

500Z-Q

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	4	MIND:	3
INITIATIVE: 12				HERO POINTS:	0

- **Powers:** Remote Sensing: 14, Recall: 16, Super Hearing: 16, Flight: 4
- **Skills:** Detective (Police Procedures): 7
- **Limitations:** Power Restriction: Remote Sensing can only be used to monitor the activities of Hero Hotline employees.
- **Advantages:** Connection: Hero Hotline (High)
- **Drawbacks:** Serious Physical Restriction: 500Z-Q has no manipulative appendages
- **Alter Ego:** Soozie-Q/Sooz
- **Motivation:** Responsibility of Power
- **Equipment:**

SLEEP GAS [BODY: 0, AV: 6, EV: 6, Fog: 6]
Defensive Blaster [BODY: 3, AV: 4, EV: 5, R#: 3]
5 AP ACD Omni-Gadget

Using Hero Hotline in Adventures

The Hotline is a mostly unexplored team in the heroic world of DC. Player Characters may wish to call upon the Hotline members for short-term help or even sign up to work with them. The Hotline might show up to help the Player Characters when other heroes are too busy, or when the task seems too mundane.

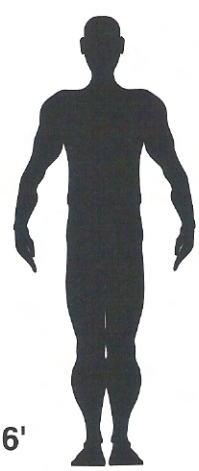
The Heroes could also meet the Hotline members by crossing paths with them on an investigation. One of the small crimes they've solved could be the key to the one the Player Characters are investigating. The Hotline members might even volunteer to help the heroes solve the case.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book

Appearances in DC Comics

Action Comics Weekly #637-640; *Hero Hotline* #1-6; *Who's Who '91* #8





500Z-Q Scale

- **Buffeting opponents:** Katar's wings can produce up to 700 lbs. of pressure that can be used to attack opponents. Treat this wind attack as the Super Breath Power (APs of Flight as the AV/EV of a Physical Attack) against everyone within 4 APs of Hawkman. Keep in mind that Knockback Damage from any attack is considered Killing Combat.
- **Charging Attack:** Hawkman may fly into his opponents, adding his velocity to the damage he incurs on his target. This is an Automatic Action (for movement) and a Dice Action (for the Attack). The AV of a Charging Attack is equal to Hawkman's DEX; the EV is equal to his speed in APs (of Flight Power). The OV/RV is the defender's DEX/BODY as usual. If he is making an diving attack from at least 4 AP's above the target, he adds +1 Column Shift to the AV and EV of the Charging Attack. Hawkman may take damage as well. Check the Result Table, using the modified EV of the Charge as EV, and his BODY as OV to determine how many RAPs of damage he sustained pulling this stunt.
- **Surprise:** The Thanagarian gains a +1 Column Shift (on OV and RV) on any Perception Checks made against him when he is attacking from the air.

Using Hawkman in Adventures

Hawkman and Hawkwoman presently work out of Chicago, and heroes working around the area will no doubt encounter them.

Hawkman and his partner can also take Player Characters on a mission to the world of Thanagar, where they must try to survive in as outlaws the Downside or battle tyranny in the world's towering cities. Since these adventures can be violent and gruesome, they are best used in a Real or Gritty Genre.

Subplots

Hawkman is in a growing Friends Subplot with his partner and pal, Shayera Thal (Hawkwoman). In time, it may develop into a Romance Subplot as Katar explores his feelings for her.

Katar is entangled in Enemy and Public Reputation Subplots developing on Thanagar as Kanjar Ro's political maneuvering has made Hol into an outlaw and rebel, damaging his once respected family reputation, making he and Shayera Thal hunted and suspect among the many levels of Thanagarian culture.

Earth Law Enforcement agencies and other heroes do not completely trust Hawkman (Public Reputation Subplot). Some government (and private) agencies covet his Thanagarian flight technology.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book (card included)

Appearances to date in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Hawkman II—Pre-Crisis: *Action Comics* #350, 365, 480-481, 482 (behind the scenes), 483, 489-491, 514, 535, 546, 588, 600; *Adventure Comics* #423, 451, 464; *All-Star Squadron* #14-15; *Animal Man* #6; *Aquaman* (1) #18, 30, 55; *The Atom* #7, 31, 37; *The Atom and the Outsiders* #1; *The Brave and The Bold* #34-36, 42-44, 51, 56, 70, 139, 164, 186; *Captain Atom* (3) #24; *Crisis On Infinite Earths* #4-5, 9-10, 12; *DC Comics Presents* #10 (behind the scenes), 11, 74, 95; *DC Special* #27; *Detective Comics* #428, 434, 446, 452, 454-455, 467-468, 479-480, 500; *Firestorm, the Nuclear Man* #67-68; *The Flash* (1) #158, 175, 199, 204, 327, 329 (2) 8; *The Fury of Firestorm* #4; *Green Lantern* (2) #122; *Hawk and Dove* (3) #1; *Hawkman* (1) #1-27 (2) 1-17; *Hawkman Special* #1; *Infinity, Inc.* #22; *Invasion!* #2-3; *Jemm, Son of Saturn* #5 (behind the scenes); *Justice League International* #10, 19-22, 24; *Justice League of America* #31-34, 36, 38, 40-41, 43-47, 50-53, 57, 59-63, 65, 68, 71-75, 78-84, 86-92, 94-106, 109, 116-119, 121, 123-137, 139, 143, 145-146, 149-152, 157, 159-161, 167-168, 171-172, 175, 179, 182-183, 188-191, 195, 200-202, 207-218, 221-223, 225-230, 240, 250; *Justice League of America Annual* #1-2; *Limited Collectors' Edition* #C-41; *Millennium* #1, 5-8; *Mystery In Space* #87-91; *New Gods* (3) #15; *The New Teen Titans* (1) #14-15, 19; *The Outsiders* #18; *Power of The Atom* #4; *The Saga of Swamp Thing* #24; *Secret Society of Super-Villains* #5-7; *The Shadow War of Hawkman* #1-4; *Showcase* #101-103; *Super Friends* #3, 7, 9, 33; *Supergirl* (1) #8 (2) 20; *Superman* (1) #199, 220 (behind the scenes), 387 (2) 18; *Superman Family* #171; *Superman's Girl Friend, Lois Lane* #74; *Super-Team Family* #3, 12; *Swamp Thing* #46; *Swing With Scooter* #5; *Who's Who '85* #10; *Wonder Woman* (1) #218-222, 291, 300 (2) 25; *World's Finest Comics* #189, 201, 209, 245-246, 250, 253, 256-259, 262, 264-270, 272-282, 286-287, 300, 302

Hawkman II—Current: *Hawkworld* (1) #1-3 (2) 1-on; *Hawkworld Annual* #1-2; *War of the Gods* #2-4; *Who's Who '91* #6; *Wonder Woman* (2) #61-62

more potent the GL. Creatures with a WILL below 15 will be selected for the Corps only under the most unusual circumstances.

- **Honesty:** GLs must be completely honest and trustworthy
- **Worthiness:** The GL must have a heroic Motivation.

Powers and Abilities

Thanks to his Ring, John Stewart's power is only limited by his imagination and strength of will. He can accomplish anything short of raising the dead if he puts his mind to it, with only the few limitations noted above. Outside his abilities as a GL, John is a superior athlete, as well as an accomplished engineer and architect.

Personality/Role-playing

Under his brash exterior, Stewart is a good man who has dedicated his life to helping others. As a result, he strives to be the best Green Lantern possible, and when he makes mistakes, he berates himself and carries the guilt of his failures.

Stewart blames himself for not saving the people of Xanshi in time. He is, therefore, less cocky and more thoughtful in the use of his abilities than he used to be. He is also trying to redeem himself by building a new world, and keeping the peace between the varied and numerous cultures of the Mosaic.

John not only has a strong will, but a strong set of beliefs on how his abilities should be used. He considers the ring a license to fight any moral wrongdoing, no matter the cost.

Since Star Sapphire murdered his true love, Katma Tui, Stewart has become morose and contemplative. However, the anger he feels drives him on.

John is extremely well-read, and will often express his thoughts through quotes from classic literature and philosophy.

Using John Stewart in Adventures

During an Adventure in space, Player Characters might meet John Stewart on Oa. Since he has designated himself mediator between the various races that are now trying to live together on one world, he would undoubtedly welcome any help that Player Characters would be willing to give. Remember, however, that Stewart will not solicit help from the heroes, they must offer it, and even then he will accept it only on his terms.

John Stewart can also be used as a last minute save for Player Characters if they need one during a space mission, but the Gamemaster should be careful not to make this a habit.

Subplots

John Stewart is involved an Enemies Subplot with Star Sapphire. He will enter Killing Combat against her if he sees her, unless he can roll 18 or more on 2D10 (Irrational Attraction).

John's obligations as a Green Lantern and his disagreement with Hal Jordan about how their powers should be used constitute a Job Subplot.

John's current assignment in the GL Corps (to watch over the Mosaic on Oa) often taxes his abilities and patience (Job Subplot). He is also involved in a Romance Subplot with Rose, one of the Mosaic denizens from Earth. She has one son, Toby.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book (card included), Otherwhere Quest

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *All-Star Squadron* #53; *Blue Devil* #12-13, 17; *Crisis On Infinite Earths* #1-5, 7-8; *Green Lantern* (2) #87, 94-95, 164-165, 181-183, 185-198; *Infinity, Inc.* #22; *Justice League of America* #110; *Justice League of America Annual* #1; *Red Tornado* #1, 3; *Tales of the Green Lantern Corps* #3; *Tales of the Green Lantern Corps Annual* #1; *Who's Who '85* #9

Current: *Action Comics* #598, 601-604, 606; *Adventures of Superman* #430; *Blasters Special* #1; *Cosmic Odyssey* #1-4; *Green Lantern* (2) #199-205 (3) 1-9, 13-17, 19-20; *Green Lantern Corps* #206-213, 216-224; *Green Lantern Special* #1; *Millennium* #1-8; *The New Teen Titans* (2) #29-31; *Secret Origins* (3) #7, 23; *Starman* #41-42; *Who's Who '91* #8

•**Equipment:**
Helmet [BODY: 12]
Magic Axe [BODY: 12, EV: 9] Limitation: Wild Huntsman enters Killing Combat when employing the Axe in battle.
Shield [BODY: 12]

OKRAN

DEX:	3	STR:	6	BODY:	7
INT:	2	WILL:	2	MIND:	2
INFL:	1	AURA:	1	SPIRIT:	2
INITIATIVE: 6			HERO POINTS:		20

•Powers: Jumping: 5, Running: 7

DONNERSCHLAG

DEX:	4	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	1	AURA:	1	SPIRIT:	2
INITIATIVE: 7			HERO POINTS:		20

•**Powers:** Analytical Smell/Tracking Scent: 7, Extended Hearing: 3, Claws (teeth): 7, Running: 6

GODIVA

DEX:	4	STR:	3	BODY:	4
INT:	4	WILL:	4	MIND:	4
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE: 13			HERO POINTS:		30

•**Powers:** Air Control: 6, Extra Limb (Hair): 8, Gliding: 4, Stretching: 4
•**Skills:** Thief: 6
•**Limitations:** Power Restrictions: Stretching only affects Godiva's hair; Gliding and Air Control may only be used when hair is free; Air Control may only be used to create a wind or make buffeting attack.
•**Advantages:** Attractive; Connection: Global Guardians (High)
•**Drawbacks:** Mistrust; Minor Irrational Fear of scissors (or other objects used to cut hair)
•**Alter Ego:** Dorcas Leigh
•**Motivation:** Thrill of Adventure
•**Wealth:** 4

TUATARA

DEX:	3	STR:	3	BODY:	3
INT:	5	WILL:	5	MIND:	7
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 12			HERO POINTS:		25

•**Powers:** Precognition: 8, Postcognition: 8
•**Bonuses:** Miscellaneous: Tuatara does not need to touch an object to use Postcognition.
•**Advantages:** Connection: Global Guardians (High); Sharp Eye
•**Drawbacks:** Strange Appearance
•**Alter Ego:** Jeremy Wakefield
•**Motivation:** Upholding the Good
•**Wealth:** 4

RISING SUN

DEX:	5	STR:	4	BODY:	5
INT:	5	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE: 18			HERO POINTS:		45

•**Powers:** Energy Absorption: 12, Energy Blast: 10, Flame Project: 10, Flame Immunity: 8, Flash: 7, Flight: 10
•**Skills:** Martial Artist: 6
•**Limitations:** Power Restriction: Energy Absorption may only be used for solar or light-based energy.
•**Advantages:** Connection: Global Guardians (High); Popularity (in Japan)
•**Drawbacks:** Public Identity
•**Alter Ego:** Isuma Yasunari
•**Motivation:** Responsibility of Power
•**Wealth:** 4

LITTLE MERMAID—*deceased*

DEX:	5	STR:	3	BODY:	5
INT:	4	WILL:	7	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 13 [15]			HERO POINTS:		25

•**Powers:** Flight: 6, Swimming: 6, Water Freedom: 7
•**Limitations:** Water Freedom only allows Mermaid to stay underwater without breathing for 15 APs of time (30 hours).
•**Advantages:** Connections: Global Guardians (High), Aquaman (Low); Insta-Change (Fins)
•**Alter Ego:** Ulla Paske
•**Motivation:** Upholding the Good
•**Wealth:** 4

Description

The Global Guardians are an international peace keeping force much like the Justice League International. They fight crime in any country where their assistance is required. Though their popularity in some parts of Europe surpasses the JLI's, the group has no official international recognition.

Although the Guardians are dedicated to protecting the world and working towards peace, individual members are often under the command or surveillance of their native countries and cannot give their all to the team. On occasion, members have gone rogue and been considered vigilantes.

Background Update

When the Justice League gained United Nations backing, the Global Guardians were disbanded. Without the leadership of the mysterious Doctor Mist, the Global Guardians fell under the manipulations of the Queen Bee, ruler of Bialya. The original Jack O' Lantern, (Cormac) once believed dead, has been retrieved from imprisonment by Owlwoman, and Doctor Mist has returned to lead the team.

Using the Global Guardians in Adventures

The Global Guardians are a link to many different world-wide settings for an Adventure. Heroes who travel anywhere on the globe will no doubt meet this team and/or require their assistance. Player Characters may also meet up with and gain the aid of one of the Guardians in their native country (Godiva in England, Tasmanian Devil in Tasmania or Australia, Rising Sun in Japan, etc.). Using these heroes will demonstrate to the Players the vastness of DC's World because of their availability.

Subplots

Owlwoman and the original Jack O' Lantern have a Romance Subplot brewing.

In a recent Death Guilt Subplot, the Global Guardians stood by helplessly as Little Mermaid was accidentally killed by the raving Jack O' Lantern II.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Crisis On Infinite Earths* #12; *DC Comics Presents* #46; *Super Friends* #45-46; *Who's Who '85* #9

Current: *Infinity, Inc.* #32, 34-37; *Justice League America* #55; *Justice League Europe* #2, 29-30; *Justice League Europe Annual* #1; *Justice League Quarterly* #5-7; *Secret Origins* (3) #33; *Who's Who '91* #7

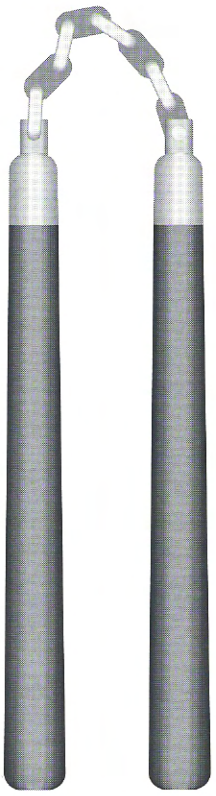
each phase by making an Action Check using his STR/BODY vs 10/10 (the APs of Control Power of the implant), with RAPs indicating his body is under his own control once again.

Certain gadgets may be able to interfere with or break the Control. A Character with Gadgetry Skill may attempt to use any sort of radio transmitter or Omni-Gadget to do so. Make an Action Check using the Character's Gadgetry Skill as the AV and the device's APs as the EV, against OV/RVs equal to the APs of Control (10/10). On these attempts, any positive RAPs signify that the Control transmissions have been jammed.

Using Gangbuster in Adventures

Gangbuster is a good contact in Metropolis for Player Characters. His knowledge of Metropolis' dark side and his fighting prowess make Gangbuster an ideal ally against powerful forces like Intergang or Lexcorp. There Player Heroes could also come to his aid if he once more finds himself under the control of a villain group. Perhaps he is sent on a rampage that the heroes must stop.

In any event, when the Player Characters are with Delgado, there will always be action; the Gamemaster should make sure that when Gangbuster is used in an adventure, somebody is out to destroy him.



Nunchakas

Subplots

José prefers to keep his Gangbuster identity a secret. However, a number of friends, allies, and enemies already know of his dual Identity. This Secret Identity Subplot creates a number of conflicts and dangers.

Delgado is in the midst of a Romance Subplot with Daily Planet columnist Catherine Grant. Originally, he worked as her bodyguard when she was a star witness in the trial of former Intergang Boss, Morgan Edge. Although she is no longer in danger, they have continued to see one another.

In a Job Subplot, José needs to find work soon. His duties as Gangbuster require great effort, but they do not pay the bills.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Superman: The Man of Steel Sourcebook

Appearances in DC Comics

Gangbuster: *Action Comics* #597, 643, 653-654, 656, 659, 667, 671; *Adventures of Superman* #428, 432-434, 437, 439-440, 442, 445-448, 450-451, 453, 456, 463, 465-467, 470, 480, 483; *Armageddon* 2001 #2; *Superman* (2) #30, 37, 42-44, 47, 50-53, 62; *Who's Who '88* #1; *Who's Who '91* #6

Gangbuster (alias Superman): *Adventures of; Superman* #446-450; *Superman* (2) #26-27



Taser

Subplots

In his younger days as Timber Wolf, teammate Ayla Ranzz caught Londo's affections and involved him in a long-running Romance Subplot.

Londo's health is deteriorating quickly as he dies from the affects of radiation poisoning and the late-stage effects of the Zuunium serum. In its earlier stages, this Power Complication Subplot only caused aggression or a transformation into the Furball state.

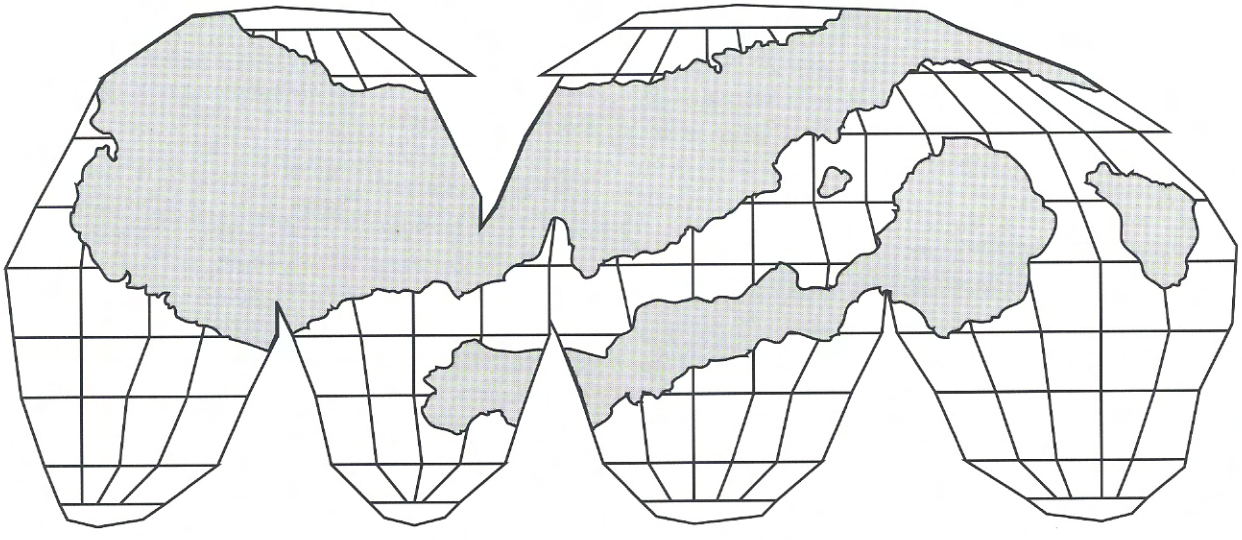
In an unusual Friends Subplot, Kono became closer to Furball, treating him like a pet until he transformed back to human form. She is presently trying to deal with him as a man.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #378, 382, 387, 390-391 *Adventure Comics* #327, 354, 372, 374 (behind the scenes), 375, 378-379; *All-New Collectors' Edition* #C-55; *Crisis On Infinite Earths* #5, 10; *DC Special* #28; *Legion of Super-Heroes* (1) #260-262, 269-271, 273-275, 277-280, 284-297, 300-305, 307-310, 313 (2) 1, 3, 5-7, 9-17, 19, 21-28, 30, 35-36, 38, 40-41, 43, 45-51, 53-54, 57-58, 60-63 (3) 3; *Legion of Super-Heroes Annual* #1-3 (2) 2-3; *Secrets of the Legion of Super-Heroes* #1-3; *Superboy* (1) #172, 191, 197, 200-202, 207-209, 212-213, 217, 221-222, 225-226, 228-229; *Superboy and the Legion of Super-Heroes* #232, 235, 237, 239-241, 244-245, 247, 250-251, 253-254, 256-257; *Tales of the Legion* #318-320; *Who's Who '87* (1) #23; *Who's Who in the Legion of Super-Heroes* #6

Current: *Adventures of Superman* #478; *Legion of Super-Heroes* (4) #3, 6-7, 12-13, 15, 21-24, 26



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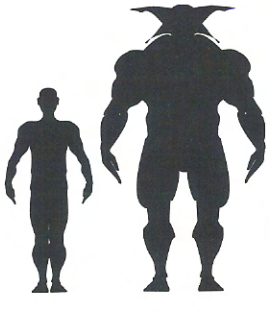


6'

Scale

is one of a handful of humans who can safely drink the extract straight, because the substance causes severe allergic reactions in most people.

Player Characters who want try gingo extract must make a Poison Touch Roll using 8/8 as the AV/EV and the Character's BODY/BODY as OV/RV. If RAPs are gained, the Character takes them as Bashing Damage as per the Poison Touch Rules. This continues every phase until a roll fails, or until the Character's Current BODY Condition reaches zero. Characters do not gain Stretching Power if they are poisoned by gingo.

If the Character is not allergic (the Poison Touch Roll failed), they have a chance of gaining Stretching Power. A roll of 20 (or higher) on a 2d10 indicates success. Characters may use a number of Hero Points up to their APs of BODY to add to this Roll. The difference of the amount rolled and 19 is the APs of Stretching Power the Character receives. For instance, a Character who survives drinking gingo extract unharmed uses 5 Hero Points and rolls a 17 on a 2d10. He gains 3 APs of Stretching (5+17=22; then 22-19= 3 APs).

A Gamemaster who allows a Player Character to gain Stretching Power in this fashion should keep in mind that gingo is very rare, and a well-guarded secret. The Character must also drink Gingold periodically to maintain his powers (just as Ralph does), or they will go away. The Character will then have to undergo the whole process all over again, as detailed above, to attempt to regain them.

Using Elongated Man in Adventures

Every year for his birthday Sue concocts a mystery as a gift to her husband. A good way for the heroes to meet Ralph, then, is to have them accidentally get involved in his mystery. In the end they find out it was a hoax orchestrated by Sue, and Ralph can invite them to his birthday party (to spend some time with the world-famous Elongated Man!).

Ralph takes missions seriously unless he is distracted by a mystery. Other heroes must make him keep his mind on his work. In any adventure where Elongated Man is a Player Character, there should be some form of secondary mystery or crime that ties into the main storyline in the end. The Game Master should award extra Hero Points to a Player using Ralph when he successfully solves such a mystery.

Subplots

Ralph has always had a number of Friends Subplots, and is now as close to Wally West (Flash III), as he was with Barry Allen (Flash II).

In a Romance Subplot, Ralph has been happily married to Sue for years. At times, his crime-fighting and detective work put a strain on their relationship.

Appearances in the DC HEROES Role-Playing Game, Second Edition

Justice League Sourcebook, Background/Roster Book (card included), Come On Down, World in the Balance

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #443, 480, 481-482 (behind the scenes), 483; *Adventure Comics* #459; *All-Star Squadron* #53; *Batman* #177; *Batman and the Outsiders* #1; *Batman Family* #20; *Blue Devil* #4-5; *The Brave and The Bold* #177; *Challengers of the Unknown* #87; *Crisis On Infinite Earths* #5, 9-12; DC *Comics Presents* #21, 58, 93; *DC Special Series* #11; *Detective Comics* #327-383, 426, 430, 436, 444, 449, 453, 456-457, 462, 465-466, 468, 488, 500, 557; *The Flash* (1) #112, 115, 119, 124, 130, 134, 138, 206, 208, 210, 212, 221, 252-253, 277, 296, 323-325, 327, 329, 241, 349; *Justice League of America* #51, 100, 101 (behind the scenes), 102, 105-109, 111-114, 116-121, 127-129, 131-134, 139, 142-143, 150-152, 155-157, 159-168, 170, 174, 179, 181-183, 186-191, 194-195, 197-200, 202-206, 209-212, 217-221, 223, 226-230, 233-239, 241-245; *Justice League of America Annual* #1-3; *Limited Collectors' Edition* #C-41; *The Phantom Zone* #2, 4 (behind the scenes); *Red Tornado* #3; *The Secret Society of Super-Villains* #5; *The Shadow War of Hawkman* #3-4; *Super Friends* #3, 7-9; *Supergirl* (2) #20; *Superman Family* #171, 211; *Swamp Thing* (2) #46; *Who's Who '85* #7; *Wonder Woman* (1) #215, 219-220, 222, 247, 291, 300, 308-309; *World's Finest Comics* #250, 300, 302

Current: *Action Comics* #670; *Adventures of Superman* #442, 458 (behind the scenes), 463; *Animal Man* #16, 20; *Armageddon 2001* #2; *Captain Atom* (3) #30, 34, 38, 50; *Detective Comics* #572; *Elongated Man* #1-4; *Flash* (2) #29, 35, 48-49; *Hawk and Dove* (3) #1; *Invasion!* #3; *Justice League America* #53-59; *Justice League Annual* #3-4; *Justice League Europe* #1-10, 13-21, 25-30, 32-on; *Justice League Europe Annual* #1-2; *Justice League International* #24; *Justice League of America* #246-255, 257-258; *Justice League Quarterly* #3-5; *Legends* #1-2; *The New Titans Annual* #5; *Power of The Atom* #5; *Secret Origins* #22 (flashback), 27 (flashback), 30; *War of the Gods* #1, 4; *Who's Who '91* #7; *Wonder Woman* (2) #50, 61

Grainger-- The Early Years

Before the death of the Terataya and T'Charr, Dove was somewhat less powerful than directly before her death. Still, she was a formidable opponent who knew how to best use her Skills.

Dove II (before the deaths of Terataya and T'Charr)

Dex:	8	Str:	4/2	Body:	5/3
Int:	5	Will:	6	Mind:	6
Infl:	5	Aura:	5	Spirit:	6
Initiative: 22			Hero Points:		45

- **Powers:** Danger Sense: 5
- **Skills:** Acrobatics: 9, Charisma: 6, Martial Artist: 5, Thief: 7
- **Drawbacks:** Loss Vulnerability: All Powers and Skills drop to 0 APs, and Str and Body drop to 2 and 3, respectively, when no injustice is present

Using Dove in Adventures

There is a strong connection between Dove and the Lords of Order and Chaos. Dove can lead Player Heroes in battles of a cosmic scale (particularly those instigated by Order and Chaos) and to bizarre settings, like the magic realm of Druspa Tau.

During most of her heroic career, Dove was unaware of her true nature, and simply fought normal street crime. She could be a Player Character or useful contact in any Adventure that takes place in or around her home of Washington, D.C.

Subplots

Before her death, Grainger was caught up in a developing Romance Subplot with her partner, Hank Hall. When Hall was transformed into the villain Monarch, he killed Dawn as one of his first acts of evil.

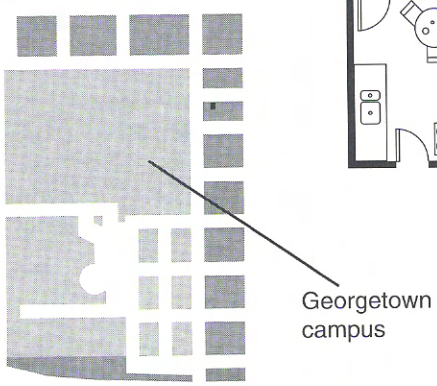
Dawn had a School Subplot, as she tried to juggle being a hero and full-time student. She had to hide her identity from her friends and classmates in a Secret Identity Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book, New Titans Sourcebook

Appearances in DC Comics

Dove II: *Armageddon* 2001 #2; *Hawk and Dove* (2) #1-5 (3) 1-28; *Hawk and Dove Annual* #1-2; *Invasion!* #2; *Justice League America* #43; *New Gods* (3) #15; *War of the Gods* #2, 4; *Who's Who '91* #6





Dove's Dormitory Room

Dolphin is currently developing a Friends Subplot with Dr. Meredith Riley of Miami's Oceanworld Seaquarium.

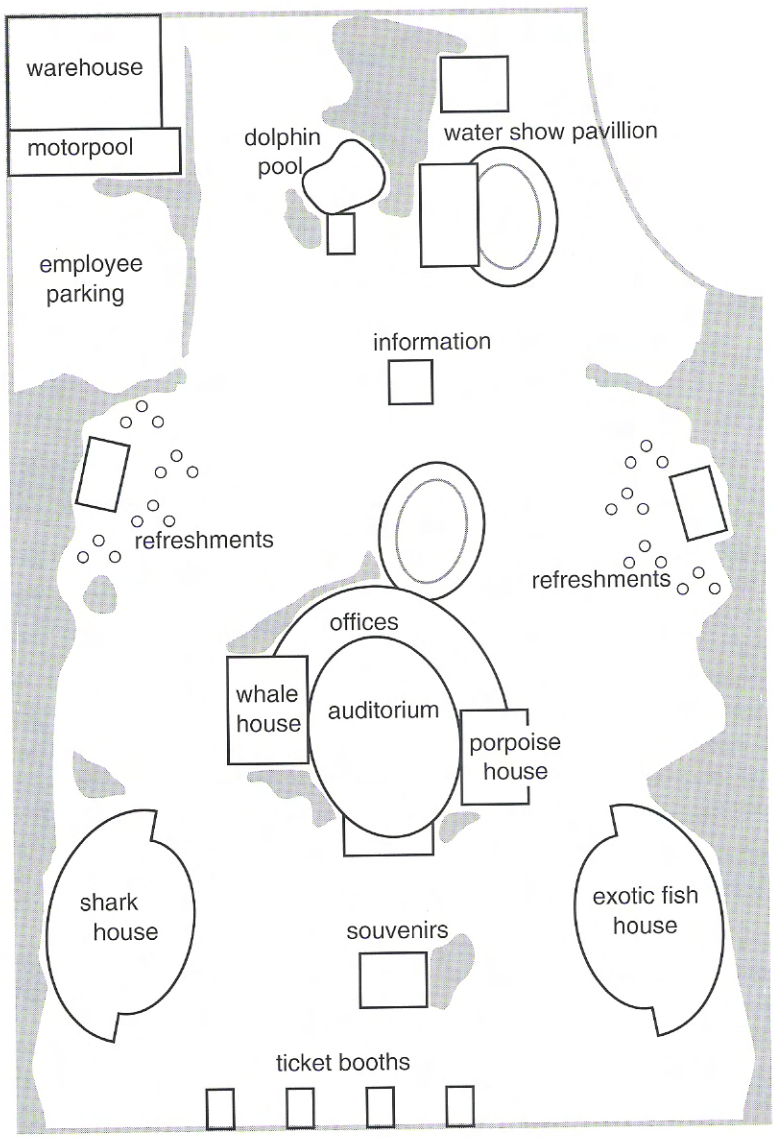
Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #552-553; *Crisis On Infinite Earths* #4-7, 10-12; *DC Comics Presents* #77-78; *Infinity, Inc.* #22; *Showcase* #79, 100; *Who's Who '85* #7

Current: *Animal Man* #15; *Secret Origins* (3) #14 (flashback), 50; *War of the Gods* #3-4; *Who's Who '91* #6

Oceanworld Seaquarium



ORIGINAL CYBORG

DEX:	6	STR:	8	BODY:	5
INT:	6	WILL:	6	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	5
INITIATIVE: 19				HERO POINTS:	60

- **Powers:** Cling: 7, Directional Hearing: 6, Extended Hearing: 6, Jumping: 7, Lightning: 7, Running: 5, Skin Armor: 6, Stretching: 1, Super Hearing: 6, Telepathy: 1, Telescopic Vision: 5, Ultra Vision: 12
- **Skills:** Vehicles: 7, Charisma (Intimidation): 7, Gadgetry: 7, Scientist: 6
- **Limitations:** Power Restrictions: Cyborg can only Stretch his hands; Telepathy only works on computers and electronic devices.
- **Advantages:** Area Knowledge (New York City); Connections: S.T.A.R. Labs (High), New Titans (High)
- **Drawbacks:** Minor Irrational Fear of his mechanical side causing him to lose his value as a human being; Public Identity
- **Motivation:** Unwanted Power
- **Wealth:** 6
- **Equipment:**

LASER ATTACHMENT [BODY: 6, Heat Vision: 7, R#: 3]

GRAPPLING HOOK & WINCH [STR: 9, BODY: 6]
The line attached to the Winch is 5 APs long

WHITE SOUND GENERATOR [BODY: 6, Sonic Beam: 10, R#: 4]

10-AP Repair Kit

Note: Cyborg spends an Automatic Action each time he plugs a Gadget into his mechanical body

Using Cyborg in Adventures

In light of his current state, Cyborg is probably best used as a Non-Player Character, perhaps as extra "muscle" for the New Titans.

A villain might figure out a way to control Cyborg's electronic implants making him a dangerous adversary. The Player Heroes could then assist the Titans in helping them regain control.

Background Update

Recently Cyborg was nearly killed when the Wildebeest orchestrated a plane crash in Siberia. Russian Scientists at Science City Complex #3 were able to save Vic's life, but because they did not have the proper technology, he is in a trance-like state. Cyborg's body is almost completely artificial now. Though he does not have conscious awareness, Cyborg's robotic body follows the commands of the S.T.A.R. Labs researchers who are studying him, and also responds to his teammates in the New Titans, presumably because he was programmed to do so.

Subplots

As detailed above, Cyborg is currently involved in a major Power Complication Subplot. He has lost all of his memories, and the only known backup was presumed lost when Titans' Tower was recently destroyed.

Cyborg has a long-lasting Friends Subplot with his comrade, Changeling, who spends most of his time trying to cheer Cyborg up.

Appearances in DC HEROES Role-Playing Game, Second Edition

Background/Roster Book (card included), New Titans Sourcebook

Appearances in DC Comics

Pre-Crisis: *Action Comics* #532, 536, 546; *All-Star Squadron* #53; *Batman and the Outsiders* #5; *The Best of DC* #18; *Crisis On Infinite Earths* #1-5, 7-12; *DC Comics Presents* #26 (as dream image); *The New Teen Titans* (1) #1-1, 13-37, 39-40 (2) 1-14; *The New Teen Titans Annual* (1) #1-2 (2)1; *The New Teen Titans drug awareness giveaways* #1-3; *Supergirl* (2) #20; *Swamp Thing* (2) #46; *Tales of the New Teen Titans* #1-4; *Tales of the Teen Titans* #41-43, 44 (behind the scenes), 45-58; *Teen Titans Annual* #3; *The Vigilante* #3; *Who's Who '85* #5; *Wonder Woman* (1) #287; *World's Finest Comics* #300

Current: *Action Comics* #584, 615; *Batman* #440; *Blue Beetle* (6) #11-14; *Deathstroke the Terminator* #1 (flashback), 4 (flashback); *Flash* (2) #1-2, 4, 9, 12; *Hawk and Dove* (3) #11-12, 26; *Infinity, Inc.* #45; *Justice League America* #40; *Mister Miracle* (2) #9, 17 (behind the scenes); *The New Teen Titans* (2) #18-20, 22, 24-49; *The New Teen Titans Annual* (2) #2-4; *The New Titans* #50-55, 56 (behind the scenes), 57-66, 68-69, 71, 75-79, 81-82, 85-87; *The New Titans Annual* #5-6; *Secret Origins* (3) #46; *Secret Origins Annual* #3; *Teen Titans Spotlight* #20; *Who's Who '90* #5

information, however, without a lot of teasing and taunting. The Creeper loves a good fight, so he can be a valuable ally on missions, but Players should not expect him to take orders seriously.

The Heroes might meet the Creeper when villains or large criminal organizations that they are investigating are exposed by Ryder in either his column or the "Hot Seat" program. If Ryder touches on some sensitive areas, the bad guys will come gunning for him. The heroes could approach Ryder for information and try to protect him. This would lead to some interesting role-play with Ryder's strong personality and later, the Creeper's erratic one.

Subplots

Jack has a Power Complication Subplot caused by his recent inadvertent transformations into the Creeper at inconvenient times. However, Ryder doesn't know that this occurs because he has memory lapses.

Ryder is a workaholic in his never-ending investigative battle against evil and corruption. Adventures as the Creeper cut into his time, however, and leave him struggling to keep up with his work (Job Subplot).

Appearances in DC Heroes Role-Playing Game, Second Edition

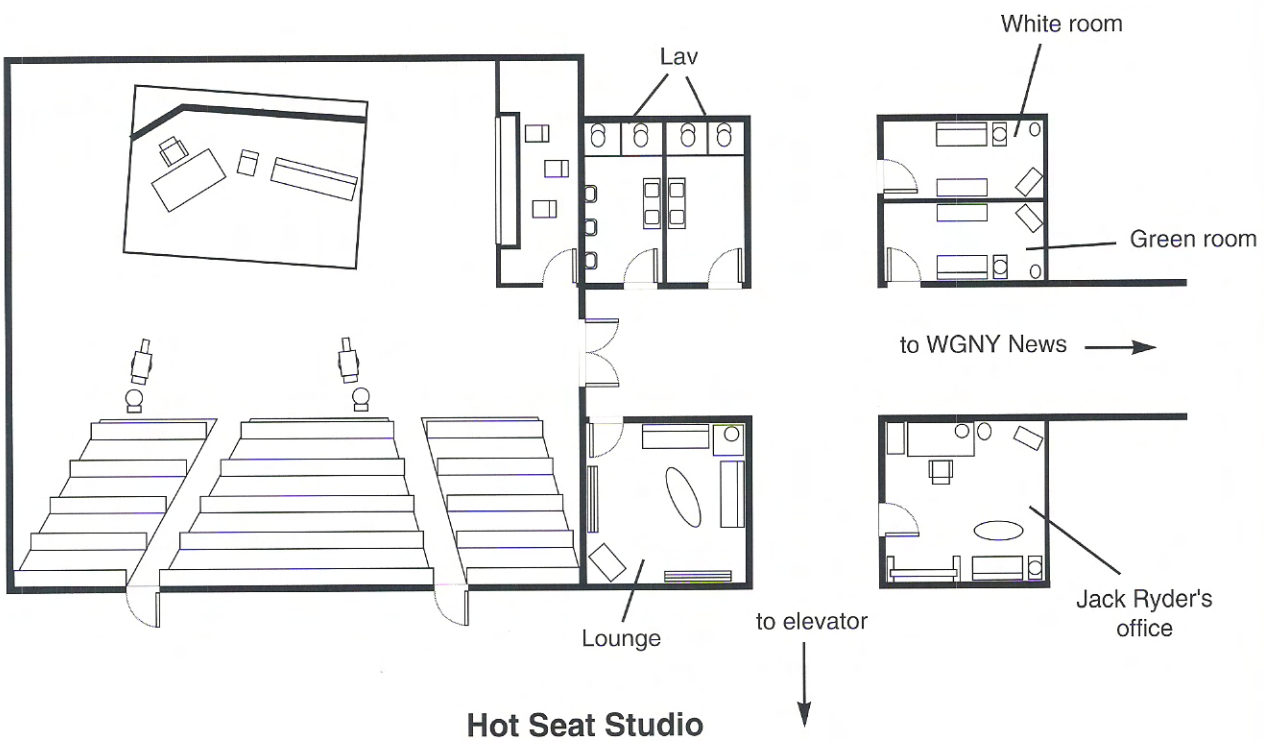
Justice League Sourcebook, Background/Roster Book (card included)

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #563; *Adventure Comics* #445-447; *All-Star Squadron* #54; *Beware the Creeper* #1-6; *Blue Devil Annual* #1; *The Brave and The Bold* (1) #80, 143, 177-178; *Cancelled Comic Cavalcade* #2; *Crisis On Infinite Earths* #5, 9-10; DC *Comics Presents* #88; *Detective Comics* #418, 445, 447-448; *First Issue Special* #7; *The Flash* (1) #318-323; *Infinity, Inc.* #22; *The Joker* #3; *Justice League of America* #70; *Karate Kid* #2; *The Secret Society of Super-Villains* #9-10; *Showcase* #73, 100; *Super-Team Family* #2; *Swamp Thing* (2) #46; *Teen Titans* #46; *Who's Who '85* #5; *World's Finest Comics* #249-255

Current: *Action Comics* #668; *Armageddon: Inferno* #1; *Batman Annual* #13; *Doctor Fate* (2) #40; *Eclipso: The Darkness Within* #1; *Hawk and Dove* (3) #18-19; *Invasion!* #2-3; *Justice League* #2, 5-6; *Justice League International* #7-8, 24; *Millennium* #8; *Secret Origins* (3) #18; *War of the Gods* #4; *Who's Who '91* #7; *Wonder Woman* (2) #26



Hot Seat Studio

Teleportation: 14

Befitting her name, Flit is tentative and flighty.

The Scarlet Harlot

Control: 8 (can only be used to sexually threaten males)

The Scarlet Harlot represents Jane's animalistic sexual side. No man can maintain his ardor in the face of her mean-spirited teasing.

Using Crazy Jane in Adventures

Jane's personae have their own agendas and when one becomes dominant, it might possibly begin criminal activities. Black Annis may, for instance, go on a violent rampage attacking males (or only hero males). Some of Jane's other personalities can manipulate reality, as is the case with the Hangman's Beautiful Daughter and the Scarlet Harlot. In these states, Crazy Jane may create bizarre settings for adventures. The primary objective of such adventures would be to retrieve Crazy Jane and bring the Kay Challis persona back to the forefront.

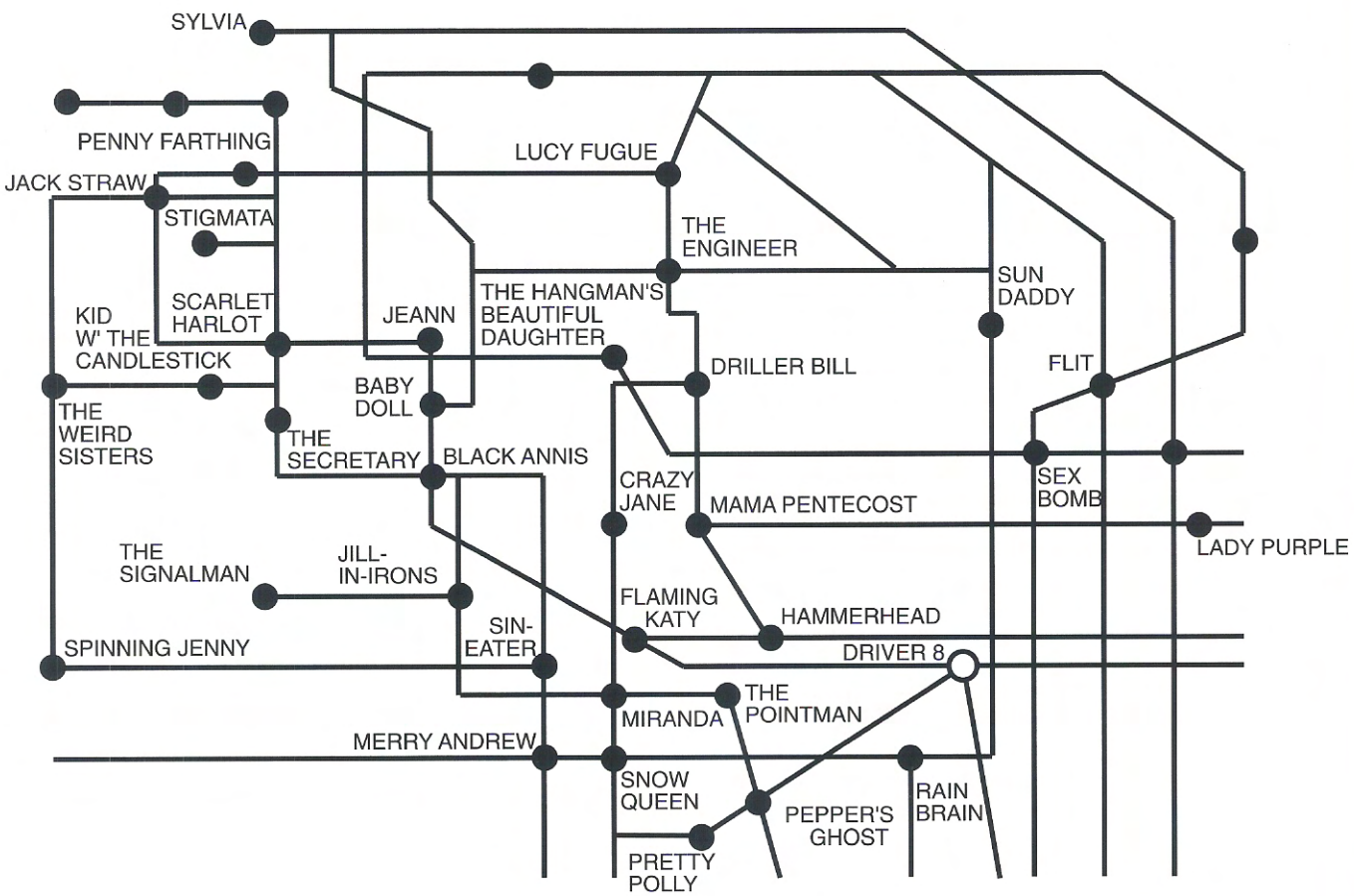
Subplots

Jane is currently living happily ever after on Danny the World (formerly Danny the Street). It is unknown when she will return, if ever (Miscellaneous Subplot).

Appearances in DC Comics

Doom Patrol (2) #19-24, 26, 28-33, 34 (behind the scenes), 35-41, 43-44, 46-51, 55-56; *Who's Who '91* #6

The "Underground"



The Conglomerate, founded by Claire Montgomery, is a corporate sponsored super-hero team. For this reason, the material needs of the team members are rarely lacking. They have access to the best equipment and facilities, and anything the team requests is provided.

Being sponsored by a corporation does have its drawbacks, however. The heroes often find themselves fighting for what the company wants them to and being exploited in the media for the sake of profits. Most of the Conglomerate members find this to be the most uncomfortable part of their job.

Of all the team members, Gypsy is the most experienced. She is a street smart young woman with chameleon-like powers who is extremely loyal to her friends, particularly Martian Manhunter of the Justice League.

Praxis is an electromagnetic enigma. Always morose and stony faced, he is an experienced detective as a result of his police training. He can manipulate electricity in both machines and organisms. He also cannot be photographed or captured on film or video tape.

Reverb, a young hero with sonic powers, joined the Conglomerate to honor his brother's memory. He is extremely proud and reclusive and prefers to avoid media attention.

Maxi-Man loves his power and is a major cheese about it. He flaunts his strength, endurance, and speed every chance he gets. Still, Hayes is rather conservative, conscientious, and loyal. All of which make him very popular.

Echo has the ability return the force of an attack back at her attacker. She is quiet, thoughtful, and often wonders if the Conglomerate is doing the right thing. Ironically, despite her quiet nature, she loves heavy metal and plays it loud on her stereo when there's nothing else to do.

Carrie Donahue (Vapor) is very strong willed, opinionated, and direct. She is not altogether happy about having her abilities, but she has decided that it is best to use them for fighting crime. She can transform herself into various gaseous forms.

The Vibe Power

The Character Reverb has a Power that was not covered in the *Character Handbook.* It is described as follows:

•**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.

Using the Conglomerate in Adventures

Scenarios involving the Conglomerate will often deal with cleaning up some industrial mess, defeating laboratory experiments or robotics research gone bad, or being forced to play bodyguard for their sponsors.

However, when a real crisis occurs, such as Despero trashing Times Square and the Justice League, the Conglomerate could step in and help. JLI Player Characters may find themselves competing with the new team. Or, if Players are using the Conglomerate as Characters in their adventures, they may be admonished by their shareholders for heroing without permission.

Subplots

In a Miscellaneous Subplot, some of the members are facing moral dilemmas as they decide whether to stay with the team or not.

Appearances in DC Comics

Echo: *Adventures of Superman* #476; *Justice League America* #58; *Justice League Europe* #34; *Justice League Quarterly* #1

Gypsy—Pre-Crisis: *Crisis On Infinite Earths* #5, 9-10; *Infinity, Inc.* #19; *Justice League of America* #233-239, 241-260; *Justice League of America Annual* #2-3; *Who's Who '85* #10

Gypsy—Current: *The Fury of Firestorm* #55; *Justice League America* #38-40, 42, 58; *Justice League Europe* #34; *Justice League Quarterly* #1; *Legends* #1-2; *Mister Miracle* (2) #17; *War of the Gods* #4

Maxi-Man: *Justice League America* #38, 58; *Justice League Europe* #34; *Justice League Quarterly* #1; *Mister Miracle* (2) #9-10

Praxis: *Justice League America* #40 (behind the scenes), 58; *Justice League Europe* #34; *Justice League Quarterly* #1; *The Spectre* (2) #24-29

Reverb: *Adventures of Superman* #476; *Justice League America* #58; *Justice League Europe* #34; *Justice League of America Annual* #2; *Justice League Quarterly* #1

Vapor: *Justice League America* #58; *Justice League Europe* #34; *Justice League Quarterly* #1

use of his legs. He now has a specially designed wheelchair which allows him to travel at 4 APs per phase. When using a conventional wheelchair he can only travel at 1 AP per phase. If Caulder is attempting some physical feat which would normally be aided by the use of legs (climbing, swimming, etc.) he must make an Action Check, even if the feat would normally be considered an Automatic Action. Use the Universal Modifiers Chart for the proper OV/RV of the task. When making a Physical Attack, his opponent gains a +2 Column Shift bonus to his OV.

Using the Chief in Adventures

The Chief is a good primary contact for the Doom Patrol. If the Player Heroes call the Doom Patrol for information on former Doom Patrol villains or perhaps some help in one of the Chief's areas of expertise, The Chief is a great person to have answer the phone. The role-play resulting from his abusive personality (especially if the heroes have interrupted his work) would be interesting to say the least.

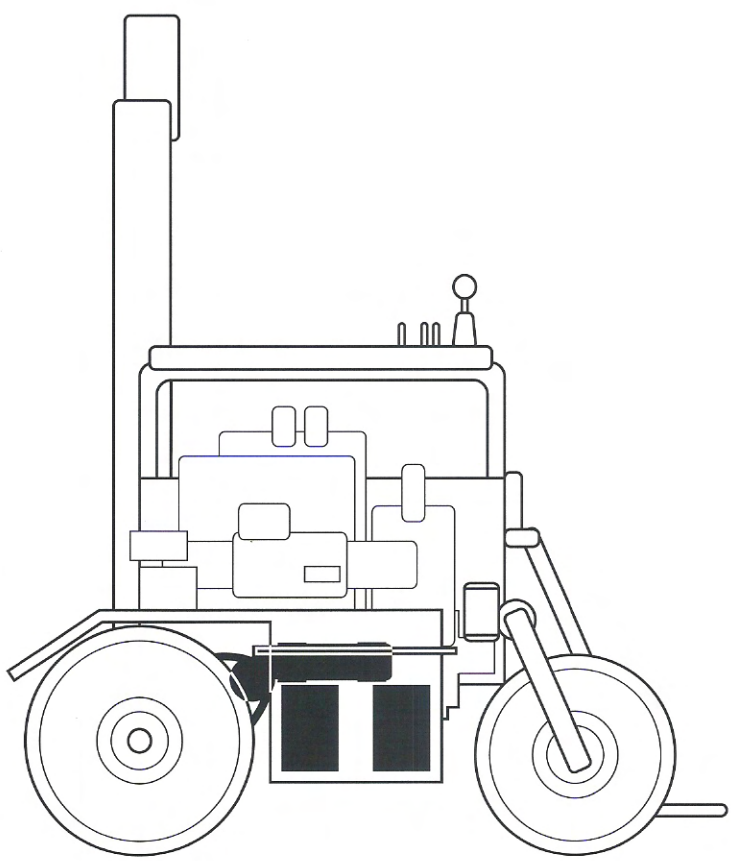
In a bizarre Family Subplot a few years ago, a woman named Arani Desai resurrected the Doom Patrol and claimed she was the Chief's wife. Although the Chief categorically denies this, he is lying.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *The Brave and The Bold* (1) #65; *Challengers of the Unknown* #48; *Doom Patrol* (1) #86-121; *My Greatest Adventure* #80-85; *Showcase* #95; *Teen Titans* #6; *Who's Who '85* #4

Current: *Doom Patrol* (2) #2-3, 5-6, 9, 11 (behind the scenes), 12, 14-23, 25-27, 30-38, 42-47, 49, 55-57; *Invasion!* #3 (behind the scenes); *Justice League Europe* #32; *Justice League Quarterly* #5 (behind the scenes); *Secret Origins Annual* #1 (flashback); *Teen Titans Spotlight* #9; *Vigilante* #47; *Who's Who '91* #7



The Chief's wheelchair

- **Bishops:** The Bishops are specialists who cover high level intelligence, act as Rooks, and work together to aid the King, each supervising a specific area of operations. These men and women are hand picked by the King. Bishops have a Medium Level Security Clearance.
- **Rook:** A Rook is an individual in charge of a specific assignment. One of the Bishops often fills the role of Rook for a mission, especially those of a sensitive nature. They have the back up support of the other Bishops and answer directly to the King. Rooks are sometimes assigned High Level clearance depending on the type of mission, but they generally have a Medium Level Security Clearance.
- **Knights:** Knights are specially trained, exceptionally skilled, and intelligent women and men who do the footwork on espionage operations. Each Knight is a one person army; dangerous with or without weapons. They are supplied with the most advanced equipment, weapons, and backup support on every mission. Knights must always stay in costume because their identities may only be known by the higher echelon (a Rook or higher). Knights have a Low Level Security Clearance.
- **Pawns:** Pawns are an intrinsic part of the operation since they are the engineers, the communication technicians, and the plain-clothes field agents that make the organization work. Pawns usually have a Low Level Security Clearance, however, communications experts and those who work closely with Knights and Bishops might have a Medium Level Security Clearance.

Harry Stein

Harry Stein, formerly of the NYPD, reorganized the failing Checkmate organization by bringing in specialists in various fields and hiring only prestigious, trustworthy operatives.

Harry Stein

Dex:	4	Str:	3	Body:	4
Int:	5	Will:	4	Mind:	4
Infl:	5	Aura:	4	Spirit:	4
Initiative: 16				Hero Points:	25

- **Skills:** Charisma: 5, Detective: 5, Martial Artist: 4, Medicine (First Aid): 4, Military Science: 6, Thief: 4, Vehicles: 4, Weaponry: 4
- **Advantages:** Connections: Checkmate (High), New York Police Department (High), Suicide Squad (High); Iron Nerves; Leadership; Scholar (police work, espionage); Security Clearance (High)
- **Motivation:** Seeking Justice
- **Wealth:** 5
- **Equipment:**

.45 Automatic [Body: 4, EV: 4, Ammo: 7, R#: 3]

Using Checkmate in Adventures

Since meta-humans are sometimes recruited for specific missions by Checkmate agents, the Player Heroes might be contacted by Harry Stein to assist the Knights for a case. The heroes would then take on dangerous super-humans, or branches of governmental meta-human programs gone bad (like the Major Force Project).

Adventuring heroes may tangle with Checkmate if their mission crosses one of Checkmate's investigations. For example, the Player Characters get too close to some sensitive intelligence operations while sniffing out a crime, and they run into Checkmate operatives. Less powerful meta-human heroes (of the 450 Hero Point range) will have a rough time trying to defeat the well organized Checkmate Knights and operatives, and will need to use diplomacy, planning, and teamwork to settle the situation.

Subplots

Checkmate often comes in contact with other intelligence and meta-human agencies. Sometimes they will aid each other, but oftentimes their goals conflict in a Miscellaneous Subplot.

More often, however, Checkmate creates Subplots for other heroes, complicating their Family life (perhaps by involving a hero's family in an intelligence investigation), Jobs (a hero may have to investigate their own boss!), and Romantic life (the hero's love interest is a spy!).

Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book

Appearances in DC Comics

Action Comics #598; *Checkmate!* #1-33; *Deathstroke: The Terminator* #17-20; *Doom Patrol* (2) #16; *Firestorm, the Nuclear Man* #80, 87; *Manhunter* (2) #10-12; *Suicide Squad* #25, 27-30; *War of the Gods* #4; *Who's Who '88* #1; *Who's Who '91* #7

stored in his long term memory. If Comet wants to remember information on any place, time, or situation, he makes an Action Check using his APs of Recall as AV/EV against an OV/RV determined by Consulting the Universal Modifiers Table on the Gamemaster's Screen (*Rules Manual* p. 11) to remember the information. Treat the RAPs as Knowledge Points. One RAP indicates vague memories, half the RV in RAPs gives him a fairly clear recollection, and APs equivalent to the full RV of the attempt allows him sharp, detailed memories. Some memories and information are harder to dredge up due to age or obscurity. Remembering a great occurrence that affected his life would be Average (no roll necessary), recalling a book he read over 20 years ago would be Strenuous (OV/RV of 6), and remembering a conversation he had with a person he only met once before he left Earth would be Beyond the Limit (OV/RV of 15). Comet's knowledge base is so broad that the Gamemaster should allow him to come up with just about any fact, unless such knowledge is deemed completely alien or would ruin and entire Adventure.

Using Captain Comet in Adventures

Captain Comet is a 1950's hero that, like Adam Strange, is too good to be true. His experience with alien races and his intelligence can be of great use to Player Characters during any space Adventure. Remember, however, because of his intelligence, he is somewhat unreachable. The Player Characters should be awed by him.

The Player Characters can meet Comet through L.E.G.I.O.N. since he is now a member of that organization. He is a good contact for the heroes, and might be the one to answer their call at L.E.G.I.O.N. headquarters.

Subplots

Captain Comet seems to have settled down recently with L.E.G.I.O.N., and is in love with with Marij'n Bek, a member of that group (Romance Subplot).

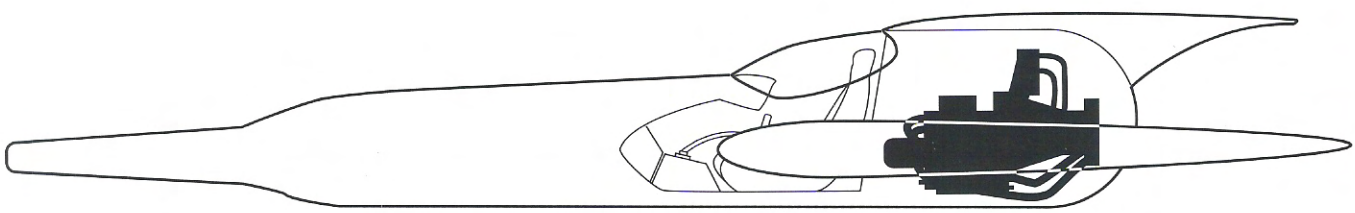
In a recent Power Complication Subplot, Comet had been suffering from periodic massive headaches, accompanied by unexplained flareups of his Mental Powers. During these episodes, Comet has occasionally displayed additional Powers, including Energy Absorption and Mind Probe. It was later discovered that he was possessed by a sort of space parasite, which has since been purged from his body and is living a life of its own.

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *All-Star Squadron* #53; *Crisis On Infinite Earths* #5, 10-12; *DC Comics Presents* #22, 91; *DC Special* #27; *DC Special Series* #6; *Justice League of America* #157; *The Secret Society of Super-Villains* #2-15; *Strange Adventures* #9-44, 46, 49; *Super-Team Family* #13; *Who's Who '85* #4

Current: *L.E.G.I.O.N. '90* (et al.) #16-27, 29-30, 32-43; *L.E.G.I.O.N. '91 Annual* #2; *Secret Origins Annual* #1; *Who's Who '91* #8



Captain Comet's single seater spacecraft

for safety and accuracy, he would most likely give the Player Character on the other end of the line a good-natured third degree.

Because of the peculiar quirk in his powers, Captain Atom can wind up in any era by slipping through the quantum zone. It is feasible that others could be transported with him as evidenced by his sojourn with Monarch. This would create interesting problems for the heroes as they try to figure out a way home.

Atom is a powerhouse like Superman. He should therefore be used sparingly, except against cosmic level foes. Most obstacles will be easy to overcome with his Powers and Skills, and he should not be allowed to diminish the role of the Player Heroes.

Subplots

In a complicated Family Subplot Adam was reunited with his family in the 1990's. After believing him dead for nearly two decades, they had a difficult time accepting his return.

In a Criminal Past Subplot, Adam had to clear his name after being erroneously convicted as a traitor. As a result of this, he was under governmental surveillance and control for a long time.

Appearances in the DC Heroes Role-Playing Game, Second Edition

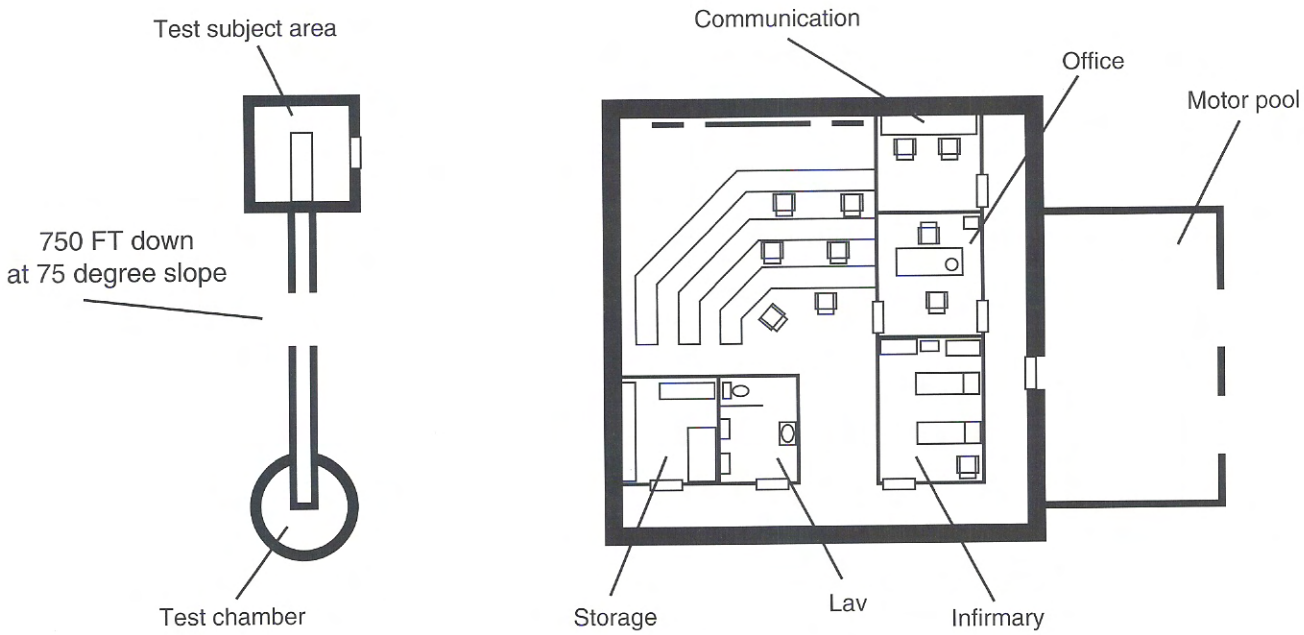
Justice League Sourcebook, Background/Roster Book (card included), Come on Down

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Americomics Special* #1; *Captain Atom* (2) #78-89; *Charlton Bullseye* #1; *Crisis On Infinite Earths* #6-7, 9-10, 12; *DC Comics Presents* #90; *Ghost Manor* #21; *Space Adventures* #33-40, 42, 44-45; *Who's Who '85* #4

Current: *Action Comics Weekly* #627-631; *Adventures of Superman* #449, 463; *Animal Man* #34 (behind the scenes); *Armageddon: Alien Agenda* #1-4; *Armageddon 2001* #2; *Blasters Special* #1; *Blue Beetle* (6) #20, 22; *Booster Gold* #22; *Captain Atom* (3) #1-57; *Captain Atom Annual* #1-2; *Checkmate!* #18; *Doctor Fate* (2) #15; *Firestorm, the Nuclear Man* #68-69, 87, 91; *Flash* (2) #8, 29; *The Fury of Firestorm* #62-63; *Invasion!* #2-3; *Justice League America* #32, 53-55; *Justice League Annual* #3-4; *Justice League Europe* #1-11, 13, 14 (behind the scenes), 15-30; *Justice League Europe Annual* #1-2; *Justice League International* #7-15, 17, 19, 21, 24; *Justice League Quarterly* #3; *Martian Manhunter* #1; *Millennium* #1, 3-8; *The New Titans Annual* #5; *Suicide Squad* #9, 13, 28-30; *Superman* (2) #26; *War of the Gods* #1; *The Weird* #1, 3-4; *Who's Who '87* (2) #1; *Who's Who '91* #6; *Wonder Woman* (2) #13, 26, 49



Captain Atom Project Center

The heroes might meet Butcher as they investigate a drug trade or anti-Native American campaigns in the American Northwest.

Butcher is best matched with with low-level heroes or those that are based on Skills rather than Powers. He may be able to aid Characters with his knowledge of martial arts, Indian affairs, or the Northwestern States.

Subplots

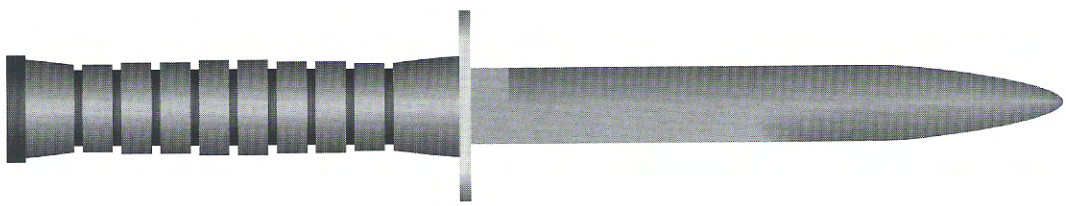
The Butcher is involved in Friend Subplots that concern his relations with other heroes, like Green Arrow and the Question, and tracking down villains that prey on the innocent.

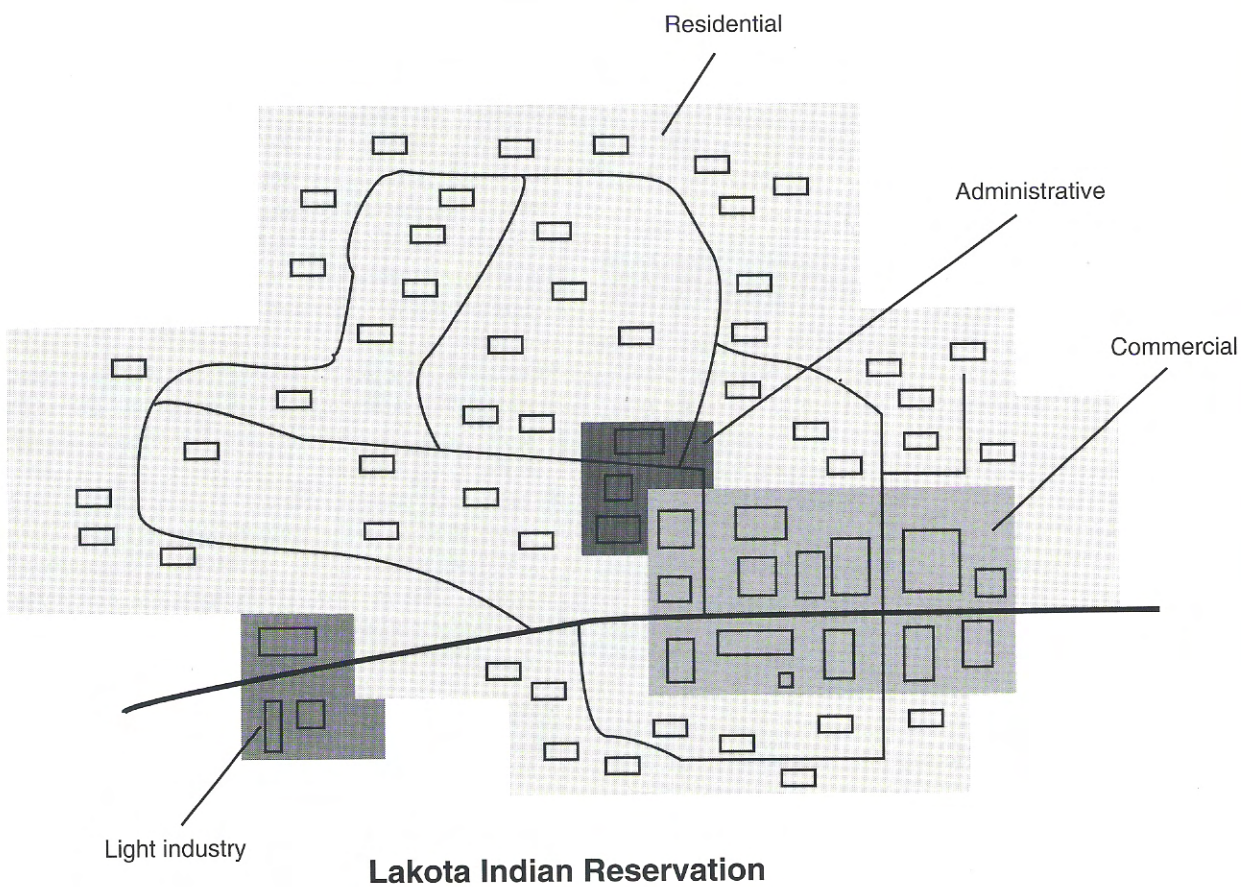
In a Miscellaneous Subplot, John has trouble dealing with the modern lifestyle of some of the Lakota who have been forced to give up their land and traditional ways of life. Though he cares about his people, John feels separated from those who do not want to return to their traditions.

Appearances in DC Comics

The Brave and The Bold (2) #1-6; *The Butcher* #1-5; *Ms. Tree Quarterly* #2-3; *Who's Who '91* #8

USMC Combat Knife





Lakota Indian Reservation

Subplots

Black Thorn was involved in a Romance Subplot with Vigilante before his tragic suicide.

In a Family and Wealth Subplot, Elizabeth was disowned by her father. She therefore has no family or financial support from the wealthy Thorne household.

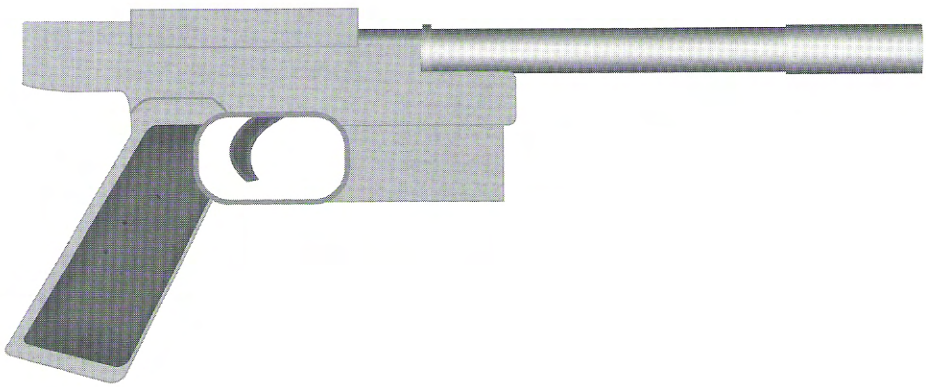
Appearances in the DC Heroes Role-Playing Game, Second Edition

Background/Roster Book

Appearances in DC Comics

Checkmate! #1-2, 8, 14, 16-20, 22-23, 26, 28; *Firestorm, the Nuclear Man* #87; *Suicide Squad* #28-30; *Vigilante* #46, 48-50; *Who's Who '88* #1; *Who's Who '91* #8

Thorn Gun





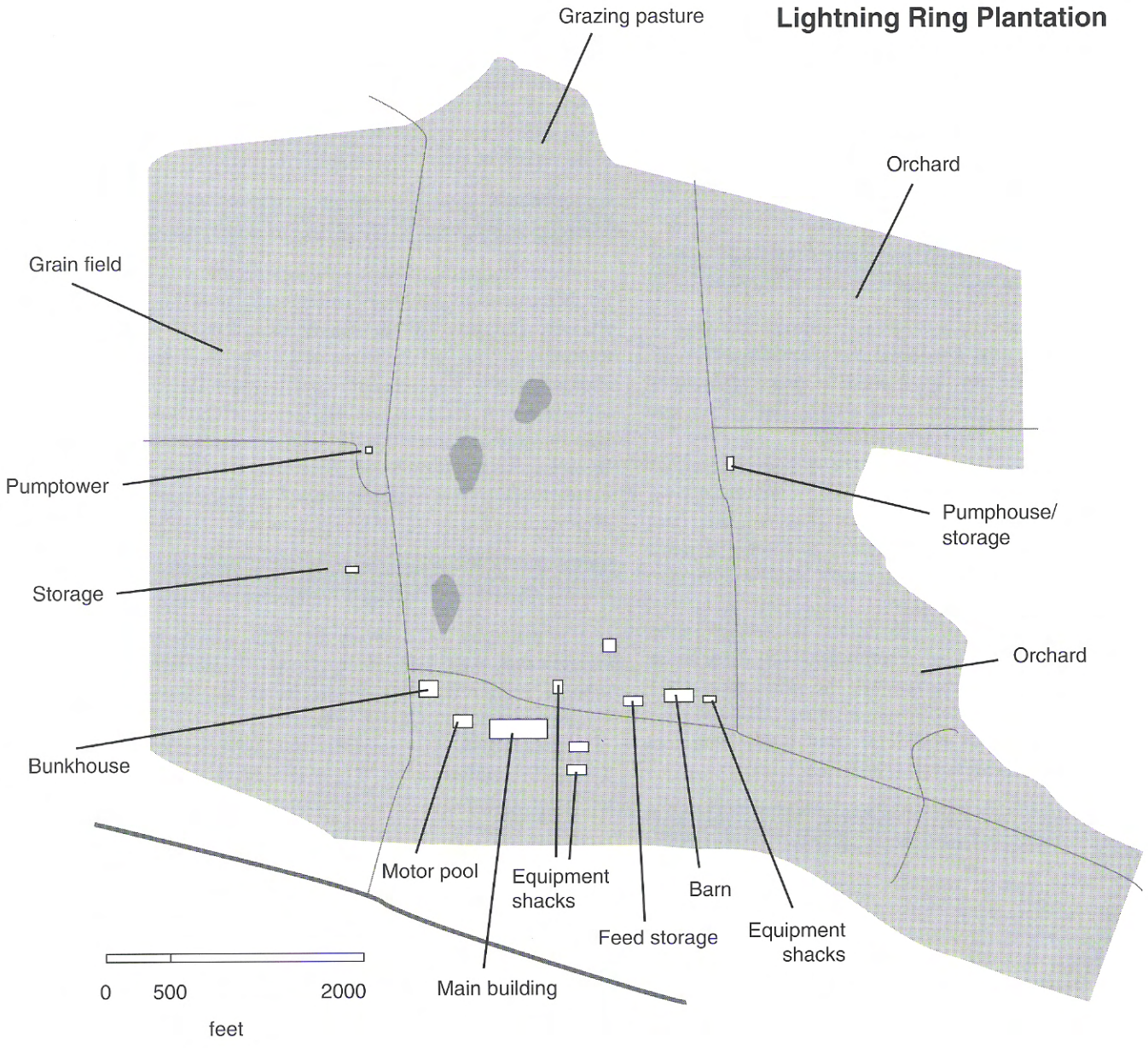
Throwing Knife

and residing happily with the rest of the family.

Appearances in DC Comics

Pre-Crisis: *Action Comics* #309, 378, 382; *Adventure Comics* #308, 312-313, 316-319, 322, 325-327, 329-330, 333-338, 340-347, 348 (behind the scenes), 350, 353-357, 359-360, 362-364, 368, 371, 374-375, 380; *All-New Collectors' Edition* #C-55; *Crisis On Infinite Earths* #2-3, 5, 8, 10; *Infinity, Inc.* #22; *Legionnaires Three* #2-3; *Legion of Super-Heroes* (1) #260, 262-264, 269-273, 275, 277-280, 282, 284-296, 300 (2) 1-11, 14, 16-27, 29-30, 35-38, 40-41, 45, 47, 49, 51-53, 56-58, 60-63 (3) 3; *Legion of Super-Heroes Annual* (2) #1; *Secrets of the Legion of Super-Heroes* #1, 2 (behind the scenes), 3; *Superboy* (1) #147, 172, 200, 202, 207, 211, 215, 217, 221-222, 228-229; *Superboy and the Legion of Super-Heroes* #235, 237, 241-245, 247-248, 253-254, 256-257; *Superman's Pal, Jimmy Olsen* #76; *The Wanderers* #3; *Who's Who '86* #13; *Who's Who in the Legion of Super-Heroes* #4

Current: *Legion of Super-Heroes* (4) #3, 10, 12, 15-17, 20, 27, 28 (flashback); *Legion of Super-Heroes Annual* (4) #1, #3; *Secret Origins* (3) #47 (flashback); *Who's Who '91* #6



or war.

Aqualad is a good guide to the cities of Atlantis during adventures, and could connect Player Heroes with the people in power in those realms. He could also be questioned when the heroes need expert knowledge about anything in the oceans (flora, fauna, underwater structures or hazards, etc.).

Subplots

Before she died, Aqualad carried on a Romance Subplot with Tula (Aquagirl). He has since had to deal with her death.

Aqualad still maintains a Friends Subplot with the New Titans as well as Aquaman.

In a Miscellaneous Subplot, Garth has had to deal with his uncertainty during adventures where he has had to work out of water.

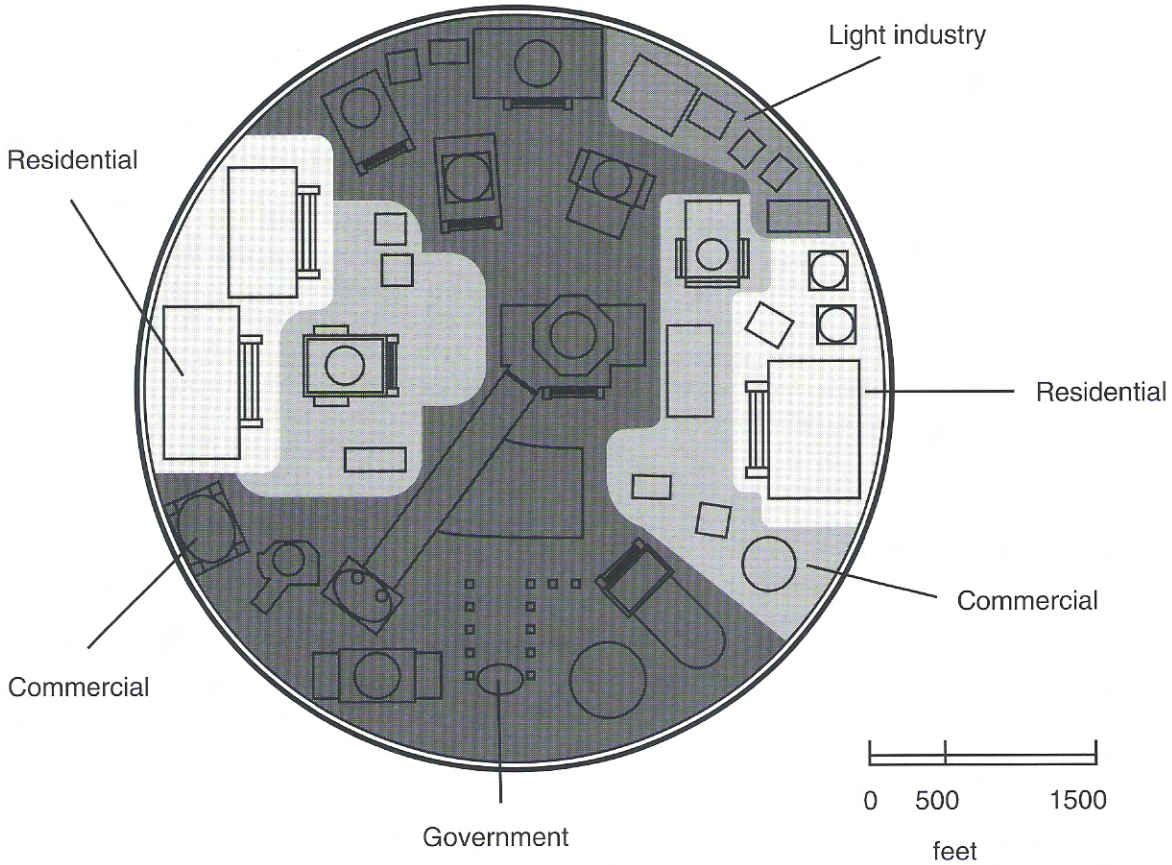
Appearances in the DC Heroes Role-Playing Game, Second Edition

New Titans Sourcebook

Appearances in DC Comics

Pre-Crisis: *Action Comics* #272; *Adventure Comics* #269-280, 282, 284, 436, 446-450, 452-455, 461-463; *Aquaman* (1) #1-25, 27-41, 43-53, 55, 62-63; *The Best of DC* #18; *The Brave and the Bold* (1) #51, 54, 60, 73; *Crisis On Infinite Earths* #5-7, 9-10, 12; *DC Special Series* #11; *Detective Comics* #293-300; *Justice League of America* #86; *The New Teen Titans* (1) #23, 33, (2) 6; *Showcase* #30-33, 59, 100; *Super Friends* #25, 27; *Superman's Pal, Jimmy Olsen* #78; *Tales of the Teen Titans* #45-47, 50; *Teen Titans* #1-19, 28-30, 36, 40, 45-49, 51-53; *World's Finest Comics* #125-133, 135, 137, 139, 262, 264; *Who's Who '85* #1

Current: *Aquaman* (2) #4 (flashback), (3) 1 (4) 5, 8; *Aquaman Special* (2) #1 (flashback); *The New Titans* #85, 87



Tritonis

guide to this technologically advanced world where the landscape and flora and fauna are still pre-historic in Earth terms, and where dinosaurs live outside golden, floating cities. Adventures on Rann usually deal with protecting the inhabitants from natural dangers or stopping technology gone bad (usually at the hands of some disgruntled scientist). The heroes might assist Strange with one of these common problems.

Strange also makes appearances during adventures of worldly importance, such as the *Crisis on Infinite Earths* or *Millennium* sagas. In such cases, Strange will travel to Earth to team up with heroes, and possibly lead them.

Subplots

In a Family Subplot, Adam recently lost his wife and was betrayed by his father in law. He is now taking care of his daughter, Aleea. She is one of his strongest emotional attachments to the world of Rann.

As part of a Job Subplot, Strange's personal life often conflicts with his responsibilities to Rann. Adam' s responsibilities to his homeworld, Earth, and his new home are often in conflict.

A small faction of Rannians do not believe Strange should be considered their champion and they often try to destroy his credibility. This causes internal conflicts in the city of Ranagar as part of a Public Relations Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

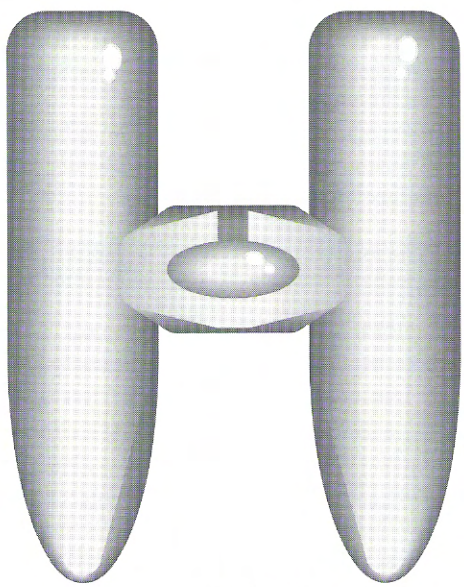
Justice League Sourcebook, Background/Roster Book

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *All-New Collectors' Edition* #C-56; *The Brave and the Bold* (1) #90, 161, 190; *Crisis On Infinite Earths* #5, 10-12; *DC Comics Presents* #3, 82; *The Flash* (1) #210 (cover); *Green Lantern* (2) #132-147; *Hawkman* (1) #18-19; *Justice League of America* #24, 96, 100, 120-121, 138-139, 144, 200; *Mystery In Space* #53-100, 102; *Showcase* #17-19, 100-103; *Strange Adventures* #222, 226; *Swamp Thing* (2) #46; *Swing With Scooter* #5; *Tales of the Legion* #325; *Who's Who '85* #1; *World's Finest Comics* #262-264

Current: *Action Comics* #650 (flashback); *Adam Strange* #1-3; *Cosmic Odyssey* #2-3; *Firestorm, the Nuclear Man* #80; *Invasion!* #1-2; *Millennium* #8; *Secret Origins* (3) #17; *Starman* #5; *Swamp Thing* (2) #57-58, 61, 84; *Who's Who '91* #6



Jet Pack



Laser Pistol

SPIRIT: "This Attribute represents a Character's ability to withstand mystical stress and is also a reflection of the Character's general spiritual resolve."*(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	The individual can withstand average life experiences with two or three major crises.
3-4:	The person's Spirit is equivalent to that of an individual who can weather an assault on his or her core beliefs. *Ice, Changeling, Desaad, Checkmate Knight*
5-6:	This person is so secure in his or her beliefs that he or she is willing to die for them. *Most Heroes: Huntress, Fire, Cyborg, Booster Gold*
7-8:	The individual is capable of enduring several major crises without loss of resolve. *John Constantine, Deadman*
9-10:	The individual possesses a fortitude that cannot be altered even by the blackest life experiences. He can withstand the mystical assault of an experienced sorcerer. *Batman, Wonder Woman, Doctor Occult, Mister Miracle*
11-12:	This person has can easily cope with extraordinary phenomena and knows no true fear. This is usually a qualification for entry into the Green Lantern Corps. *Zatanna, Brother Blood, Hal Jordan, Arion, Sinestro*
13-15:	This individual can endure several attacks from a master level sorcerer and traumatic supernatural catastrophes routinely. *Amethyst, X'Hal*
16-18:	This person's spiritual resilience is equivalent to that of a god-like mystical being. *Darkseid, Ares*
19-21:	At this level the Spirit remains strong even in the ravages of a hostile environment such as Hell or Qward. *Phantom Stranger, Sandman*
22-24:	The Spirit can withstand an extended battle with a major demon. *Doctor Fate (Nabu)*
25-27:	The individual can resist the attack of an entity-level mystical force. *Trigon*
28-30+:	The person is spiritually pure, or invulnerable, a condition attainable perhaps only in the state of nirvana.



WILL: "This Attribute represents a Character's ability to draw conclusions and his/her willpower in general." *(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	The individual possesses the will to face a new morning and confront the obstacles of a normal life. *Solomon Grundy, Ma and Pa Kent, Abigail Arcane Cable*
3-4:	The person has a focused dedicated will and can summon the courage to save victims from hazardous situations such as burning buildings. He might naively risk his life for stories or glory. *Mr. Mxyzptlk, Commissioner Gordon, Lois Lane*
5-6:	This individual has exceptional self-discipline and can remain rational and calm during a crisis. *Captain Atom, Pariah, Doctor Mid-nite (original), Rocket Red*
7-8:	The individual possesses the resolve to conquer any human, rational threat or fear, save death. *Bronze Tiger, Catwoman, Mister Miracle, Hawkman, Maxwell Lord*
9-10:	The individual possesses enough willpower to override self-preservation and enter an obviously unsurvivable battle. *Lady Quark, Sergeant Rock, The Warlord, Enemy Ace*
11-12:	The will is of an unyielding determination and fanatical strength and the individual is fully capable of confronting sanity-threatening situations and mystical phenomenon with no loss of resolve. *Batman, Joker, Power Girl, Wonder Woman*
13-15:	The person possesses superhuman resolve to overcome paranormal situations beyond the scope of human comprehension. *Swamp Thing, Sandman, Amethyst*
16-18:	The individual has sufficient willpower to wield great power with unfaltering confidence or arrogance. *Brainiac, Raven, Guy Gardner, Highfather*
19-21:	Individuals at this level of willpower can dominate situations that could have planetary repercussions. *Superman, Orion*
22-24:	The individual's will is formidable enough to challenge intergalactic menaces without fear. *Metron, Green Lantern (Alan Scott), Green Lantern (John Stewart)*
25-27:	The individual possesses god-like mental resolve and is accustomed to overcoming universal obstacles and threats. *Phantom Stranger, Green Lantern (Hal Jordan), Darkseid, Ares*
28-30:	The individual is resolute even in the face of universal destruction. *Monitor, Anti-Monitor, Guardians of the Universe*

MIND: "This Attribute is a measure of a Character's resistance to mental stress."*(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	A person can endure the normal stress of daily existence.
3-4:	The person's mind is conditioned to withstand stressful conditions simular to those faced by police officers, firemen, and doctors. *Hourman, Rocket Red, Cyborg, Speedy*
5-6:	The person's mind is equipped to deal with great stress as a part of daily life. Undercover agents, leaders of nations, and most heroes fit this category. *Deadman, Green Arrow, Fire, Vixen*
7-8:	The individual has the mental fortitude to continue normal activities even in persistently painful or stressful situations, such as those experienced by hardened soldiers. *Martian Manhunter, Sergeant Rock, Ra's Al Ghul*
9-10:	The individual will maintain self-discipline and sanity even under strenuous torture or pain. *Wonder Woman, Eclipso, Solomon Grundy, Circe*
11-12:	This person's mental endurance is at the peak of human fortitude. *Batman, Swamp Thing, Raven, Brother Blood*
13-15:	A person with this level of Mind is accustomed to dealing with alien or inexplicable phenomena, or problems outside any human experience. Individuals can handle the stress equated to "the weight of the world" in stride. *Demon, Superman, Brainiac*
16-18:	This person can mentally endure the consistent strain of a hostile and taxing condition such as war for centuries. *Highfather*
19-21:	At this level, the person has a god-like mental stamina. *Darkseid, Guardians of the Universe, Chemo*
22-24:	The mind remains whole even in situations where the laws of reality shift.
25-27:	The mind can withstand an assault that strikes to the core of the individual's existence. *Phantom Stranger*
28-30+:	An individual with mental stamina at the level of a primordial entity. *Monitor, Anti-Monitor*

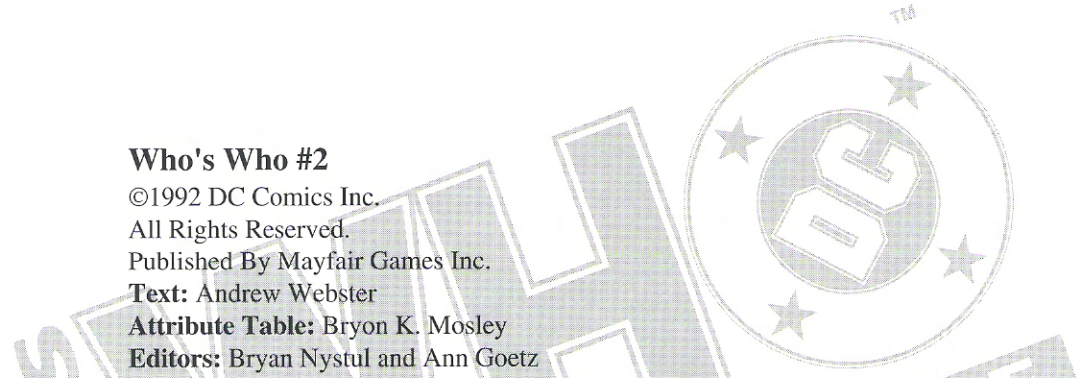
DC Attribute Benchmark Tables:

DEXTERITY (DEX): "Dexterity represents a Character's agility and nimbleness." *(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	The person has normal agility and can perform activities associated with daily living.
3-4:	The individual has agility equivalent to one who practices athletic abilities beyond what is required for daily living such as: *police officers, firemen, clowns, stage performers, dancers*
5-6:	The person possesses agility equivalent to individuals who are well honed in athletic prowess as Gymnasts, Stunt men, and Circus Aerialists. *Robin, Animal Man, Cyborg*
7-8:	The individual is agile enough to be a medal-winning Olympic gymnast. *Aquaman, Blue Beetle, Starfire, Vandal Savage, Deadman*
9-10:	This person possesses the best agility humanly possible and could easily become a record-setting Gold Medal Olympic gymnast [at the level 10]. *Batman, Bronze Tiger, Ra's Al Ghul, Kobra*
11-12:	This is a superhuman level of athletic prowess, where the individual can actually dodge high velocity projectiles such as arrows and bullets aimed directly at him or her with moderate effort. *Elongated Man, Spectre, Mister Miracle, Amazo*
13-15:	This level of agility allows the dodging of laser fire and the ability to sight and catch slower moving projectiles, such as arrows and bullets. *Wonder Woman, Superman, Cheetah, Captain Marvel*
16-18:	The person is capable of athletic maneuvers that seem to defy the ability of the humanoid structure. His or her reactions are so swift laser fire appears in slow motion. *Monitor, Anti-Monitor*
19-21:	Reaction time and coordination are so attuned that the individual's thoughts and actions are simultaneous.
22-24:	The character's actions begin before the human brain can complete a thought. *Flash (Jay Garrick)*[while substituting Superspeed for DEX]
25-27:	A person with agility of this magnitude sees his surroundings, even energy, as motionless and can easily dodge multiple laser fire.
28-30:	A level of agility where the individual's reactions occur as if he was clairvoyant.

STRENGTH (STR): "Strength represents a Character's ability to lift weight and withstand duress." *(DC HEROES Second Edition, Character Handbook)*

APs	Benchmarks
1-2:	A normal human who can lift 200 pounds above his head.
3-4:	A person with exceptional human strength, equivalent to that of professional weight lifters. Lifting Range: 400 - 800 pounds *Anthro the Cave Boy, Jonah Hex, Amanda Waller, Wildcat*
5-6:	This is the level of maximum human strength. Lifting Range: 900 - 1,600 pounds. *Batman, Starfire, Hawkman, Creeper*
7-8:	This is super-human strength capable of bending a steel crowbar. Lifting Range: 3 - 6 tons. *Aquaman, Cyborg, Nuklon, Firehawk*
9-10:	A person with strength of sufficient force to demolish a concrete barrier. Lifting Range: 12 - 25 tons. *Hourman, Metamorpho, Red Star, Deathstroke the Terminator*
11-12:	The power of the individual's strength can rupture a steel wall. Lifting Range: 50 - 100 tons. *Big Barda, Troia, Chemo, Lead of The Metal Men*
13-15:	The individual can summon strength to crush titanium without real effort or throw a car a half mile (this can be done at a 15). Lifting Range: 200 - 800 tons. *Iron of The Metal Men, Mammoth*
16-18:	At this level of strength, most barriers, natural or man-made, cannot stop this individual, as he can easily demolish a fortified bunker. Lifting Range: 1,600 - 6,400 tons. *Spectre, Martian Manhunter, Wonder Woman, Solomon Grundy, Grodd, Lobo*
19-21:	This individual possesses strength equivalent to that of the giants of ancient legends. Lifting Range: 12,800 - 51,200 tons. *Kalibak, X'Hal*
22-24:	At this level the individual possesses god-like strength. Lifting Range: 102,400 - 409,600 tons. *Darkseid, Orion, Ares, Laurel Gand*
25-27:	Beings with strength in this range have Titan-level prowess. Lifting Range: 819,200 - 3,276,800 tons. *Superman, Heracles, Atlas*
28-30+:	This is entity-level strength. Small celestial bodies are obliterated with the exercise of this level of strength. Lifting Range: 6,553,600 - 13,107,200 tons. *Monitor, Anti -Monitor, Trigon*



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Darkseid and treat him with great respect to get what they want. All are evil and self-serving. All gain life and luxury doing what they like most: destroying, killing, and breaking a person's will. Each has a special task to perform for their lord which they are the best suited. They will protect Darkseid at all costs, unless there is a good chance that they would benefit greatly by his death.

Using Darkseid's Elite Adventures

One or more of Darkseid's Elite will always be near him for protection and to help him run operations. When foreign Player Characters arrive Apokolips they will most probably be met by one of the Elite, the Female Furies, or at least Parademons, who will try to destroy them or bring them before Darkseid where they might have to confront the Elite. The members of the Elite are extremely difficult to defeat, but heroes have to go through them to get to Darkseid. Only the toughest and most resourceful Player Characters should dare to take on one, let alone all, of Darkseid's servants.

On occasion, Darkseid sends one of his operatives to Earth to help him recover pieces of the Anti-Life Equation or to destroy Earth's heroes whom he detests. All of Earth's heroes would get involved just as they did during the *Legends* series.

If Granny Goodness gets her hands on a fallen Player Character, she will try to break his will and turn him into a servant of Darkseid. If the Character is powerful enough he may then become one of the Elite. An adventure might originate from the capture of a teammate by Darkseid's forces. The other heroes will need to retrieve their comrade before the brainwashing becomes irreversible (if they fail, the captured hero may become a Non-Player Character).

Subplots

Members of the Elite tend to scheme and plan without Darkseid's permission. Unauthorized activities are punishable by death in this twisted Job Subplot.

Granny spends a good deal of time breaking new super-powered beings in her Job Subplot. Perhaps some will become new members of the Elite.

The forces of Apololips and New Genesis are constantly at odds, and occasionally open conflict breaks out, in an ongoing Enemies Subplot.

Appearances in the DC Heroes Role-Playing Game, Second Edition

Apokolips Sourcebook, Law of Darkness

Appearances in DC Comics

***Note:** Pre-Crisis appearances are not part of present continuity

Doctor Bedlam—Pre-Crisis : *First Issue Special* #13; *Mister Miracle* (1) #3, 11, 18-21; *New Gods (1) #14; Who's Who '85 #6*

Doctor Bedlam—Current: *Justice League International* #20; *Legends* #1-2; *Mister Miracle* (2) # 1-2; *Warlord Annual* #6; *War of the Gods* #4

Kanto—Pre-Crisis: *Mister Miracle* (1) #7-8, 18-22

Kanto—Current: *Justice League International* #21; *Millennium* #8; *Suicide Squad* #34-36; *Who's Who '87* (2) #3

Steppenwolf—Pre-Crisis: *New Gods* (1) #7 (2) 6 ;*Who's Who '86* #22

Steppenwolf—Current: *New Gods* (3) #22; *War of the Gods* #4

Virman Vundabar—Pre-Crisis: *Mister Miracle* (1) #5, 8, 18-21; *Who's Who '87* (1) #25

Virman Vundabar—Current: *Justice League International* #21; *Suicide Squad* #34-36; *Warlord Annual* #6