



HEROES
ROLE-PLAYING GAME

BY: T. & M. BIERBAUM

THE

2 9 9 5 LEGION OF SUPER-HEROES®

SOURCEBOOK™



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THE ***LEGION***
OF SUPER-HEROES®
SOURCEBOOK™



2995: The Legion of Super-Heroes Sourcebook

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How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in DC HEROES Role-Playing Game, First Edition, modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly evolving nature of the DC Universe, and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with

italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, italicized type is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the Gamemaster with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition boxed set for the rest of that Character's statistics.

Encounters: The bulk of an Adventure is a series of Encounters which make up the Adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: Setup, Players' Information, GM's Information, and Troubleshooting. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the Adventure and the awards given to the Players. Consequences of incomplete or failed Adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)	MIND	Mind Attribute
AURA	Aura Attribute	N/A	Not Applicable
AV	Acting Value	NPC(s)	Non-Player Character(s)
BODY	Body Attribute	OV	Opposing Value
CS	Column Shift(s)	RAP(s)	Result AP(s)
DEX	Dexterity Attribute	RV	Resistance Value
D10	Ten-Sided Die	R#	Reliability Number
EV	Effect Value	SPIRIT	Spirit Attribute
GM	Gamemaster	STR	Strength Attribute
HP(s)	Hero Point(s)	WILL	Will power Attribute
INFL	Influence Attribute	2D10	Two Ten-Sided Dice
INT	Intelligence Attribute		

A Word about Grammar

The male pronoun (he, his, him) is used in this book as a neuter term and should be read as "he or she," "his or her," or "him or her" in all instances where it is used to imply a person of either gender. This use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

INTRODUCTION

Every Legion fan has a treasured vision of what the 30th Century must be like, and none of the series' accomplished creative talents has ever really been able to compete with this private, intensely personal vision.

So we take a big risk with this sourcebook, attempting to define for you so much of the Legion's 30th Century, filtered, of course, through our own treasured, personal vision.

And since anything we put in this book can't possibly match the wonder of your own vision, we're pleased to present our information here through "primary source" materials. As with the current incarnation of the "Legion" comic, you have to work a little to pull out the information you want. Some things aren't neatly listed in the exact order you'd like, so filling in the background of our 30th Century will be a bit of a research project. And not everything you want to know is there, or if it is, you can't always trust the source you're getting it from.

That's because the most important ingredient in our 30th Century is you. If you want to come along on this ride, you have to get involved. Your involvement makes a little bit of your treasured, private vision of the 30th Century a part of ours. In this way, we hope you feel compelled to really dig in and enjoy the universe we're exploring.

As you read through the sourcebook, you'll note we've chosen to stress personalities over data. After all it's really the people who have made the Legion special over the years, to its comic readers and game players alike.

But we do apologize for the many, many bits of information left out that we'd liked to have included. Even with a ruthless "delete key" in action at all times, our manuscript came out much, much longer than Mayfair could use. For those who need and want more, we strongly urge you to seek out the first two Legion sourcebooks. Our intention here was to add to those excellent pieces of research, concentrate on what's happened since then, not start up anything from scratch here. Sadly, they're out of print, but you might find them for sale at a comic shop or convention.

Also apologies for what (we hope) is our biggest goof to date in terms of translating 34 years of Legion comics into 22 years of 30th Century lore. We've discovered we left in one year too many during the 2986-2989 period and had to scramble a bit to account for that extra year (thanks to our friend Chris Miller for coming up with the creative way to do just that).

Note that throughout the sourcebook, for your convenience, we've translated Interlac and every other 30th Century language and dialect to (more or less) standard 20th Century English and have converted all dates to the Earth calendar as it's kept today.

Acknowledgments:

We owe a deep debt to the authors of all the fine existing Legion references, particularly Paul Levitz, Steve Crow, and the other writers of the excellent first two Legion Mayfair sourcebooks from 1986 and '87; writer Barbara Randall and editors Mark Waid and Karen Berger for the invaluable 1988 *Who's Who in the Legion*; writers Mark Waid and Andrew MacLaney and editor Murray Ward for Independent Comic Group's amazingly thorough 1986 *Legion of Super-Heroes Index*; and editor Neal Pozner for the November 1975 Legion issue of *Amazing World of DC Comics*.

The staff at Mayfair also deserves tremendous credit for the product you now hold in your hands, and we'd like to especially thank Ann Goetz for her boundless assistance, advice, and especially her enthusiasm.

We'd also like to thank Garfield, New Jersey's Arthur Lewandowski for his wonderfully thorough planet list and appearances chart; Melvindale, Michigan's Mark Barnes for his most useful list of Legion Leader elections; San Diego, California's Joe Filice for his astronomical expertise; Vancouver, British Columbia's Brad Horning for his well-organized list of Legion leaders; Cleveland, Ohio's Chris Miller for his beautifully annotated Legion time line; and Erie, Pennsylvania's Bob Dobiesz for invaluable proofreading and moral support.

A special acknowledgment and thanks to Ottawa, Ontario's Elizabeth Holden for the beautiful "Q.D." Haiku poems scattered throughout the sourcebook.

But most of all, we salute all the Legion creators past and present for giving birth to the dream, and for that huge legion of Legion fans, who've kept the dream alive all these years.

Dedication:

Finally, we dedicate this book to Carl Bierbaum, whose 10-year-old sense of wonder, enthusiasm and creativity back in 1971 sparked in us a lifelong love of the Legion—a love that has changed our lives in a thousand ways, and always for the better.

— Tom & Mary Bierbaum



LEGION HISTORY

PERSONAL WRITINGS: Glorith of Baaldur, Feb. 8, 2976.

... Of course the Legion was my creation. Who else would have found a way to advance her ambitions by teaming up of so many luscious young specimens in colorful, form-fitting outfits? But, aesthetically pleasing as this lineup of cuties may be, I had far more in mind than my boundless appreciation of beauty when I created the Legion, yes indeed.

It has to do with the old dinosaur Mordru, and the chances—the likelihood, I suppose—that he would rise up to conquer the whole bloody galaxy if somebody didn't do something. Well, this little vixen was sure as hell going to be that somebody if nobody else stood up.

While some posteriors are simply born to be kicked, others are born to be pampered and to enjoy the softness of the Galactic Throne. My derriere is decidedly of the latter variety, so I had to manipulate a few of the former class into serving my purposes. Thus I wove my artistry in the Time Stream—creating the legend of Valor and then delivering from the 20th Century a brilliant Durlan entrepreneur who could amass great wealth and discover inspiration in Valor's glorious legend. Thus did my hand-picked Durlan financier create a Legion of Super-Heroes—the perfect force to oppose the doddering fool Mordru ...

TRANSCRIPT: "Names in the News," UP-V-1, Jan. 23, 2973.

INTERVIEWER, BEK SPENCER: So tell me, Mr. Brande, what led you to decide to form this new Legion of Super-Heroes of yours?

INTERVIEW SUBJECT, RENE JACQUES BRANDE: Well, Bek, I feel like I've enjoyed a great deal of good fortune and collected more than my share of the universe's rewards over the years. And, you know, there's an old saying that the universe doesn't like it when you take more out of it than you put back in ...

SPENCER: Yes, I believe it's a Durlan saying.

BRANDE: Uh, yes, perhaps so. But in any case, I felt it was time to find a way to give as much back to the universe as I'd taken from it. And I felt there might truly be a special way to do it.

And you know, if there's one figure from history who always impressed me as a giver, it's the 20th Century Daxamite teen hero Valor. That lad understood what it was all about. A damn fine example to us all and truly one of the philosophical leaders of all time.

SPENCER: I understand you are, in fact, quite a devotee of 20th-Century lore.

BRANDE: Indeed I am, and no figure from that century impresses me more than this young Valor. So it didn't take a genius to figure out what the universe was trying to tell me when those three brave young teens so alertly saved me the other day from that bloody assassination business. Here were three young people, right under my nose, behaving like damn reincarnations of Valor himself. So it hit me right there. Why shouldn't there be three Valors right here in the 30th Century? Why not more? Why not an entire Legion of Valors? A group of super-powerful teens dedicated to the principles Valor established?

SPENCER: It sounds like a fantastic idea ...

**EXCERPT: "Our Times: A Review of Contemporary News,"
June 20, 2995, pp. 71-74.**

**THE LORE OF THE LEGION:
The History of
the Greatest Heroes of this Century**

As we witness the milestone event of a second Legion being formed on New Earth, *Our Times* offers you this detailed look at the group's history and key dates:

2973

The Legion is founded with Cosmic Boy named first leader. There are no deputy leaders until 2977.

Jan. 5: Imra Ardeen, Rokk Krinn, and Garth Ranzz foil an attempted assassination of R.J. Brande.

Jan. 6: Brande persuades his three rescuers to form the Legion of Super-Heroes as Saturn Girl, Cosmic Boy, and Lightning Lad, respectively.

March 3: The Legion recruits its first new members, Triplicate Girl and Phantom Girl.

July 10: Chameleon Boy, Colossal Boy, and Invisible Kid join.

Aug. 15: Kid Quantum joins.

Sept. 5: Brainiac 5 and Laurel Gand join.

Dec. 4: In a journey to the past, the group inducts the legendary Valor as an honorary member.

2974

Year 2: Cosmic Boy is re-elected leader.

April 1: Ultra Boy joins.

May 30: Star Boy joins.

July 16: The Legion suffers its first fatality as Kid Quantum dies at Mount Schorer, Mars.

July 28: Shrinking Violet and Sun Boy join.

Aug. 30: The group admits previously rejected Bouncing Boy.

Dec. 11: Valor is located and freed from the Bgztl Buffer Region. He defeats an android attacker and is returned to the Buffer Region.

Dec. 24: Matter-Eater Lad joins.

2975

Year 3: Saturn Girl is leader.

Jan. 18: Lightning Lad dies repelling the first Khundish invasion of Earth. Zaryan the Conqueror also dies.

Jan. 23: A permanent cure for Valor's lead weakness is found, and the legendary hero is freed from the Bgztl Buffer Region. The Legion admits him as a full-fledged Legionnaire.

Feb. 17: Five rejected Legion applicants—Chlorophyll Kid, Fire Lad, Night Girl, Polar Boy, and Stone Boy—form the Legion of Substitute-Heroes.

March 5: Element Lad joins, launching a mission that brings to justice Roxxas the Butcher, who exterminated the Trommite race.

March 12: Lightning Lad's twin sister Lightning Lass joins.

May 23: Protv 1, an Antaran "pet" of Chameleon Boy's, sacrifices its life to resurrect Lightning Lad.

Oct. 20: Dream Girl joins.

Oct. 31: Dream Girl transforms Lightning Lass' power to turn her into "Light Lass." Dream Girl resigns shortly thereafter.

Dec. 14: Bouncing Boy loses his power and resigns. He is given honorary status.

2976

Year 4: Saturn Girl is re-elected leader.

Sept. 24: The rise of Mordru is halted at Earth as the Legion and Earthgov armies defeat and imprison the sorcerer/emperor.

Nov. 10: Lightning Lad loses his right arm while battling the Dxaundii "Moby Dick" creature.

2977

Year 5: Brainiac 5 is leader, Saturn Girl deputy leader.

April 22: Earth is besieged by Brainiac 5's creation Computo. One of Triplicate Girl's bodies is killed.

June 31: The Legion's first great constitutional crisis—Star Boy kills in self-defense, violating the Legion code. He is expelled.

Dec. 8: Ferro Lad, Karate Kid, Nemesis Kid, and Princess Projectra join.

Dec. 15: The Legion teams with Earthgov armies to repel the second Khundish invasion. Nemesis Kid is exposed as a traitor but escapes.

2978

Year 6: Invisible Kid is leader, Valor deputy.

March 31: Star Boy, Dream Girl, and Bouncing Boy are re-admitted. Lightning Lad's lost arm is re-grown.

April 20: Ferro Lad dies destroying the Sun-Eater in a desperate mission that inadvertently creates the Fatal Five.

Sept. 28: Shadow Lass joins.

Oct. 19: The Legion Academy opens, along with a new Legion headquarters.

2979

Year 7: Ultra Boy is leader for the first half-year, Karate Kid for the second, Valor is deputy for the entire year.

Jan. 30: Chemical King and Timber Wolf join.

2980

Year 8: Valor is leader for the first half-year, Ultra Boy the second, Element Lad is deputy under Valor, Ultra Boy appoints rotating deputies.

Nov. 4: Timber Wolf is lost in explosion of Asteroid X-52 and is declared dead.

2981

Year 9: Valor is leader as full-year terms are reinstated. Sun Boy is deputy.

May 2: Timber Wolf returns, and it is later learned Tyr staged his disappearance.

May 29: Bouncing Boy and Duo Damsel wed and resign.

June 1: Wildfire joins.

June 27: Invisible Kid is killed by Validus.

Sept. 16: Matter-Eater Lad resigns to run for political office on Bismolli.

Oct. 9: Tyroc joins.

2982

Year 10: Wildfire is leader, Element Lad deputy.

Jan. 3: Dawnstar joins.

Feb. 10: Chemical King dies thwarting a Dark Circle plot to spark civil war on Earth.

June 17: Lightning Lad and Saturn Girl wed and resign.

August-September: The Legion aids in the United Planets' defeat of the Mordru-Dark Circle-Khundish alliance in Earthwar.

Sept. 27: Lightning Lad and Saturn Girl are re-admitted at the conclusion of Earthwar.

2983

Year 11: Lightning Lad is leader, Element Lad deputy.

Feb. 17: The Legion defeats the destructive Omega creature and discovers it was hatched by an insane Brainiac 5. Matter-Eater Lad is also driven insane when he devours the Miracle Machine. Both ultimately recover.

Sept. 1: Tyroc resigns to return to his native Marzal.

Oct. 10: Blok joins.

Nov. 29: The Computo matrix is revived and attacks the Legion. Invisible Kid II acquires his power during the emergency, helps defuse the Computo threat, and is admitted to the Legion.

Dec. 19: Projectra and Karate Kid shift to reservist status as Projectra takes the throne of her native Orando and Karate Kid joins her as consort.

2984

Year 12: Dream Girl is leader, Element Lad deputy.

January: Darkseid attempts to enslave the galaxy but is fought to a standoff by the Legion and retreats.

Feb. 3: The White Witch joins.

Feb. 5: Light Lass resigns to return to Winath.

April 7: Colossal Boy secretly weds the Durlan named Yera in the belief that she is Legion teammate Shrinking Violet. Once the ruse is revealed and Violet freed from terrorist kidnappers, the two agree to continue their marriage.

June 11: Princess Projectra and Karate Kid wed.

2985

Year 13: Element Lad is leader, Dream Girl deputy.

Nov. 7: The first Legion offspring, Graym and Garridan Ranzz, are born to Lightning Lad and Saturn Girl.

Nov. 12: Karate Kid is killed in the Legion of Super-Villains attack on Orando.

Nov. 15: Light Lass is re-admitted as Lightning Lass.

Dec. 30: Cosmic Boy, Lightning Lad, and Saturn Girl resign to take advisory roles.

2986

Year 14: Element Lad is re-elected leader, Brainiac 5 deputy.

Feb. 1: Magnetic Kid, Polar Boy, Quislet, Sensor Girl, and Tellus join.

Oct. 24: Star Boy resigns to return to Xanthu as planetary protector.

2987

Year 15: The leader election is delayed into April, as Universo seizes control of Earth and with it, the Legion.

March 26: Universo is defeated and Earth freed. The Earth-based Legionnaires are also released from his control. Saturn Girl rejoins the Legion.

April 21: Because of the delay in electing a new leader, it's decided to extend the next term through the end of 2988. Polar Boy is elected leader, Element Lad deputy.

July 4: A mysterious hero known as Superboy appears from the time stream and is admitted to the Legion.

July 20: Superboy dies in a strange battle involving manipulation of the time stream by a robed Time Trapper.

2988

Year 16: Polar Boy continues his extended term as leader, Element Lad continues as deputy.

Jan. 1: Glorith of Baaldur destroys Daxam. A small group of Legionnaires begins planning a retaliatory attack against Glorith.

Feb. 4: The White Witch resigns, angered by her teammates' strained behavior in the wake of Daxam's destruction. She returns to the Sorcerers' World.

Feb. 6: Valor is critically injured and a second Duo Damsel body is killed in the retaliatory attack on Glorith. Valor ultimately recovers but never returns to active status. Shadow Lass also leaves active status at this point to aid in Valor's recovery.

Feb. 15: Brainiac 5 is tried for insubordination after the attack on Glorith. He's cleared of charges but resigns.

Feb. 29: Shadow Lass marries the still critically injured Valor.

2989

Year 17: Sensor Girl is leader, Timber Wolf deputy.

Jan. 1: Quislet is propelled back into his home dimension, effectively eliminating him from Legion membership.

June 20: Magnetic Kid is killed in the Magic Wars.

June 23: The Arch-Mage is defeated and the destructive Magic Wars concluded.

October: The economies of Earth and many United Planets worlds collapse. Major hardships hit Earthgov and the Legion, planting the seeds of a long-term strain between them.

2990

Year 18: The developing crisis causes the Legion to conduct a mere "vote of confidence." Sensor Girl remains leader, Timber Wolf deputy.

Jan. 9: Laurel Gand resigns to fight back the Khundish invasion of United Planets space.

Feb. 26: Saturn Girl resigns to tend to her family and its business in the wake of the Validus Plague on Winath.

March 17: Nightwind joins.

April 12: Chameleon Boy resigns to accept the chairmanship of Brande Industries.

April 14: Impulse joins.

June 7: The Legion Academy closes its doors.

July 6: Former Legion Academy heads Chuck and Luomu Durgo Taine open the United Planets Militia Academy.

July 24: Earth secedes from the United Planets.

2991

Year 19, no elections held due to potentially enormous red-tape repercussions. Sensor Girl begins year as leader, Timber Wolf as deputy.

Feb. 10: Atmos and Karate Kid II join.

March 20: Sensor Girl resigns to reacquire her crown on Orando. Deputy Timber Wolf takes over duties, though the Legion avoids formal recognition as leader for bureaucratic reasons.

April 12: Phantom Girl is killed in an interdimensional accident at Metropolis spaceport.

April 19: Atmos resigns to pursue independent ventures.

May 8: The grieving Ultra Boy quits and returns to Rimbor.

May 28: Crystal Kid, Echo, and Reflecto join.

June 12: Shrinking Violet resigns to serve in the Imskian Army in the Braal-Imsk war.

July 5: Sun Boy is named unofficial temporary leader, as pressures of the Black Dawn crisis mount and Timber Wolf's mental state deteriorates.

July 7: Reflecto is killed in a duel with the Molecule Master during investigation of the Black Dawn crisis.

Aug. 12: Black Dawn. Timber Wolf is seriously injured, Wildfire lost.

Aug. 13: Karate Kid II resists arrest and flees, ending his Legion membership.

Aug. 15: Blok, Dawnstar, and Dream Girl resign in the wake of Black Dawn.

Aug. 17: Crystal Kid resigns in the wake of Black Dawn.

Aug. 23: Element Lad resigns to return to Trom.

Sept. 1: Impulse flees Earth to escape arrest, ending his Legion membership.

Sept. 4: Echo resigns and disappears. Tellus resigns to return to Hykrius.

Sept. 12: Lightning Lass resigns to return to Winath.

Sept. 14: Sun Boy resigns and appoints Polar Boy as unofficial temporary leader.

Sept. 24: Fire Lad joins.

Oct. 8: The Venado Bay Massacre injures ex-Legionnaire Rakk Krinn (Cosmic Boy) and robs him of his magnetic faculties. Ex-Legionnaire Salu Digby (Shrinking Violet) is also injured, losing an eye.

Oct. 20: Chlorophyll Kid, Infectious Lass, Porcupine Pete, and Visi-Lad join.

Nov. 27: Color Kid and Stone Boy join.

2992

Year 20: No change in leadership possible under Earthgov restrictions. Polar Boy continues as unofficial temporary leader, with Sensor Girl still officially leader and Timber Wolf officially deputy.

March 15: Storm Boy joins.

March 28: Infectious Lass is forced to resign and go underground to avoid Earthgov prosecution.

April 9: Chlorophyll Kid, Color Kid, and Porcupine Pete resign, begin underground work against Earthgov.

May 27: Calamity King joins.

June 30: Invisible Kid II resigns to organize underground resistance to Earthgov.

July 6: The Legion disbands. Members at this time are Calamity King, Colossal Boy, Fire Lad, Nightwind, Polar Boy, Stone Boy, Storm Boy and Visi-Lad. Most join the underground resistance.

Aug. 22: Ex-Legionnaire Polar Boy is arrested for attempting to rally anti-Earthgov dissent.

Sept. 9: Dirk Morgna (the former Sun Boy) joins Earthgov as a spokesman and liaison.

2993

Year 21: There are no official Legion activities during this year.

2994

Year 22: The year starts with no Legion activities. By year's end the group re-forms with Reep Daggie (Chameleon Boy) and Rokk Krinn (Cosmic Boy) co-leaders.

Jan. 17: Marzal, the interdimensional portal-island from which ex-Legionnaire Tyroc hailed, is destroyed by Earthgov forces. Tyroc survives and joins the resistance.

June 27: Laurel Gand gives birth to daughter Lauren Gand. The father is common-law husband Rond Vidar.

Oct. 23: Reep Daggie begins to recruit members for the new Legion, first approaching Rokk Krinn.

Nov. 21: Blok is killed by Roxxas the Butcher.

Dec. 4: Brek Bannin (Polar Boy) is finally freed from Earthgov jails by the legal maneuverings of Tenzil Kem (Matter-Eater Lad).

Dec. 5: Former Legionnaires team up to capture Roxxas. He reveals Dominion control of Earthgov.

Dec. 14: The Legion is formally reinstated, with a membership of Brita (Kono) An'nan, Jan Arrah (Element Lad), Bounty, Reep Daggie, Salu Digby (Shrinking Violet), Querl Dox (Brainiac 5), Laurel Gand, Rokk Krinn, Mysa Nal (The White Witch), Ayla Ranzz (Lightning Lass), Celeste Rockfish, Kent Shakespeare (Impulse), and a "mascot" creature known as "Furball."

Dec. 28: The reformed Legion establishes headquarters on the asteroid world of Talus.

2995

Year 23: The year begins with Daggie and Krinn continuing as co-leaders.

Jan. 3: Tenzil Kem rejoins.

Jan. 12: The Legion agrees to team with the United Planets Militia to beat back a Khundish invasion that threatens the heart of the United Planets.

March 22: The Khunds are driven back to pre-2995 borders, and the Legion concludes its participation in the war against Khundish encroachment.

March 27: Tensions increase on Earth with the execution of Legion friends, Don and Dawn Allen.

April 11: Luna is destroyed, ravaging Earth. The mysterious "SW6" Legionnaires awaken in an underground Dominion chamber on Earth.

April 12: Jo Nah (Ultra Boy) returns from an extended journey through time and is added to the reformed adult Legion team.

April 13: Dacey and Doritt Ranzz are born to ex-Legionnaires Garth and Imra Ardeen Ranzz (Lightning Lad and Saturn Girl).

April 30: Tensions on Earth reach the breaking point with the assassination of Earth President Tayla Wellington.

April 30: Brin Londo (Timber Wolf), who had reverted back to human form from his "Furball" incarnation, disappears into time.

May 2: Pol Jath Krinn is born to Rokk Krinn and his wife Lydda.

May 15: Three members of the youthful (SW6) Legion are killed in the battle for Earth.

May 15-17: Selected members of the adult Legion join with the youthful Legionnaires, the resistance and the United Planets Militia to liberate Earth from its Dominator despots. Jacques Foccart is appointed acting president of Earth.

May 19: The death of Dirk Morgna is announced.

June 4: The Great Terran Disaster.

June 11: Reep Daggie resigns from the reformed adult Legion to organize and lead the youthful Legionnaires. Jacques Foccart resigns as President of New Earth to join the reformed adult Legion and names vice president Troy Stewart to succeed him.

June 13: The new group, "The Legionnaires," is deputized, with its membership consisting of the youthful versions of the original Legion: Alchemist (Element Lad), Apparition (Phantom Girl), Andromeda (Laurel Gand), Leviathan (Colossal Boy), Brainiac 5, Catpaw (a recruit), Chameleon (the adult Chameleon Boy), Computo (a recruit and sister of Jacques Foccart), Cosmic Boy, Dragonmage (a recruit), Ferro (Ferro Lad), Gossamer (Light Lass), Inferno (Sun Boy), Invisible Kid, Live Wire (Lightning Lad), Matter-Eater Lad, Saturn Girl, Shrinking Violet, Triad (Triplicate Girl), and Ultra Boy.

THE LEGION OF SUPER-HEROES

In order of Legion Membership...

Rokk Krinn/Cosmic Boy



DEX: 7 STR: 4 BODY: 5
INT: 8 WILL: 6 MIND: 6
INFL: 6 AURA: 5 SPIRIT: 7
INITIATIVE: 23 HERO POINTS: 80

- **Skills:** CHARISMA: 4, MARTIAL ARTIST: 7, MILITARY SCIENCE: 6, VEHICLES: 5
- **Advantages:** Connection: Legion of Super-Heroes (High); Leadership; Scholar (ancient Earth history)
- **Drawbacks:** Minor Physical Restriction (to Braalians): Rokk has lost his Magnetic Powers; Married; Traumatic Flashbacks of Venado Bay (triggered by powerful visual or verbal references made to the incident)
- **Motivation:** Upholding the Good
- **Wealth:** 5
- **Note:** When he was still known as Cosmic Boy, Rokk had the Magnetic Control Power rated at 16 APs.



EXCERPT: "The Legion Groupie,"
June 7, 1973, page 8.

Meet the Legionnaires: Cosmic Boy

NAME: Rokk Krinn.
BIRTHDAY: Feb. 11, 2958.
POWER: Super-magnetism.
DATE JOINED THE LEGION: Jan. 6, 2973, founding member.
HAIR: Coal black.
EYES: Clear, uncompromising blue.
HEIGHT: 5' 10".
HOME PLANET: Braal.
FAVORITE KIND OF MUSIC: Classic Pop, Holo Soundtrack, Classical, 20th Century Earth Traditional.
HOBBIES: Magno-ball, 20th Century memorabilia, whistling, Kujui.
FAVORITE FOODS: Seafood, salads, kono juice.
IDEA OF A DREAM DATE: Time spent together with people who share the same ideals and principles and who really care about each other.
AMBITION IN LIFE: To be the best I can be.
IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: I hope a strong one that provides others with shelter.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: More disciplined.

THE LEGION GROUPIE SCOOP ON COSMIC BOY: Everyone on the Gandian world of Braal has magnetic powers like Rokk's. Cosmic Boy, along with Lightning Lad and Saturn Girl, saved the life of multi-billionaire R.J. Brande, who rewarded them by starting up the Legion of Super-Heroes and installing them as charter members.

TRANSCRIPT: "UPV-4 News," Oct. 11, 2991.



KHFEURB CHEE BEZ: The Braalian army continues to count the dead and wounded after the attack three days ago of a stunning Imskian weapon known as the Damper. In the disastrous battle at the Venado Bay base on Braal-13, at least 4,000 Braalian soldiers are confirmed dead and another 1,500 are missing.

Correspondent Davin Bergmann reports on the most famous casualty of the battle.

DAVIN BERGMANN: He's Rokk Krinn. Cosmic Boy. The heroic first leader of the Legion of Super-Heroes, a team that embodied the dreams and the hopes of his generation. Now he lies in an overcrowded Imskian Field Hospital, a seriously wounded prisoner of war, struggling to come to grips with what he witnessed and survived at Venado Bay.

ROKK KRINN (pre-recorded): It was pretty bad. I don't know, I guess the worst thing I've ever experienced. I don't know if I'll ever forget the voices.

BERGMANN: The voices of the soldiers standing next to him, dying and being maimed by the Damper's effects. Krinn doesn't remember much after those voices. He doesn't know how he survived and he doesn't know how he got captured. He woke up here, in an Imskian hospital, to some grim discoveries.

KRINN (pre-recorded): The doctors say my magnetic field has been disrupted. . . Permanently. They don't think. . . They think I've lost my magnetic faculties for good.

BERGMANN: Devastating as this blow has been, though, Krinn knows it could have been worse.

KRINN (pre-recorded): I'm lucky to be alive. I heard the screams of most of the soldiers in my division as they were dying. Thousands of us didn't make it. I'm one of the lucky ones.

BERGMANN: So what does this experience—this horrific nightmare of the battlefield—tell Krinn about the war he's been fighting?

KRINN (pre-recorded): About this war? Nothing

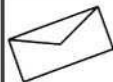
really. It just tells you that war never changes. It's still the worst, biggest failing humanity ever experiences . . .



POEM: Haiku, unpublished, written June 20, 1992.

"Rokk"

Venado Bay was
Cool with the early dawn mist . . .
... End of an epoch
--Q.D.



PERSONAL CORRESPONDENCE: From Rokk Krinn to Lydda Jath Krinn, Dec. 30, 1994.

My Dearest Lydda,

Has it been two weeks since the last time we saw each other? I'm so busy the time has just flown by in one sense, but in another it has dragged on and on, because it just seems like forever since I've seen you. I miss you very much.

I'm glad we got the chance to see each other. I just wish it had been a happier occasion than Blok's funeral. The first time we all get together in years and it's to bury a friend.

Reaction has been very positive to the eulogy. But one thing's for sure, it would have been a disaster without your help. You've got so much better an ear for these things than I do.

But on to happier things. It's really happening. We're really going to have a Legion again. Man, the old excitement, the old sense of duty and pride, they just come right back like nothing ever happened.

Of course, there's still a great deal to be done, but we're getting there. The new headquarters is starting to shape up a little. That Loomis is quite a miracle worker. Cham remains among the doubters, but even he can't deny that without Loomis we'd still be sleeping on vibra-fingers.

Loomis says he's making it a top priority to have the infirmary and the nursery set up so you can join us, and believe me, I'm counting the days. The place feels empty and hollow without you. Or maybe it's just me that feels empty without you . . .

It's tough sometimes. I have to keep reminding myself of what you told me when I was in the hospital, that what makes me me is not my magnetic powers. Cosmic Boy may be gone, but Rokk Krinn is there just as strong as he ever was.

I keep telling myself that, anyway. The challenges just seem bigger than I ever remember them feeling before. Cham is so ready to charge out there and set the universe on fire, and I find myself continually preaching caution.

Can you believe that? Me, the voice of caution!

Yeah, I guess you can, considering our first night together. Heh.

I loved the holo you sent. Wow, you're getting big! So how much longer is it going to take? No wonder Kathoon's population is so small. Why would any woman go through this twice?

Course Kono can't understand why any woman would go through it once. Guess she thinks all babies come from test tubes . . .

BIRTH ANNOUNCEMENT: From Rokk and Lydda Jath Krinn, May 2, 1995.

*Rokk and Lydda Jath Krinn
are proud to announce the birth of their son
Pol Jath Krinn
6 pounds, 7 ounces
20 inches
May 2, 1995*

Mother and son are doing fine. Thanks for all the expressions of concern and support!

Garth Ranzz/Lightning Lad



DEX: 6 STR: 4 BODY: 5
INT: 8 WILL: 8 MIND: 9
INFL: 4 AURA: 7 SPIRIT: 7
INITIATIVE: 18 HERO POINTS: 75

- Powers: Lightning: 12
- Skills: Gadgetry: 3, Medicine: 4, Science: 6
- Advantages: Connection: Legion of Super-Heroes (High); Scholar (Agriculture, Business)
- Drawbacks: Married
- Motivation: Responsibility of Power
- Wealth: 11

EXCERPT: "The Legion Groupie," June 14, 1973, page 11.



Meet the Legionnaires: Lightning Lad

NAME: Garth Ranzz.

BIRTHDAY: Nov. 10, 2959.
POWER: Super-lightning.
DATE JOINED THE LEGION: Jan. 6, 2973,
 founding member.
HAIR: Dazzling red.
EYES: Electric blue.
HEIGHT: 6'.
HOME PLANET: Winath.
FAVORITE KIND OF MUSIC: Slam, Cutting
 Edge, Percussive.
HOBBIES: Rocket-sled racing, girl-watching,
 gridball, hoops, hunting, bronc-riding.
FAVORITE FOODS: Pro-burgers, fries, prozza, ice
 cream.

IDEA OF A DREAM DATE: Driving along the
 coast in my sled with the top down and a beautiful girl next
 to me, her long blond hair blowing in the wind.

AMBITION IN LIFE: To clean up all the trash that
 makes the Legion necessary.

**IF YOU WERE A TREE, WHAT KIND OF TREE
 WOULD YOU BE?:** A fire palm. Bright, beautiful, and
 it'll never die.

**IF YOU COULD CHANGE ONE THING ABOUT
 YOURSELF, IT WOULD BE:** My irresistibility to
 women.

**THE LEGION GROUPIE SCOOP ON
 LIGHTNING LAD:** Dashing Garth gained his spectacular
 powers when he crash-landed on the planet Korbal and was
 attacked by the dangerous Lightning Beasts there. Along
 with Saturn Girl and Cosmic Boy, Garth saved the life of
 multi-billionaire R.J. Brande and became a founding
 member of the Legion of Super-Heroes.

*Till finally terrible machine was discovered
 To restore life to the dead, but at dreadful price
 One of them must die for Lightning Lad to return
 Brave Protean ensured sacrifice would be his
 But the taking of life, universe's privilege
 Terrible machine a pretender, cannot usurp
 Brave Protean awakens, sees through human eyes
 His mind suddenly skulled, his form frozen dry
 Universe would not release soul of the dead
 But human again breathes, with Protean soul
 Scared, stunned Protean pretends, for her sake
 Loses Protean shell, comfort of honesty
 But gains life with spiritual mate
 Learns and lives joy of human existence*

Imra Ardeen Ranzz/ Saturn Girl



DEX: 6 STR: 3 BODY: 4
 INT: 9 WILL: 10 MIND: 12
 INFL: 4 AURA: 4 SPIRIT: 8
 INITIATIVE: 21 HERO POINTS: 75

- Powers:** Hypnotism: 14, Iron Will: 5, Mind Blast: 7, Mind Probe: 15, Mind Shield: 6, Telepathy: 15
- Skills:** Martial Artist: 6, Scientist: 9, Vehicles (Space): 6
- Limitations:** Miscellaneous: When Imra uses Mind Blast, make an Action Check using her APs of Power as the AV/EV against an OV/RV equal to her BODY/BODY. One or more RAPs indicates that her Current BODY Condition is immediately reduced to zero.
- Advantages:** Connection: Legion of Super-Heroes (High)
- Drawbacks:** Married
- Motivation:** Upholding the Good
- Wealth:** 11

TRANSCRIPTION: Protean Oral History, transcribed June 7, 2995.

*Antares did send
 Gold-hearted sentient Protean
 Into the midst of brave Legion
 To warn Kid Quantum, Soul of Antares
 About to be snared
 By the sick Empress Glorith
 So Sentient Protean staged Quantum's death
 Freeing the Soul for unseen escape
 But though game was now won
 Sentient remained in Legion's midst
 Till snuffed in battle
 Was brash Lightning Lad
 Such noble sacrifice
 Touched another's soul
 Fair Titanese telepath, whose life joy was crushed
 She searched for a means to loosen death's grip
 Protean in dismay watched telepath bleed
 Grew kinship, love, spiritual link*

EXCERPT: "The Legion Groupie," July 13, 2973, page 5.



Meet the Legionnaires: Saturn Girl

NAME: Imra Ardeen.
BIRTHDAY: Nov. 23, 2958.
POWER: Super-telepathy.
DATE JOINED THE LEGION: Jan. 6, 2973,
 founding member.
HAIR: Golden flowing blond.
EYES: Clear, intelligent blue.
HEIGHT: 5'5".

HOME PLANET: Titan.

FAVORITE KIND OF MUSIC: Titanese Waltzes, Legit-Stage, Classical, Opera.

HOBBIES: Reading, swimming, hoops, historical simulations.

FAVORITE FOODS: Yolu vege-hash, Xanthuan ambrosia, goldenmelon sherbet.

IDEA OF A DREAM DATE: A sherbet shake and a little dancing at the Nine Planets Ice Cream Shoppe.

AMBITION IN LIFE: To make the universe a better place for all sentience.

IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: A Winathian Demi-Violet, because they seem tough and sturdy on the outside but are also soft and gentle when they blossom.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: Spending eight hours a night asleep when there's so much to be done.

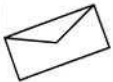
THE LEGION GROUPIE SCOOP ON SATURN GIRL: You wouldn't know it to look at the beautiful Imra, but she's one of the strongest telepaths ever to come from Titan. She was traveling to Earth to attend the Science Police Academy when she, along with Lightning Lad and Cosmic Boy, saved the life of multi-billionaire R.J. Brande, who rewarded the trio by forming the Legion of Super-Heroes and installing them as charter members.



POEM: Haiku, published, "Devonian Studies" (Titan), Nov. 12, 2986.

"Imra"

Morning comes, and thought
Slips with wonder to your mind,
Where no door is closed.
--Q.D.



**PERSONAL CORRESPONDENCE:
From Imra Ardeen Ranzz to
Laurel Gand, March 2, 2990.**

Dear Laurel,

There are times when the right decision is so difficult to make, but I suppose this was not really one of those times. Family comes first. By marrying Garth and then giving birth to our children, I made an implicit promise to always be there when they need me. And they need me now.

So I've left the Legion. When Garth came down with this whatever-it-is that everyone's getting on Winath, I said that's it. Some people have had it for a long time, and they're not getting any better, so I'm going to make

sure Mr. Ranzz gets all the rest and loving he can stand until he's beaten it.

We've got the plantation here running like a well-oiled robotic. We're feeding people across the galaxy. That seems to be a little bit more than the Legion is accomplishing these days.

In the old days I would have found a way to mother the Legion through this crisis and be all things to my family as well. Or rather, I would have TRIED. But I noticed long ago that my shoulders aren't broad enough to take on the problems of an entire galaxy, and I'll be darned if I'm going to let myself feel guilty about it anymore.

Oh my, here I am burdening you with all of this. My problems must seem like nothing compared to what you see everyday on the front. But I know you don't really mind listening, and I truly thank you for being such a wonderful friend.

Take care of yourself.

Love,
Imra

**EXCERPT: "Modern Family,"
May 25, 2995, page 17.**



The Top 100 Families of 2995

... 3. **The Ranzzes:** Life hasn't always been good to Garth and Imra Ranzz, but the Ranzzes have always been good to life.

When Garth and Imra found that their age and their interests were leading them away from their spectacular duties in the Legion of Super-Heroes, they took over the Ranzz family plantation and are now one of the most successful and socially responsible providers of food to a hungry galaxy.

When Garth's older brother Mekt, the notorious Lightning Lord, fell prey to a bad crowd and mental instability, they fought for his soul until he was cured, reformed, and repentant. Now he's one of the top lieutenants at the plantation.

When their son Garridan was identified as the carrier of the deadly Validus Plague, which had killed and disfigured thousands, Garridan had to be shipped off to the planet Quarantine. But Garth and Imra investigated the facilities there and have funded a dramatic improvement in conditions on that medical world.

Now it looks like the Ranzzes are finally headed toward the peace of mind they've earned. Garth and Imra have just added the two newest members to the Ranzz clan, little Dacey and Doritt, born happy and healthy on April 13. The famous family also includes Garridan's twin, Graym, and Garth's twin sister, Ayla, who is active once again in the Legion.

Luornu Durgo Taine/ Triplicate Girl/Triad/ Duo Damsel



DEX: 7 STR: 6 BODY: 6
INT: 7 WILL: 7 MIND: 7
INFL: 6 AURA: 3 SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 60

- Skills: Martial Artist: 5
- Advantages: Connections: Legion of Super-Heroes (High), United Planets Militia (High)
- Drawbacks: Physical Restriction (for Carggites): Luornu's other two bodies are dead, so she can no longer split into three people.
- Motivation: Responsibility of Power
- Wealth: 6
- Note: Early in her career, Luornu had the Split Power rated at 2 APs. This Power was reduced to 1 APs after one of her splits died and eliminated altogether after the second split died.



EXCERPT: "The Legion Groupie,"
May 12, 2974, page 33.

Meet the Legionnaires: Triplicate Girl

NAME: Luornu Durgo.
BIRTHDAY: Oct. 5, 2957.
POWER: Super-triplicating.
DATE JOINED THE LEGION: March 3, 2973.
HAIR: Bouncy brown.
EYES: Vibrant violet and arresting amber.
HEIGHT: 5'7".
HOME PLANET: Carggg.
FAVORITE KIND OF MUSIC: Traditional Carggite Folk, Slam, Soft Pop.
HOBBIES: Reading, watching boys, sitting in a safe, dark room.
FAVORITE FOODS: Pro-burgers, flaming Venturan pasta, unflavored curds.
IDEA OF A DREAM DATE: A quiet, sweetly romantic evening of uninhibited passion, but who am I kidding?
AMBITION IN LIFE: To make everyone happy, to shock society out of its complacency, and to not have anything awful happen.
IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: A daisy because it's so honest, or maybe a Xanthuan Passion Andulka, or probably a flower that never grew because it was under a rock.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: Some of the things I do, some of the things I don't do, everything.

THE LEGION GROUPIE SCOOP ON TRIPPLICATE GIRL: Cute, nice Luornu hails from Carggg, where all natives can split into three identical copies of themselves. She joined with Phantom Girl as the first Legionnaires to be admitted after the founding members.

MEDICAL LOG EXCERPT: Querl Dox, March 12, 2975.



Subject: Triplicate Girl

Personal notes: Triplicate Girl requested treatment of memory loss, having been told she'd done things of which she had no memory. Innuendo regarding a date with Sun Boy especially bothersome.

Background impressions: L.D. has appeared at times emotionally ephemeral. Varying personalities seem evident, yet she remains defensive about any such suggestion. Native culture's intolerance of such variations appears to contribute.

In the case of this treatment session, L.D. was inordinately adamant that her three bodies' memories are necessarily shared and that one would not keep secrets from the others. Mindprobe indicated no memory gaps, blackouts, or lost time.

I instructed L.D. to triplicate, but when she could only produce a second body, L.D. became distraught. When one body became withdrawn and non-responsive I was convinced I was dealing with distinctly separate personalities.

Undeniable confirmation followed when the third body unexpectedly entered room, without knocking, walking in such a way as to emphasize the hips and buttocks. She then sat in my lap and commented crudely on my understandable biological response to her behavior.

Lengthy and emotionally draining therapy session ensued. The flirtatious body (which possesses two violet eyes after triplication) acknowledged being the source of unusual behavior, such as the date with Sun Boy, and also to keeping information from the other two even after unification.

The withdrawn L.D. (whose eyes are red-brown) seems quite traumatized at this information, and the others acknowledged the realistic fear of stigma, loss of rights and forced hospitalization on Carggg under such circumstances. Only L.D.-Violet seemed unfazed (in fact, almost amused) by the prospect. The third L.D. (with amber eyes) seems the most stable, best adjusted, and dealt with these revelations with what seemed to be reasonable concern.

Session lasted roughly an hour, after which the three seemed physically spent. They reunited and appeared tired but more emotionally stable.

Intuitive and empirical evidence does not, in my opinion, support Carggite folk wisdom that separate personalities are sign of any mental or emotional maladjustment, and it is my theory that repression of these differences is at root of much Carggite dysfunction.

Follow-up: Unified L.D. seems more at ease and well-adjusted since revelations. Distinct personalities are now easy to discern, though L.D.-Amber seems dominant in unified state. L.D.-Violet has annoying habit of winking at me.

Subnote 1: Information to remain confidential. Should only be made public at L.D.'s discretion. No serious threat to Legion performance seen.

Subnote 2: Deeper study of Carggite psychology advisable.



**POEM: Haiku, published:
"Political Satire" (Kathoon),
March 12, 1976.**

"Luornu"

Three peas in a pod;
Still pool and its reflection;
Individual.
—Q.D.



**PRIVATE JOURNAL ENTRY: Luornu
Durgo Taine, May 29, 1981.**

What a day! It was truly everything I've always dreamed of, and then some.

I'll say. Fun, fun, fun. But then, YOU weren't the one who had to be rescued from that lecher Starfinger.

Oh my Trinity, don't do this. Please don't write any of that stuff. Don't ruin this most important, happiest night of my life.

Yeah, right. Happy, happy, happy. Married to a fat tub of lard.

Don't say that about Chuck. He's a wonderful man. And we love him.

YOU love him. I wasn't even consulted about this. You just took advantage of the situation and railroaded me into this idiotic mess.

No, no! Don't write things like that. I didn't know you were gone. Brainy thought I'd lost my power. For all we knew, you were still somewhere in me.

Right, like I'd agree to a moronic idea like this.

It isn't moronic, it's beautiful. He said he loves me. He almost had tears in his eyes.

Hey, I'm getting all choked up myself. Come on. Do you actually love the blimp?

Yes, of course I do. I've dreamed of this day. He's so gentle and kind. He believes in me. He makes me laugh.

A babootch in a vacuum hat would make you laugh, but you don't go marrying one.

Just stop writing that stuff! Chuck is everything I've wanted in a man.

Chuck?! VALOR is everything you wanted in a man, dear heart. And we still could have had him. Until today, that is. Why couldn't you FIGHT for him? What kind of self-loathing allows you to let that blue bimbo sink her claws into him while you sit on the sidelines and moon?

We've been over that a million times. It's a schoolgirl infatuation. I've outgrown it. I don't love Valor, I love my childish image of him.

Hell, you love that gorgeous body of his!

Stop it! These are terrible things to write on my wedding night! What's done is done, and I'm glad it's done.

You know what would have been great? When that stupid priestess got to the part about anybody knowing any reason the marriage shouldn't take place, I should have spoken up. Heh, the look on his face would have been priceless!

That's it. Brainy says I shouldn't suppress you, but damn it, I love Chuck and I'm going to be the perfect wife, and so help me, if you do anything to endanger our marriage, anything . . . I swear, I will suppress you until you are dead. I mean it, dead!

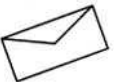
Hey, c'mon, look, I'm just kidding around.

Well stop it right now and forever. I am not kidding.

Okay, okay. Ease up, sister! I'm willing to give this thing a try. Shouldn't be so tough . . . I'm sure I'll learn to like him. Like, he's not all that bad, for a fat tub of lard . . .

Now come on, that's just what I mean . . .

**PERSONAL CORRESPONDENCE:
From Chuck Taine to Tenzil Kem,
Nov. 4, 1988.**



Dear Tenz,

Thanks for the letter and the sampler of nose-mask-lunchmeats, which have come in very handy, especially since it's the Halloween season.

We're doing fine. Lu is better, I think, and really pretty much back to normal, despite the loss of her second body in the big battle with Glorith. I know Carggg thinks it's well-nigh blasphemous to survive the loss of one—let alone two of their bodies. But in a way, I think Lu's almost more content without the strain of a second personality, especially one that was so different from the "real" Lu.

She probably thinks I don't realize how little that other Lu really cared for me—how much I know about her indiscretions—but it looks like all that is now in our past. All that matters now is that we have each other and we love each other.

She is a very strong lady as it turns out, and it's no surprise to me that she can survive and even flourish in a

circumstance that many Cargggites find unlivable. She's carried tremendous burdens throughout her life, silently and uncomplainingly. And each step of her difficult journey has only made Lu stronger—better able to handle anything life throws our way.

So the next time some Cargggite deadneck starts giving her a hard time, I'll just propose they resolve their differences by taking her on in the mud-wrestling ring. Lu will kick their butts.

Otherwise, things are going fine here at the Academy, with the latest batch of students showing particular promise, I think.

Oh, and I saw the premiere of "Tenzil Kem: Fighter Pilot," and I don't care what the critics say, I thought you were very good . . .

. . . Your pal,
Chuck



TRANSCRIPT: "UPV-4 News," July 26, 1990.

KHFEURB CHEE BEZ: . . . And standing by with one of the founders of the new United Planets Militia Academy is our Xolnari correspondent Cyndi Kyrk. Cyndi?

CYNDI KYRK: Indeed, Khfeurb, I'm standing here with Luornu Durgo Taine, better known to some of you as Duo Damsel from her days as a Legionnaire. She and her husband Chuck Taine are the pair that has started up the United Planets Militia Academy here on Xolnar. Ms. Taine, can you tell us what you hope to accomplish with this new Academy?

LUORNU DURGO TAINE: Certainly, Cyndi. As you know, with the onslaught of Khundish invaders into United Planets space and so many worlds being overrun, we were asked by King Jonn, the head of the United Planets Militia, if we could help train his officers and special-services soldiers, applying some of the techniques we've developed over the years at the Legion Academy.

KYRK: So did you find it a painful decision to close down the Legion Academy?

TAINE: Well, yes, of course it was very sad. But with conditions on Earth being what they are and the total lack of cooperation we were getting from Earthgov, there really was no decision to make. We were really pretty much chased away.

KYRK: But then you chose to come out here and pick up your work.

TAINE: Right, maybe moving on to a cause that's every bit as important as what we were doing before and so critical now to the survival of the free worlds of the United Planets. . . .

Tinya Wazzo/Phantom Girl



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 keep 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:** Area Knowledge (Bgztl); Connection: Legion of Super-Heroes (High); Rich Family

•**Motivation:** Upholding the Good

•**Wealth:** 7

SCHOOL RECORDS EXCERPT: R. Rundle's Secondary School for Women, Bgztl.



Student: Tinya Wazzo.

9/21/71: Late for introductory assembly; talking during introductory assembly; eating during musicals. Disciplinary Action: Confined to room for week.

10/7/71: Caught with boy in room. Disciplinary Action: Confined to room for week.

1/13/72: Caught smoking in rest room. Disciplinary Action: Suspended from school for week.

4/20/72: Missed classes all day. Found reading pop magazines in room. Disciplinary action: Suspended from school for week.

8/1/72: Caught sneaking into room after curfew. Disciplinary Action: Confined to room for week.

10/20/72: Arrested for yellow-zone trespassing. Charges dropped. Disciplinary Action: Suspended one month. On disciplinary probation.

12/31/72: Caught sneaking out after curfew. Disciplinary Action: Hearing. Results: Disciplinary probation to continue. Academic probation instituted. Final warning: Will be expelled upon next violation.

1/14/73: Absent from school. Location unknown. Parent notified.

Note: 1/3/73. Miss Wazzo has demonstrated to date a near-total lack of self-respect and concern about her future. She is lacking in the necessary concepts of self-discipline and obedience. Stricter disciplinary measures required, particularly at home. Parent has agreed to cooperate.

Parent's significant financial support and earnest pleas on behalf of student mitigating circumstances have delayed expulsion.



**EXCERPT: Legion Trading Card
#L-5-03/03/73, issued
May 28, 2978.**

Phantom Girl

REAL NAME: Tinya Wazzo.

BIRTHDATE: April 21, 2957.

HOME PLANET: Bgztl.

POWER: Can become a phantom.

ORIGIN: Power possessed by all Bgztl natives.

LEGION FACT: Before becoming a Legionnaire, Phantom Girl single-handedly broke up the Meglaro-Landro spy ring!



**PERSONAL LOG: Querl Dox,
May 15, 2994.**

It is becoming increasingly clear that my earlier suspicions linking the mysterious disappearance and presumed death of Tinya and the Time Event of 4/12/91 were well-founded.

Additional analysis of time-stream distortion has generated first supporting evidence. Coincidence of two events always "sang out" to me, but energy-surge readings did not coincide. Distortion filters now indicate link is possible. If link exists, there would also be suggestion of attempt to disguise link by an intelligence that would logically be cause of Time Event.

Tinya was lost in unexplained rupture as she was phasing in from Earth-Bgztl Buffer Region. Extensive search revealed nothing.

Additional readings may help to understand Time Event and possibly deduce more on Tinya's fate.

It is difficult to forgive myself for not pursuing these avenues more fully at an earlier date. Must personally resolve to never again allow the board and its petty superstitions to dictate into what topics I will and will not inquire. Its arbitrary restrictions on the study of time may have cost us Tinya.

IMPORTANT: Must not mention to Jo. Risk reopening wound until more certain answers are found. For the sake of possible integrity of time line, must not allow any unsanctioned explorations into past.

Reep Dagggle/Chameleon Boy



DEX: 7 STR: 4 BODY: 7
INT: 9 WILL: 6 MIND: 5
INFL: 7 AURA: 6 SPIRIT: 6
INITIATIVE: 25 HERO POINTS: 70

- **Powers:** Chameleon: 9, Omni-Arm: 9, Self-Manipulation: 16, Shape Change: 16
- **Bonuses:** Miscellaneous: Using his Shape Change Power, Reep can assume the form of nonexistent mythical creatures.
- **Limitations:** Miscellaneous: Objects Reep mimics with Self-Manipulation won't function. He can mimic an object's appearance only; Miscellaneous: Animal forms Reep assumes with Shape Change can never have a STR greater than 5, regardless of the actual STR of the beast he is mimicking.
- **Skills:** Artist (Actor): 6, Detective: 8, Martial Artist: 5, Thief: 9
- **Advantages:** Connections: Legion of Super-Heroes (High); Lightning Reflexes; Rich Family
- **Drawbacks:** Loss Vulnerability: Reep loses all Powers when exposed to Cancelite; Loss Vulnerability: Hard radiation (15+ APs) might permanently strip Reep of his Powers.
- **Alter Ego:** Chameleon
- **Motivation:** Upholding the Good
- **Wealth:** 20

**OFFICIAL DOCUMENT: Certificate
of Passage, issued to Reep
Dagggle, May 9, 2971.**



The Tribal Council hereby certifies this day that Reep Dagggle has crossed the Bridge of Passage by slaying his fetal mate Liggt, earning all adult and genetic rights of this world and this tribe. Upon acceptance of his passage, he pledges eternal loyalty to Durla, the Moonstalker Tribe, and all their laws.

**EXCERPT: "The Legion Groupie,"
Nov. 16, 2974, page 123.**



Meet the Legionnaires: Chameleon Boy

NAME: Reep Dagggle.

BIRTHDAY: Sept. 10, 2957.

POWER: Shape-shifting.
DATE JOINED THE LEGION: July 10, 2973.
HAIR: None.
EYES: Mysterious sea green.
HEIGHT: 5'11".
HOME PLANET: Durla.

FAVORITE KIND OF MUSIC: New Rock, Cutting Edge, Percussive, Reconstructed Rimborian, Winathian Meadow.

HOBBIES: Charity work, mysteries, puzzles.

FAVORITE FOODS: Fruits and vegetables.

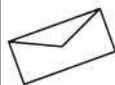
IDEA OF A DREAM DATE: Spending a day at a community center with other committed volunteers.

AMBITION IN LIFE: To help eliminate bigotry against Durlans and promote better understanding among all sentient species.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: An Ikrosiot Red Palm—mysterious, exotic and nobody understands quite what makes it tick.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF WHAT WOULD IT BE: Be more committed to my charity work.

THE LEGION GROUPIE SCOOP ON CHAMELEON BOY: Mysterious but conscientious Reep came to Earth to help fight prejudice and bigotry against Durlans. He became a Legionnaire to aid in that worthy cause and continues to be consistently first among Legionnaires to volunteer for community service.



**PERSONAL CORRESPONDENCE:
R.J. Brande to Reep Daggle,
March 21, 2990**

Dear Reep,

I can imagine what you're thinking as you read this note: "The old man only shows up to torment me in even numbered years." But you'll have to admit that when I do show up, it's for a good reason.

I may be keeping myself incommunicado, but I've still got my eye on things, and I've come to realize that I didn't leave Brande Industries in the best of hands. So, seeing as how I find myself rather busy at the moment, I'm hoping you can step in and bring back a little of the old Brande fire to the BI executive suites as my new chairman of the board. Marla will be happy to end his ill-advised retirement to break you in. Right, Marla?

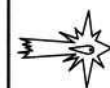
I've incorporated into this transmission the genetic and personal codes needed to ensure this thing really is from me, and that should give you the certification you'll need to take over.

All I ask is that you give it your best, and do it your own way. I know you'll make me proud of you, Reep. You always have.

Your loving father,
R.J. Brande

P.S.—Please don't try to locate me. An old man needs his privacy, you know!

PRESS RELEASE: From Brande Industries, April 12, 2990.



BI

Brande Industries: Rebirth is our Business

For Immediate Release.

Contact: R. Klein

Code# 32:4@587

Brande Industries announced today the appointment of Reep Daggle to the post of Chairman of the Board of Directors.

Mr. Daggle comes to BI from the Legion of Super-Heroes, where he was one of the most respected members of an organization renowned throughout the galaxy for its heroism. Mr. Daggle was a Legionnaire from 2973 to the present and brings with him a wide array of leadership and managerial skills in addition to a broad range of experience in public relations and information procurement.

Mr. Daggle is also a close personal friend of R.J. Brande, company founder and chairman emeritus, who is currently on an extended leave of absence.

Joining Mr. Daggle's staff will be Marla Latham, former aide to Mr. Brande, as President and Chief Operating Officer...

PRIVATE JOURNAL ENTRY: Reep Daggle, Oct. 22, 2994.



Well, that's it.

I don't care what Marla says, it's time.

I've always said when I stopped thinking like a Legionnaire and started thinking like a business executive it was time to give up this BI gig. Well, today I found myself really upset that our rate of growth was down for the quarter.

Mind you, we're not losing money. In fact, we're making plenty of money, more than we were a year ago. It's just that we aren't making more money at as fast a rate as we were last year, and this was really getting to me.

Now to be fair about it, this Chairman of the Board ride was something I had to do. I'd always wondered how I'd perform when Dad asked me to take over, and it was damn important to prove to myself that I could do it. But I also wanted to prove I could do it without losing who I am, and I realize if I don't walk away from it now, I'm going to turn into Leland McCauley.

Maybe I wanted it too badly. Yes, the universe is much better off with a flourishing BI, but while I got the holdings back on course, I just sat back and watched as the Legion fell apart and the galaxy got pummeled. I was so dedicated to saving my father's first dream that I just stood on the sidelines and watched his second dream crumble to dust.

Well, it's time to rectify that. And I think I know where to begin. Shouldn't be too tough to bypass Imskian security on Braal...



**POEM: Haiku, unpublished,
written Dec. 30, 2994.**

"Cham"

Metamorphosis.

Now you see him, now you don't,
faithful friend and spy.

--Q.D.

Gim Allon/Colossal Boy



DEX: 8 STR: 6 BODY: 15
INT: 6 WILL: 7 MIND: 6
INFL: 6 AURA: 6 SPIRIT: 5
INITIATIVE: 22 HERO POINTS: 60

- Powers: Growth: 15
- Skills: Detective: 8, Vehicles: 7
- Limitations: Miscellaneous: use of his Growth Power causes Gim a great deal of pain. Treat this as a Minor Power Burnout Limitation.
- Advantages: Connections: Legion of Super-Heroes (High), Science Police (High)
- Drawbacks: Married
- Equipment:
Science Police Blaster [AV: 6, EV: 7, Body: 3, R#2]
- Motivation: Upholding the Good
- Wealth: 6



**EXCERPT: "The Legion Groupie,"
July 12, 2974, page 154.**

**Meet the Legionnaires:
Colossal Boy**

NAME: Gim Allon.
BIRTHDAY: Jan. 28, 2956.
POWER: Rapid growth.
DATE JOINED THE LEGION: July 10, 2973.
HAIR: Rugged brown.
EYES: Boyish, sensitive brown.
HEIGHT: 5'11".
HOME PLANET: Earth.
FAVORITE KIND OF MUSIC: Classic Pop, Top-100.
HOBBIES: Jogging, weight lifting, watching gridball, moopsball, batball, hoops.
FAVORITE FOODS: Fried elvabird breast, chips, diet drinks.
IDEA OF A DREAM DATE: An old-fashioned girl who's devoted to me.

AMBITION IN LIFE: To find my dream girl and settle down.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: My luck.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: A giant redwood.

THE LEGION GROUPIE SCOOP ON COLOSSAL BOY: Big Gim could have been the galaxy's biggest Science Police officer, since that's what he was studying for when he got his powers from the strange radiations of a falling meteor. But he chose to leave the Science Police to join the Legion, realizing he could make better use of his powers there.

**OFFICIAL DOCUMENT: Science
Police Re-Application for
Commission, filed by Gim Allon,
July 29, 2992.**



... REASON FOR RE-APPLICATION: As you know, I completed Science Police Academy training in 2973, graduating with good marks, at which time I elected to join the Legion of Super-Heroes, where I spent 19 productive years gaining experience dealing with law-enforcement and public-service scenarios that could not have been duplicated elsewhere.

The Legion was recently forced to disband, however, due to numerous resignations, outrageous harassment by Earthgov, and the Earth population. Still, my desire to serve the public and enforce the laws has not diminished, and I believe that with my previous SP training and experience as a Legionnaire, I would make an outstanding SP officer.

Beyond that, because of injuries at the hands of Char (Starfinger) Burrane, I am unable to use my powers without enduring substantial pain, making my control and effectiveness in an enlarged state less than is desirable.

Various members of the department have assured me that the finest in rehabilitative and conditioning equipment would be available to me in the SP, perhaps allowing me to finally recover completely from my injuries. ...

Lyle Norg/Invisible Kid I



DEX: 6 STR: 4 BODY: 5
INT: 12 WILL: 6 MIND: 6
INFL: 4 AURA: 3 SPIRIT: 5
INITIATIVE: 10 HERO POINTS: 75

- Powers: Invisibility: 13
- Skills: Gadgetry: 6, Martial Artist: 5, Scientist: 10, Vehicles: 4

- Advantages:** Connection: Legion of Super-Heroes (High);
Genius; Leadership
- Motivation:** Responsibility of Power
- Wealth:** 5



EXCERPT: "The Legion Groupie,"
Dec. 29, 1973, page 37.

Meet the Legionnaires: Invisible Kid

NAME: Lyle Norg.
BIRTHDAY: Nov. 19, 1958.
POWER: Invisibility.
DATE JOINED THE LEGION: July 10, 1973.
HAIR: Wavy, luxurious brown.
EYES: Soft, intelligent brown.
HEIGHT: 5'7".
HOME PLANET: Earth.
FAVORITE KIND OF MUSIC: Rhythmic jazz,
traditional percussive.

HOBBIES: Sciences, reading, hiking.

FAVORITE FOODS: Fruits, salads, vegetables.

IDEA OF A DREAM DATE: Talking with someone
who's a good listener and being a good listener for that
person.

AMBITION IN LIFE: Continue my research to aid
all sentience.

**IF YOU COULD CHANGE ONE THING ABOUT
YOURSELF, IT WOULD BE:** More comfortable around
other people.

**IF YOU WERE A TREE, WHAT KIND OF TREE
WOULD YOU BE?:** Some sort of deciduous, I suppose.

**THE LEGION GROUPIE SCOOP ON
INVISIBLE KID:** Lyle is a youthful genius who created a
serum that's given him invisibility powers. Among the
Legionnaires, he's second only to Brainiac 5 in the smarts
department.

I learned a lot from him. We all did. That will live on in
all of us. That's something that wasn't killed when Validus
crushed the life out of Lyle. When you make the kind of
contributions Lyle made every day, your work and your
spirit live on forever.

The hard part now is carrying on without him. I don't
know how we're going to do it. His loss seems like almost
more than we can bear. But somehow, with everything Lyle
has taught us, we'll find a way.

James Cullen/ Kid Quantum



DEX: 4 **STR:** 4 **BODY:** 4
INT: 7* **WILL:** 7* **MIND:** 7*
INFL: 4* **AURA:** 4* **SPIRIT:** 4*
INITIATIVE: 17 **HERO POINTS:** X

•**Skills:** Detective: 7, Martial Artist: 5, Vehicles: 4

•**Advantages:** Connection: Legion of Super-Heroes;
Scholar (psychology)

•**Equipment:**

Time Stasis Belt [BODY: 6, Suspension: 9, R#2]

Limitation: The Belt's Suspension is only usable on
objects at a range of 5 APs or less. Quantum makes an
Action Check with the APs of Suspension as the AV/EV
versus the BODY/BODY of the object being Suspended.
Total number of RAPs is the total amount of time the
object remains Suspended in time.

•**Alter Ego:** "Soul of Antares"

•**Motivation:** Responsibility of Power

•**Wealth:** 5

•**Note:** When Kid Quantum housed the Soul of Antares, his
Mental and Mystical Attributes were INT: 19, WILL: 19,
MIND: 19, INFL: 7, AURA: 9, SPIRIT: 9. His Initiative was 32.



TRANSCRIPT: Lyle Norg Eulogy,
Delivered by Condo Arlik,
June 30, 2981.

CONDO ARLIK: . . . Lyle tended to be quiet and
modest, contributing more through his brainpower and
willpower than through his muscles.

But that never reduced the amount he contributed, and
in fact, I'm not sure there's anyone among us who's more of
a giver than Lyle. I know that if it weren't for his sacrifices
and dedication, I wouldn't have survived to this point, and
certainly would never have become a Legionnaire. He was
also the one person who just knew how to make you feel
accepted, like you belonged in the Legion.

EXCERPT: "The Legion Groupie,"
Nov. 25, 1973, page 71.



Meet the Legionnaires: Kid Quantum

NAME: James Cullen.

BIRTHDAY: April 11, 1959.

POWER: Projection of time-stasis field.

DATE JOINED THE LEGION: Aug. 15, 1973.

HAIR: Luxurious jet black.

EYES: Deep, sensitive brown.

HEIGHT: 5'8".

HOME PLANET: Xanthu.

FAVORITE KIND OF MUSIC: Percussive, folk-spiritual.

HOBBIES: Reading, discussion, writing, counseling, rock collecting.

FAVORITE FOODS: Salads, vegetables.

IDEA OF A DREAM DATE: An open, lively discussion of philosophical and spiritual matters.

AMBITION IN LIFE: To assist the galaxy in its eternal journey toward peace and prosperity.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF IT WOULD BE: The weakness of the flesh.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: Whatever the universe chose for me.

THE LEGION GROUPIE SCOOP ON KID QUANTUM: Gentle, philosophical James received his dazzling power when the speeder he was flying in passed through the tail of a comet.



TRANSCRIPTION: Protean Oral History, transcribed June 7, 2995.

*Antares II. Home to the Proteans
Beautiful world of tumultuous change
Visited by Llorn, peace-loving race
Great teachers of self-destiny, love of one's self
Through Llorn gifts, mental and physical
Proteans liberated, empowered
Telepathic shape-shifters
Content, productive, peaceful
Till dark ambition
Invaded from space
Sick Empress Glorith conquered this world
Dreamed of enslaved, shape-shifting warriors
But resistance, secret plan to foil
Combine Protean sentience
Into single humanoid shape
Stripped of Antaran powers
Smuggled to Earth, hidden in Super-Hero Legion
As Legionnaire Kid Quantum, safe from attack
Artificial power, through Llorn-science belt
Projection of glowing mists, time-stasis field
Left behind on Antares
Only untrainable husks
And seven secret guardians
Someday the race to restore
Protean masses now useless to Sick Empress
Abandons her dreams, leaves Antaran world
But Glorith's great powers slowly unravel the secret
Legionnaire Kid Quantum is Soul of Antares
Proty I warns, impersonates, stages death
Kid Quantum thought destroyed, but only a play
Soul escapes, hides in the dark void
Safe from Glorith, but lost to the seven
Lost to the seven, who now are six
Lost to the six, who seek him still*

LEGION RECORD: Fatality report, filed by Cosmic Boy, July 17, 2974.



Code Name of Deceased: Kid Quantum.

Time of Death: 7/16/74, apprx. 9:10 a.m.

Place of Death: Mount Schorer, Mars.

Cause of Death: Apparently massive failure of belt that generated Kid Quantum's Time Stasis Field, resulting in complete disintegration of Kid Quantum.

Description of Circumstances of Death: Science Police Academy under attack by Daxamite Randa Pon-Rae, believed to be under influence of Glorith of Baaldur. Lightning Lad, Triplicate Girl, Colossal Boy, and Kid Quantum sent to defend Academy and attempt apprehension of Pon-Rae.

Once engaged, Pon-Rae created massive avalanche of large boulders above Legionnaires. Kid Quantum extended Time Stasis Field and "froze" avalanche long enough to allow teammates to escape to safety, but strain apparently became too great and belt exploded. Pon-Rae dug into boulders after Kid Quantum for unknown reasons and found only Time Stasis Belt. Subsequent searches by Legionnaires also found no trace of the body.

For no discernible reason, Pon-Rae departed after the death of Kid Quantum and has not been located.

Attending Physician: None.

Certificate of Death Issued By: Dr. Raub Woker, MD, based on holovid replays of incident.

Next of Kin Notified: No next of kin can be reached. Names listed in Legion records possibly falsified. Chameleon Boy assigned to investigate.

Memorial Plans: Service in Legion Clubhouse Courtyard 7/18, 10:00 a.m. Media coverage access level 2. Home planet service postponed until family and home planet can be clearly identified.

Laurel Gand



DEX: 14 STR: 23 BODY: 16
INT: 9 WILL: 10 MIND: 8
INFL: 8 AURA: 7 SPIRIT: 8
INITIATIVE: 42 HERO POINTS: 80

•Powers: Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Heat Vision: 11, Invulnerability: 18, Microscopic Vision: 14, Recall: 18, Sealed Systems: 10, Super Hearing: 7, Superspeed: 11, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11

- Advantages:** Connection: Legion of Super-Heroes (High)
- Drawbacks:** Married; Miscellaneous: lead is poisonous to members of Laurel's race. Brainiac 5 has created a lead poisoning serum, however, which allows Laurel to keep her abilities under all conditions. Without the serum, Laurel has a Fatal Vulnerability and Loss Vulnerability for lead at a range of 3 APs, and a Loss Vulnerability for yellow sun radiation at a range of 0 APs.
- Alter Ego:** "Leala Linder"
- Motivation:** Upholding the Good
- Wealth:** 5



OFFICIAL COMMUNIQUE: Khundish Army Advisory, March 13, 2971.

Incident Report, Subject: Failure of Daxam Invasion

My glorious commanders, allow me to humbly and earnestly protest the ruthless and seditious aspersions that have been cast upon myself and my armies after our tragic defeat at Daxam. The enemies of the empire who would spread these lies know nothing of what we faced that cursed day.

It was not, as these traitors falsely accuse, a failure of leadership, preparation, or execution that cost us the fleet at Daxam, but the intervention of the Demon Mother herself through the possession of a Demon Child by the name of Laurel Gand.

Despite being slaughtered utterly and immediately by our Special Tactics Unit on Ricklef II, this demon in detestable female form did rise up from its certain death to reactivate Electro-Tower defenses and alert the remainder of the Daxamite Defense System. The surprise upon which our daring attack relied was lost, and the fleet was ravaged.

Monitors of United Planets Communication confirm that the Child-Demon is being revered on Daxam for her diabolic intercession, which is all that saved Daxam from subjugation at the end of our sabre.

Those who voice doubts as to the Demon Mother's role in this disaster utter the most treacherous of blasphemies and are surely doomed to an eternity of servitude for their insolence toward the Universe's Most Cruel Mistress.



EXCERPT: "The Legion Groupie," April 12, 2974, page 185.

Meet the Legionnaires: Laurel Gand

NAME: Laurel Gand.

BIRTHDAY: July 27, 2960.

POWER: Ultra-strength, speed, vision powers, invulnerability.

DATE JOINED THE LEGION: Sept. 5, 2973.

HAIR: Long, glistening blond.

EYES: Mischievous, sparkling blue-green.

HEIGHT: 6'4".

HOME PLANET: Ricklef II of the Daxamite System.

FAVORITE KINDS OF MUSIC: Dance Club, Classic Pop, Calypso, Rockabilly.

HOBBIES: Exploration, speeders, music, dancing, gardening.

FAVORITE FOODS: Everything.

IDEA OF A DREAM DATE: Long walks in the woods and watching the sun set with that one special boy who's always entranced me.

AMBITION IN LIFE: Rid the galaxy of all threats to a lasting peace.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: More self-discipline.

IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: A Tiger Rose.

THE LEGION GROUPIE SCOOP ON LAUREL GAND: A storybook romance started the day this statuesque beauty joined the Legion. During Laurel's tryout she became very sick from lead poisoning, but fellow applicant Brainiac 5 saved her life and created a permanent antidote for Laurel. They've been wild about each other ever since. And yes, Laurel is a member of *that* Daxamite Gand family (directly descended from Valor's older brother) and is, together with Valor, considered the most powerful of the Legionnaires.

PERSONAL CORRESPONDENCE: From Laurel Gand to Imra Ranzz, June 27, 2990.



Imra,

Hi, how are things going? I'm fine. Keeping busy beating up Khunds. A woman's work is never done, you know.

Except, I know I'm not fooling you. The truth is, it's miserable work. If not for Rond I'm sure I would've reverted to a beast-woman by now. He's a bright spot of civilization out here in the boonies. You wouldn't believe how hard it is to find a decent place to eat and sleep. Sometimes it's nothing but rations to eat and Rond's ring to keep us warm.

Listen to me complain. An invulnerable Daxamite broad and her Green Lantern pal, compared to all those brave men and women of the militia, shivering in their trenches or cooped up in those god-awful carriers.

As you know, the Khunds don't generally take prisoners or surrender, and they're not much on retreating, so most of these despicable battles rage on and on until one side or the other is gone. Rond and I have the power to put a stop to that kind of lunacy, but we can't be everywhere at once, and the Khunds are everywhere.

You should see Rond and that ring in action. Rond says it's willpower that makes it work, and brother has that man got willpower.

Here I am talking Rond, Rond, Rond. You're probably wondering about Querl. What a jerk. Oops, I didn't say that, did I? I didn't mean it, really. He's had it just as hard as the rest of us. But his problems were brought on by himself. He's such a stubborn jackass, he wouldn't even talk about it or let anybody help. Believe me I tried. He just shut me out. I loved him, dammit. Maybe I still do. But he had too many more important things to tend to.

Then the Khunds started moving in and the Legion wasn't doing so well. I knew better than anybody what invasion by the Khunds meant, and I just couldn't sit back on Earth with all of our Legion pals and watch dozens and dozens of worlds get eaten alive by those barbarians.

Nobody else seemed quite ready to follow me, with one exception. Good old Rond. Quite a surprise, a pleasant surprise.

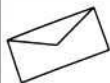
We did, however, make one stop on our way out. Colu was still in deep trouble after the Magic Wars and the Collapse. Querl said he was needed more there, and what good would he be on the Khundish Front anyway.

You know what, Imra? That made me mad. I think it was the most selfish emotion I ever had in my life, but I couldn't help it.

Still, I was a good little girl. I said goodbye without calling him names or crying, and I left. I haven't seen him since.

Gods, this is an awful letter, Imra. I'm really sorry. I didn't mean it to turn out this way, but sometimes a person needs a shoulder to cry on.

So, how are things? From what we can gather, the ranch has really taken off, feeding the starving mouths of the United Planets. There are plenty of those, now. You and Garth have always done the right thing. There aren't enough people like you out there. . . .



PERSONAL CORRESPONDENCE: Laurel Gand to Imra Ardeen Ranzz, Nov. 21, 2991.

Dear Imra,

Life can be hard.

Life can be wonderful.

Life can be full of surprises.

Why can't life ever be simple?

I'm falling in love, Imra. I can't stop it. I can't bear it. I don't understand it. But it's the most wonderful thing in the universe. In a galaxy gone mad with hate and destruction, it's a brilliant light that draws me toward it. I'm the moth. He's the flame. I'm out of control.

I can't love two men at once, can I? Isn't that against some law of physics or something?

Querl Dox and Rond Vidar.

Help me, Imra, before I do it again. No! Don't help me. I'm in heaven. I hope it'll never end.

Rond's brilliant, brave, kind, gentle, passionate, and compassionate. But my heart breaks. He's also principled. Damn! Damn!

I can't deny that I love Querl. Rond hears my dreams. I say it's over. He nods and smiles. I go crazy.

Imra, save me! My body betrays me. It longs for him. I deny it, and it cries. I can't think, I can't act. I'm afraid I'll destroy him.

Look what I've written. I'm insane. Imra, forgive me. Love is wonderful. . . .

PRIVATE JOURNAL ENTRY: Rond Vidar, June 27, 2994.



I have a daughter! What an unbelievable feeling it is to write those words. Everyone talks about the miracle of birth, but until now "miracle" was just a word to me. Now I know what a miracle really is.

Of course, a normal humanoid impregnating a Daxamite is miracle enough, but a little science and a power ring can go a long way.

Laurel was a trooper throughout. I don't think I'll ever understand Daxamite invulnerability. Laurel says she feels pain, but it really seems different from human sensations. I know I stopped holding her hand when she almost broke mine.

I think the little one looks like my mother. Laurel wants to name her after her late mother in the traditional Daxamite manner, which I've always thought was a nice custom. . . .

POEM: Haiku, unpublished, written March 30, 2995.



"Laurel"

Gentle fair mother,
Terror of the Khundish lords,
Save us from evil.
—Q.D.

Querl Dox/Brainiac 5



DEX: 4 STR: 3 BODY: 4
INT: 18 WILL: 15 MIND: 12
INFL: 5 AURA: 4 SPIRIT: 6
INITIATIVE: 27 HERO POINTS: 80

- Powers:** Recall: 15
- Skills:** Detective: 11, Gadgetry: 20, Medicine: 14, Military Science: 16, Scientist: 20, Vehicles: 4
- Advantages:** Connection: Legion of Super-Heroes (High); Genius; Scholar (temporal physics, robotics, computers); Sharp Eye
- Drawbacks:** Minor Psychological Instability; Mistrust; Public Identity
- Equipment:**
FORCE FIELD BELT [BODY: 5, Force Field: 20, Force Shield: 16, Sealed Systems: 16, R#: 2] Brainiac 5 no longer uses the Force Field belt.
TIME BUBBLE [STR: 6, BODY: 10, Time Travel: 45, R#: 2] The Time Bubble allows Brainiac 5 and his fellow Legionnaires to travel in time.
- Alter Ego:** "Brainy"
- Motivation:** Responsibility of Power
- Wealth:** 8



EXCERPT: "The Legion Groupie,"
Nov. 30, 1973, page 101.

Meet the Legionnaires: Brainiac 5

NAME: Querl Dox.
BIRTHDAY: Jan. 23, 1959.
POWER: 12th-level intelligence.
DATE JOINED THE LEGION: Sept. 5, 1973.
HAIR: Distinctive blond.
EYES: Deep, intelligent green.
HEIGHT: 5'9".
HOME PLANET: Colu.
FAVORITE KIND OF MUSIC: Bach.
HOBBIES: Research, experimentation, programming, design and fabrication of Legion equipment, writing, birds.
FAVORITE FOODS: Soy sandwiches, algae bars, pro-fungal juices, kono juice.
IDEA OF A DREAM DATE: Going to a quiet place and talking over glasses of juice.
AMBITION IN LIFE: To fully apply the gifts I've been given.
IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: Feelings of guilt.
IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: I and all humanoids bear the greatest resemblance to the sentient Arborians of Arok-II.
THE LEGION GROUPIE SCOOP ON BRAINIAC 5: This smart cookie earned Colu's esteemed "Brainiac" title when he was only 12. He's so intelligent, he doesn't even need another power to belong to the legendary Legion, though he does make use of a brilliant Force Field belt to contend with the rough customers with whom the Legion often comes into contact.

OFFICIAL CORRESPONDENCE: From Brainiac 5 to Polar Boy, Feb. 15, 1988.



Mr. Bannin,

I supposed I should give some sort of formal notice.

I hereby resign. My reasons: at this point I have difficulty identifying reasons I should have joined this organization in the first place. But when I must squander precious time answering charges of insubordination from leaders such as you, it is clearly time to move on to more fertile fields of endeavor. Glorith's actions called for immediate and forceful sanctions, and I do not apologize for initiating them without your consent.

I leave the contents of the multi-lab to the Legion to do with as you will.

Regretfully,
 Querl Dox

EXCERPT: "Earth*Star," Feb. 24, 1988, page 1.



IT'S SPLITSVILLE FOR BEAUTY AND THE BRAIN Brainy to Laurel: Follow Me; Laurel to Brainy: Take a Hike

One of the most passionate and tumultuous Legion love affairs is over. Brainiac 5 has walked out on the Legion, and Laurel Gand has refused to follow him back to his native Colu.

Thus ends, in tears and vindictive venom, a romance that had 15 years ago captured the imagination of the galaxy with its sweet, innocent pairing of the unmatched Coluan intellect and the strikingly beautiful and supremely powerful hero of the Daxamite people.

Though the Legion has always labored to portray Brainiac 5 and Laurel Gand as noble, self-sacrificing heroes, friends and acquaintances tell the Earth*Star that nothing could have been further from the truth in the last days of their ill-fated relationship.

These concerned friends are saying the strain of recent events, particularly the extermination of the Daxamite population, have transformed Laurel into a snarling, hypersensitive fury given to hysterical outbursts and Brainiac 5 into a cold, brooding ice man, whose arrogance and insensitivity have hurt and infuriated many of his teammates.

The final crisis that ended the storied Brainy-Laurel relationship was apparently precipitated by Brainiac 5's Insubordination Hearing after he flouted the Legion chain of command to engineer an attack on Glorith of Baaldur to avenge her massacre of Daxam. Though he was cleared of the charges, Brainiac quit the Legion in a huff and stormed back to Colu.

According to close friends of the couple, Laurel flew into a rage when Brainiac 5 confronted her with his decision, furious that her long-time beau had abandoned the Legion without consulting her. It's believed that only Brainiac 5's vaunted Force Field belt saved him from serious and possibly fatal injury from objects heaved at him by the enraged Laurel. . . .



POEM: Haiku, unpublished, written Dec. 7, 2994.

"Self-Portrait"

Life's an easy game.
Too clever by half. I probe
The white teeth of death.
—Q.D.



OFFICIAL CORRESPONDENCE: Brainiac 5 to Coluan Board of Prefects, Dec. 15, 2994.

Beings,

I suppose I owe you formal notice: I have no intention of returning to Colu in any official capacity.

While I thank you for all you've given me, I reclaim responsibility and control over my life and intellect. I owe you much, but I owe myself more.

I now realize I returned to Colu in confusion. Then I felt obligated to remain during troubled times. I now finally leave with a clear head and a sense that I was, in fact, betrayed.

I remained on Colu believing my intellect was needed, but in truth I found only restrictions, regulations, and taboos on the use of that intellect. You did not need or want my gifts; you wanted the marketing and promotional value of my name.

I therefore reclaim my name and reputation. I return to the Legion of Super-Heroes, where my intellect can be put to its fullest use and where I can be among friends.

Regretfully,
Querl Dox

Lar Gand/Valor



DEX: 14 STR: 23 BODY: 16
INT: 7 WILL: 6 MIND: 6
INFL: 9 AURA: 9 SPIRIT: 8
INITIATIVE: 42 HERO POINTS: 85

•**Powers:** Directional Hearing: 7, Extended Hearing: 7, Flight: 14, Heat Vision: 10, Invulnerability: 20, Microscopic Vision: 12, Sealed Systems: 9, Super Breath: 9, Super Hearing: 7, Superspeed: 12, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11

•**Advantages:** Attractive; Connection: Legion of Super-Heroes (High); Iron Nerves; Popularity

•**Drawbacks:** Authority Figure; Exile (from 20th Century); Married; Minor Irrational Attraction to space exploration; Minor Psychological Instability—Valor's personality is sometimes in conflict with the weaker personality of his descendant, Eltro, who shares his form; Miscellaneous: lead is poisonous to members of Lar's race. Brainiac 5 has created a lead poisoning serum, however, which allows Lar to keep his abilities under all conditions. Without the serum, Lar has a Fatal Vulnerability and Loss Vulnerability to lead at a range of 3 APs, and a Loss Vulnerability for yellow sun radiation at a range of 0 APs.

•**Motivation:** Upholding the Good

•**Wealth:** 6

APPLICATION: To Daxam School of Space Exploration from Lar Gand.

... **ESSAY:** In 150 words or less, please describe your reasons for wanting to attend the School of Space Exploration.

My name is Lar Gand. I am 12 years old. I have always wanted to travel into space and explore what is out there. My father did this, and as a result he died on Earth when that world was in danger and being invaded. I miss him very much, and I would like to follow in his footsteps, to accomplish in his name some of what he was never able to accomplish.

I believe we should all explore space only to make peace and help the aliens that we find. We have no right to conquer them or make them try to live like we do or make profits from them, because I believe we should always treat everyone else the same way we would want to be treated ourselves, whether or not they're aliens.

I have studied very hard and gotten good grades because attending your school has always been a dream of mine. That's more than 150 words. I'm sorry.

**EXCERPTED READING: "The
Legend of Valor," traditional
Cargggite rite, updated
mid-27th Century.**

Today we celebrate the legend of Valor, the selfless hero who saved our ancestors from their Dominion enslavers: the wise, forward-thinking architect of the network of sentinel worlds, who delivered our forebears to this and many other worlds to help protect Earth and all of human civilization from future attacks by the Dominion and similar hostile forces; the moral and philosophical leader who spread civilization and humanity throughout the stars and established for the coming millennium the principles that have guided and defined the rise of humane law in the galaxy.

Valor was not of Earth, and yet defense of Earth natives mattered to him. He had the power to destroy the forces he opposed, but he refused to play God. He could have imposed his wisdom on the seeded worlds, but he chose to let us stand on our own feet, choose our own course, and author our own wisdom.

And it was through that free choice that we truly learned the wisdom of Valor's ways. His principles are our principles, because he refused to force them on us. We have been allowed to find our own way, and it is the way of Valor....



**EXCERPT: "The Legion Groupie,"
Feb. 14, 2975, page 7.**

Meet the Legionnaires: Valor

NAME: Lar Gand.

BIRTHDAY: March 27.

POWER: Enhanced strength, invulnerability, vision powers, flight.

DATE JOINED THE LEGION: Dec. 4, 2973 (honorary 20th Century "commuter" member), Jan. 23, 2975 (full-time member).

HAIR COLOR: Silky, neatly trimmed black.

EYES: Noble, caring blue.

HEIGHT: 6'2".

HOME PLANET: Daxam.

FAVORITE KIND OF MUSIC: Aetian Folk, Braatian Spiritual, Dolminae Calculata, Imskian Rhymes, Jandan Chamber, Llom Minstrel, Zadronic Farmer.

HOBBIES: Exploring.

FAVORITE FOODS: Too numerous to list.

IDEA OF A DREAM DATE: Sharing in the natural wonders of the galaxy.

AMBITION IN LIFE: To help bring peace and ease suffering in the farthest reaches of the Universe.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: This century's misguided perception of my importance.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: A tree in a forest of unlimited diversity.

THE LEGION GROUPIE SCOOP ON VALOR:

Lar is considered one of the greatest heroes of all time and the father of the many Gandian Worlds he seeded in the 20th Century. The Legion visited him in that century and made him an honorary member. The Legion also discovered him trapped in this century in the buffer zone separating Earth from Bgztl and rescued him. He's been a loyal full-time member ever since.

POEM: Haiku, unpublished, written Jan. 2, 2976.



"Valor"

Buffer Zone whispers

A thousand years of exile.

Breath. Air. Sight. Joy. Flight!

--Q.D.

MEDICAL LOG EXCERPT: Brainiac 5, Feb. 10, 2988.



Subject: Lar Gand.

Patient is in critical condition. Has suffered mystically induced aging to the equivalent of perhaps 200-250-years-old. All organs and bodily functions are on the brink of failure.

Recovery would seem unlikely, but patient's Daxamite "invulnerability" system appears to be slowing, perhaps reversing damage. Chances hinge on determination, patient's will to live, support of companion TM.

Personal Notes: I privately gave Lar little chance of survival, given his moody and, frankly, suicidal tendencies of recent years. But in Lar I now see sparks of the old Valor we knew back in the '70s. This caused something deep in the recesses of my mind to click—the change in Lar, his loss of stability, always seemed to date back to his "death" or near-death in 2980, and the "resurrection" that cost the life of descendant Eltro Gand.

My skepticism about such "Life-Transferring" technology possibly well-founded? Was Lar really dead? Did the exchange "revive" him or simply kill Eltro's physical form and project his mind over Lar's? Could the weak, flawed Valor we've known in the '80s really be Eltro, unable to cope with the supremely demanding existence of Valor?

2/12/88: Patient improving dramatically. I was right. Valor able to confirm Eltro theory. Shock of Glorith's injuries has displaced Eltro as dominant personality. Both minds existing in same body with Valor back in control. Prognosis for full recovery improving.



TRANSCRIPT: "The Alberto Caracas Show," INV-67, Feb. 23, 2991.

BRIN LONDO: . . . So I think the Legion is doing a pretty good job these days.

ALBERTO CARACAS: Well many people would disagree with you, Mr. Londo, but we'll get to that later. What I want to ask you right now is what about Valor? What about this supposedly great hero who could flick the Khunds back beyond their borders with his pinky tied behind his back, but he's nowhere to be found. So where is this mighty Valor? Where is he now that the Universe has collapsed and chaos reigns?

LONDO: Well, it's not like that. I mean, he's doing good things.

CARACAS: Where? What's he done for the Free Worlds lately?

LONDO: I think he's farther out than United Planets space, like in the unexplored regions. He likes to explore, and he's getting the chance to do it now.

CARACAS: While the United Planets goes belly up, he's out there playing Bear-Scout Pathfinder?

LONDO: You make it sound like it's bad, but I don't think it really is. For everything he's done for everybody all these years, why doesn't he deserve the chance to do what he wants to do, and maybe also be helping somebody out there who's being conquered by the Dark Circle or something? What's wrong with that?

CARACAS: It sounds, Mr. Londo, as if you've never heard of taking care of your own first.

LONDO: Well sure, but look at it this way, Mr. Kroc .

... **CARACAS:** That's "Caracas," please. . . .

LONDO: I'm sorry, Mr. Caracas. But like I was saying, what if you had a big brother who every time you got in any trouble, he'd get you out or had any kind of problem, he'd solve it for you.

CARACAS: All right, so if I was that little brother and I was in big, big trouble, I'd sure as heck expect that big brother to do something to help me now, not be running off exploring.

LONDO: Well maybe one day this older brother figures out that the reason you're always in trouble is because you never learned to take care of yourself, because he was always saving you whenever you *did* get in trouble.

(Applause.)

CARACAS: Now wait . . . You can't . . . Oh, very cute, Mr. Londo, but look at this. Take a look at what I have here, Mr. Londo. This is a little girl. What's your name, honey?

SHELA DAR: Shela.

CARACAS: Shela, thank you, dear. Shela's parents were killed by Khund invaders on Pasnic, a world that Valor could have been defending instead of running off to explore the Universe. Now can you look this poor orphaned girl in the eye and explain to her why her parents had to die? . . .

Jo Nah/Ultra Boy



DEX: 10 STR: 5(22) BODY:5(13)
INT: 5 WILL: 6 MIND: 5
INFL: 5 AURA: 5 SPIRIT: 4
INITIATIVE: 20(33)HERO POINTS: 75

- Powers:** Flight: 15, Heat Vision: 13, Microscopic Vision: 15, Power Reserve: 14, Sealed Systems: 11, Skin Armor: 12, Super Breath: 12, Superspeed: 13, Systemic Antidote: 18, Telescopic Vision: 13, X-Ray Vision: 13
- Skills:** Detective: 3, Gadgetry: 3, Medicine: 3, Scientist: 3, Thief: 7, Vehicles: 5
- Limitations:** Miscellaneous: Jo Nah can only use one of his Powers at a time; Miscellaneous: Power Reserve can only be used to augment STR and BODY; Miscellaneous: Jo Nah cannot use his X-Ray Vision on Inertron.
- Advantages:** Connections: Legion of Super-Heroes (High), Underworld (Low)
- Alter Ego:** "Green Dragon"
- Motivation:** Responsibility of Power
- Wealth:** 7

EXCERPT: "The Legion Groupie," Aug. 16, 2975, page 43.



Meet the Legionnaires: Ultra Boy

NAME: Jo Nah.

BIRTHDAY: Feb. 21, 2959.

POWER: Invulnerability, Ultra-Strength, Penetra-Vision, Ultra-Speed (powers must be used one at a time).

DATE JOINED THE LEGION: April 1, 2974.

HAIR: Free, rebellious brown.

EYES: Lively, boyish brown.

HEIGHT: 6'.

HOME PLANET: Rimbor.

FAVORITE KIND OF MUSIC: Siam, Dance Club.

HOBBIES: Racing cruisers and speeders, dancing, antique vehicles.

FAVORITE FOODS: Pro-burgers, elva-burgers, fries, kono juice.

IDEA OF A DREAM DATE: Me and Tinya alone watching an action holotape.

AMBITION IN LIFE: To do what I choose to do.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: More brains.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: One that's strong and quiet but knows how to take care of itself.

THE LEGION GROUPIE SCOOP ON ULTRA BOY: Jo gained his powers when he was swallowed by an

Ultra Energy Beast while rescuing a friend. Miraculously, Jo survived and absorbed enough of the Ultra-Energy to acquire his powers, which he activates by channeling the Ultra-Energy to different parts of his system.



PERSONAL WRITINGS: Glorith of Baaldur, Sept. 13, 2993.

List of Enemies

... Let's not forget that urchin Jo Nah. In fact, let's put him number one on the list.

I still can't believe that muscle-headed, hen-pecked lugnut was the one who unraveled all my plans—all my dreams. What really burns me is that I had the power all along to see into his future and squash his maneuverings, but I never even suspected my nemesis could be this over-virile cro-magnon.

So while I wasted my time studying the futures of Dream Girl, Saturn Girl, Brainiac 5, Sweet Valor, and the few other formidable intellects in the Legion, Ultra-Boob sneaks around, deduces my plans, and unravels them.

So Jo Nah was the one who forced me to fight to bloody mayhem with that old goat Mordru before I was ready. Jo Nah was the one who kept my creation—my Legion—from sacrificing itself to weaken old fossil Mordru, so that I, in turn, could sweep in and deliciously destroy him once and for all. Jo Nah was the one who delayed my inevitable and rightful rise to dominate the entire galaxy.

Ah well. Godhood has its frustrations, and its rewards. I've balanced the books against Mr. Jo Nah. I've taken away from him the one thing he holds most dear in all his life. Now that the dagger of sweet revenge has been so lovingly plunged into Mr. JoNah's heart, I intend to twist it and continue twisting it delightfully for as long as he lives.

Yes, godhood has its rewards.



TRANSCRIPT: Brin Londo press conference, May 8, 2991.

BRIN LONDO: I hate to do this but I have to tell you that Ultra Boy, Jo Nah, has resigned from the Legion this morning. He said it's because of Phantom Girl's death. I really don't have anything else for you on that, except that we'll really miss Jo, and I don't think he's available for questioning. I think he's going back to Rimbor, which is where he's from.



POEM: Haiku, unpublished, written July 12, 2993.

"Jo"

Smile, brave anarchist,
Defeat them with your laughter,
Defying darkness.
—Q.D.

OFFICIAL RELEASE: From Rimborgov, Science Police Rimbor, Nov. 14, 2993.



Wanted:

JoNah

(aliases: Ultra Boy, Green Dragon)

For restricting the freedom of the citizenry through his illegal procurement and sale of the controlled beverage Silverale. For violating the liberties of the citizenry by engaging in illegal conspiracy. For posing a threat to public liberty by resisting arrest. For posing a threat to public liberty by failing to register residence. . . .

EXCERPT: Personal Medical Log, Querl Dox, April 14, 2995.



Subject: Jo Nah

Progress Note: Background: Jo Nah recently joined re-forming Legion. Battled with Roxxas, hurled back through time, returned to 30th Century only after experiencing significant emotional trauma. Found hysterically laughing upon return.

The following are notes from consulting physician P. Rajan:

"Thank you for allowing me to examine this most interesting client.

"Jo Nah, despite the trauma he must have suffered during his travels through time, shows a very stable personality. In fact, there is reason to believe his experiences have aided him in confronting and dealing with some suppressed emotion relating to the death of his fiancée in 2991.

"I saw no evidence of delusions, paranoia or psychosis. The reported hysterical laughter seems within the bounds of reasonable reaction to the stress and emotional tumult the client had experienced.

"I must note that the client expressed significant hostility toward the referring physician, Querl Dox. However, this again seemed within the bounds of normal expressions of annoyance, given client's feelings that examination was unnecessary. I, in fact, see the imagination the client displayed as a positive sign he is dealing openly and creatively with his anger."

Personal Note: I have difficulty sharing Dr. Rajan's appreciation of JN's "creative" comments. Clearly humor remains a highly subjective matter.

Thom Kallor/Star Boy



DEX: 5 STR: 4 BODY: 5
INT: 6 WILL: 3 MIND: 3
INFL: 3 AURA: 2 SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 55

- Powers: Gravity Increase: 14
- Skills: Martial Artist: 6, Vehicles: 4
- Advantages: Connection: Legion of Super-Heroes (Low); Scholar (sports)
- Drawbacks: Married
- Motivation: Unwanted Power
- Wealth: 6



EXCERPT: "The Legion Groupie,"
Oct. 17, 1978, page 51.

Meet the Legionnaires: Star Boy

NAME: Thom Kallor.

BIRTHDAY: Oct. 22, 1957.

POWER: Can increase the mass of other objects and people.

DATE JOINED THE LEGION: May 30, 1974, readmitted March 31, 1978.

HAIR: All-business brown.

EYES: Strong, determined brown.

HEIGHT: 5'8".

HOME PLANET: Xanthu.

FAVORITE KIND OF MUSIC: Dance Club, Classic Pop, Agri.

HOBBIES: Batball, gridball, dancing, astronomy, fantasy role-playing games.

FAVORITE FOODS: Metro-Dogs.

IDEA OF A DREAM DATE: Time spent with Dream Girl doing anything she'd like to do.

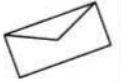
AMBITION IN LIFE: Work hard and accomplish a lot.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: An Orandi Sparkle Leaf, because it's Dream Girl's favorite.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, WHAT WOULD IT BE: Take directions better.

THE LEGION GROUPIE SCOOP ON STAR BOY: Muscular, virile Thom was born with the power to add mass to objects, but when he traveled through the tail of a comet he gained limited super-strength and electrical vision. However, these powers proved difficult to control and with Brainiac 5's help he redirected their energies to improve his mass-shifting abilities.

PERSONAL CORRESPONDENCE: From Thom Kallor to Nura Nal, Dec. 14, 1989.



Dear Nura,

I'm sorry I've been so uncommunicative and have left so many messages unanswered, but I haven't been able to quite figure out how to tell you what I have to tell you.

But maybe I don't have to tell you right out because I think you know what it is.

I mean, it wasn't Atmos. I can live with that sort of thing. I always have. It was how naturally the whole Atmos thing happened. It was how you wanted the Atmos thing to happen.

I could take being the "most equal" among many. I love you too much to have ever let that bother me. But I now realize something you won't even admit to yourself—that Atmos didn't force you to do anything you didn't want to do, he just helped break down the restraints that were holding you back.

Nura, you're bored with me. You're tired of finding me there when you come home. You say it's not true, but it is. You've always been lousy at masking your feelings. I can tell when you do something out of a sense of duty and obligation.

I can and have lived with a lot to preserve our relationship, but I will not become a duty or an obligation. I love you too much to put you through that.

This doesn't mean the end of our love. I don't think I'll ever stop loving you. And I can tell you still love me, in a different way. You are the most beautiful, intelligent, caring person I know, and I hope I never lose your friendship and guidance and affection.

It does mean I have to find somebody else to spend the rest of my life with, though. Somebody who can feel the kind of devotion to me that I feel to you.

Wish me luck. Unlike you, I'll need it.

Love forever,
Thom

TRANSCRIPT: "News Update," UPV-4, May 1, 1995.



KHFEURB CHEE BEZ: . . . And in sports, the Naltor Dreamers have done it. They've defeated the Winath Jaybirds 6-1 today, clinching their first pennant since 1980. The win is vindication for Dreamers majority owner Yvyva Val and her husband-manager Thom Kallor, the former Legionnaire who was named manager in late '91 with little batball experience. . . ."

Salu Digby/ Shrinking Violet



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: 15
- Skills: Martial Artist: 5, Vehicles: 5, Weaponry: 5
- Advantages: 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.
- Alter Ego: "Vi"
- Motivation: Seeking Justice
- Wealth: 7



EXCERPT: "The Legion Groupie,"
Jan. 12, 2975, Page 131.

Meet the Legionnaires: Shrinking Violet

NAME: Salu Digby.
BIRTHDAY: June 3, 2960.
POWER: Shrinks self.
DATE JOINED THE LEGION: July 28, 2974.
HAIR: Pert black.
EYES: Innocent, sensitive light violet.
HEIGHT: 5'2".
HOME PLANET: Imsk.
FAVORITE KIND OF MUSIC: Imskian Dance Club, Imskian Meadow, Imskian Rhymes.
HOBBIES: Reading, watching holos, writing in my journal.
FAVORITE FOODS: Things that are good for you.
IDEA OF A DREAM DATE: Being protected by a very strong, very cute boy.
AMBITION IN LIFE: To be a good Legionnaire and maybe settle down some day and raise a family or maybe be a writer.
IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: My shyness.
IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: A violet because that's what I'm called.
THE LEGION GROUPIE SCOOP ON SHRINKING VIOLET: Salu, like all Imskians, can shrink to sub-atomic size. She joined during the group's second year and has found Legion life to be exciting and fulfilling.

OFFICIAL CORRESPONDENCE: From Shrinking Violet to Timber Wolf, June 12, 2991.



Timber Wolf,

As you are aware, Braal has declared war on Imsk and launched a completely unprovoked attack on my home world. Obviously I cannot remain a Legionnaire under these circumstances. Seeing as how Imsk has never been able to look to the United Planets for justice, I have no choice but to return to my home and assist in its defense.

Salu Digby

CONFIDENTIAL DOCUMENT: Orders to Field Commander Salu Digby, Imskian Army, July 30, 2991.



TOP SECRET
Eyes Only

Orders issued from: Office of Staff Command, Kanga Center Base.

You are hereby ordered to report without delay to First Dragon Division, Larga Military Base, First Sabre Arth Rantha, Commanding.

You will assume the duties of Chief of Security to the Damper Project. All previous orders are canceled.

Your shuttle is scheduled to leave at 2:00 a.m. tomorrow morning.

TRANSCRIPT: News Bulletin, Imsk Holovid-112, Oct. 8, 2991.



CORRESPONDENT WEAV WAIN: . . . In what appears to be the biggest, most dramatic victory of the Braal-Imsk conflict to date, the Imskian army has routed Braalian troops stationed on Braal-13, a small class-green planet on the rim of the Braalian system.

The High Command of the Imskian Army has just conducted a press briefing at which they've described today's action, which by all accounts appears to have gone overwhelmingly in favor of the Imskian military. Preliminary estimates say at least 1,000 Braalian soldiers were killed, injured, or captured, and First Sabre Rantha says the numbers could climb dramatically. Imskian losses are estimated to have been kept below 100, with confirmed casualties right now at 38.

Rantha told reporters that a weapon known as the Damper was responsible for most of the Braalian

casualties. As he described it, the Damper is a transmitting device that's capable of disrupting the unique magnetic fields of Braalians, robbing them of their magnetic abilities, and in cases of extreme exposure, sometimes injuring or killing them.

This was the first field use of the weapon, about which we'd only heard speculation earlier. Saying it has performed flawlessly in its first significant test, Rantha dubbed it "The Imskian Life-Saver."

He called for a speedy Braalian surrender to prevent further use of what appears to be a most effective weapon. Rantha also told us he believes the tide has now turned in the nearly 5-month-old conflict with today's use of the advanced Damper weapon. . . .



PRIVATE JOURNAL ENTRY: Salu Digby, Oct. 18, 2991.

Didn't sleep well again last night. My face throbbed unbearably. Nurse tried to force me to take something for it, but I turned him down. He said the pain would wear me down and keep me from getting better. I told him I wanted to remember. He just shrugged.

Every time my face hurts, I think of you, Rokk. I remember your pain and how you continued to do your duty in the face of it. God, to have such bravery!

I guess you were always a model of what I've wanted to be, even back to my earliest days in the Legion. Maybe now it's time for me to finally live up to that model!

Oct. 19, 2991

Sometimes intense pain helps you to see things a little differently. When this war started, I relished our inevitable victory. Took a little twisted pleasure in the fact that Imsk would write the history of what was about to happen.

Now I realize, Venado Bay is going to be some glorious victory. Imsk will celebrate. We'll get the hunger to do it again. Some other poor woman will go into some other war relishing a bloody Imskian victory the way this stupid moron did.

Maybe I could live with all this if I felt better. But I don't want to feel better. I want this to make me sick. I want there to be a scar I'll never forget.

Oct. 20, 2991

First Sabre Rantha and Supreme Counselor Midic were here this morning. Tried to give me a medal. They said I was instrumental in a great victory. I told them to go to hell. I told them that I was instrumental in a horrendous slaughter.

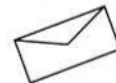
Then I did something pretty stupid. They told me to quiet down and I said I was never going to shut up about this. People were going to know what we did to those soldiers.

I never saw a medal disappear so fast.

Oct. 21, 2991

I submitted my official protest this morning. General Jedediah was here so fast, I think the carpet was smoldering. If I don't recant, I'll be tossed into the stockade. Fine with me, gentlemen. I always wanted to be a martyr. . . .

PERSONAL CORRESPONDENCE: From Salu Digby to Ayla Ranzz, Sept. 27, 2994.



Dear Ayla,

Your letter was the bright spot in another dreary day. Especially the holo. I laughed for an hour after seeing it. What an imp that Graym is! Man, do I long to join you on Winath, to feel fresh air and warm sun on my face!

Thanks for getting the others to write. I got letters from Gim, Chuck & Lu, Cham, Tenzil (Sent me the Key to Bismoll. It was huge, must've weighed 10 pounds. He said I might be able to unlock my cell door with it.), and poor Brek. I was really touched that he wrote. He's in worse straits than I am. At least I really broke the law.

Wow! Imra pregnant again! What great news! After what they've been through, they deserve all the happiness they can get. I hope she's feeling better, though. You'd think medical technology could come up with a cure for morning sickness. Not that Imra would use it.

Speaking of medical technology, the med-techs here finally found an implant that would track properly. And it was the right color! That brown eye staring back at me in the mirror gave me the willies. Dopes. Took 'em three tries to get it right.

Now Command is on me again to get the scar fixed. I think that ticks them off more than my refusal to recant my official protest. At least they can ignore paper, but every time they see me they have to think about what they did. Maybe they'll just feel one little fraction of the torment I feel, and that would be worth it.

Okay, okay, I know you don't think I should be so hard on myself. I appreciate what you've been trying to tell me, Ayla, but I'm sorry, it doesn't wash. Orders or no orders, we all have to live by our principles. Sometimes we forget that, and nothing too bad happens. Sometimes we forget it, and a horrible thing happens. This is one of those times.

But listen, I'm not going to let it ruin my life. Maybe I'll use it to fix my life.

So look, girl, I promise if I ever get my butt out of here, I will take Garth up on his offer. In fact, wild dragons couldn't keep me away from Winath.

Guess that's it for today. More tomorrow.

Love,
Vi.



MEDICAL LOG ENTRY: Brainiac 5, Feb. 13, 1995.

Patient: Salu Digby.

SD seems to be accepting the implantation of the prosthetic leg, if only because it will allow her to return to action that much sooner. Have successfully incorporated Imskian technology, allowing SD's aura to extend to prosthesis. Molecular compression is routine and painless.

Have cautioned SD to rest, as rejection remains a possibility, however remote. Compliance unlikely. She exhibits stubbornness previously observed in numerous human females. Will speak to AR about slowing SD down. If anyone can convince . . .

Have assured SD her itching at juncture of living tissue and prosthesis considered normal. She seems unconvinced.

Subnote 1: Muttered complaints about seeing double led to examination of ocular implant. Seems Imskian med technology is surprisingly subpar. Several adjustments made. Actually got SD to smile.

Subnote 2: Probe technology??? Must research prospects for accelerated biological replacement of lost leg.

exploded and he was placed in the Weisinger Chambers by the Dominators.

EXCERPT: "The Legion Groupie," Dec. 20, 1974, Page 25.



Meet the Legionnaires: Sun Boy

NAME: Dirk Morgna.

BIRTHDAY: Feb. 24, 1958.

POWER: Radiate heat and light.

DATE JOINED THE LEGION: July 28, 1974.

HAIR: Sun-bright blond.

EYES: Hypnotic blue.

HEIGHT: 6'.

HOME PLANET: Earth.

FAVORITE KIND OF MUSIC: Slam, Dance Club.

HOBBIES: Fantasy role-playing games, collecting sculpture, dancing, girl-watching, dating.

FAVORITE FOODS: Venturan Spice Cuisine.

IDEA OF A DREAM DATE: Driving my date to the most expensive restaurant in town for a wonderful gourmet dinner. Then on to a dance club where we dance until dawn before taking a beautiful walk along the beach and watching the sun come up.

AMBITION IN LIFE: To be respected around the galaxy.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: The one with the most shade so all the girls would sit under me.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: Make it so I could do more and contribute more.

THE LEGION GROUPIE SCOOP ON SUN BOY: Dreamy Dirk, one of the most eligible bachelors in Metropolis, is loved by almost everyone—but not by one of his fellow workers at the nuclear research plant owned by Dirk's father. That worker, who'd recently been fired, locked Dirk in one of the reactors. But instead of killing Dirk, the reactor's radiations gave him his fantastic Sun Boy powers.

OFFICIAL CORRESPONDENCE: From Legion Unofficial Temporary Leader Polar Boy to Earthgov Oversight Committee, Sept. 15, 1991.



In Regards To: The Resignation of Sun Boy.

When Timber Wolf, who was having difficulties as we all know, was having trouble maintaining the strain of



POEM: Haiku, unpublished, written Feb. 14, 1995.

"Vi"

Small warrior, scarred
By memories too great to bear,
Holds love like a torch.

—Q.D.

Dirk Morgna/Sun Boy



DEX: 5 STR: 4 BODY: 5
INT: 7 WILL: 6 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 15 HERO POINTS: 70

•**Powers:** Energy Absorption: 10, Flame Immunity: 10, Flame Project: 12, Flash: 10

•**Skills:** Charisma: 7, Vehicles (space): 4

•**Advantages:** Connections: Legion of Super-Heroes (High), Earthgov (Low)

•**Drawbacks:** Strange Appearance*, Minor Irrational Fear of Darkness, Serious Psychological Instability*

•**Motivation:** Responsibility of Power

•**Wealth:** 8

*Sun Boy earned these Drawbacks after the powersphere

leadership, he requested that Sun Boy, serving informally as deputy leader, unofficially take command. Because of your Reincorporation and Reorganization Requirements, our lawyers said any official change in leadership would have been virtually impossible, so we kept Timber Wolf as official leader and instituted Sun Boy as temporary unofficial leader based on constitutional clause 6.5.

Through Sun Boy's unofficial leadership and wise command decisions, the Black Dawn disaster was averted and the number of deaths was kept to a minimum. Unfortunately, Sun Boy has now chosen to resign from the Legion and, again using clause 6.5, I have taken over unofficial temporary leadership of the Legion.

Your committee has asked me to state the reasons for Sun Boy's resignation. Well, don't say you didn't ask for it. I believe that sad feelings over the decisions that he had to make, the fate of Wildfire, Timber Wolf, and Reflecto, plus Earthgov's continuing harassment are directly responsible for Sun Boy's resignation. He acted like a hero in a difficult situation and the only thanks he gets is people blaming him. Without him you would be ashes now.

A fine man has been driven from a position he was well-qualified for, and I hold Earthgov completely responsible.

Unofficial Temporary Leader,
Polar Boy



EXCERPTS: Earthgov Employee Contract, Dirk Morgna, signed Sept. 9, 1992.

... for the annual salary of 2.15 million credits.

Other considerations are to include a luxury suite in the Bayonne Arms, paid in full by employer; a Weisinger Plaza Motor Pool Aphrodite-6 Personal Speeder, free of charge; Gold-Shield status in all Earthgov exchanges, commissaries and service outlets, free of charge; and complete medical, dental, and psychiatric care, free of charge.

... Employee will serve as spokesman, public-relations liaison and information manager for Earthgov, performing his duties in the specific manner dictated by his superiors. Failure to do so will be considered a breach and grounds for termination.

... Employee is hereby restricted from making any public statement without authorization of his superiors.

... Any public incident involving employee that reflects negatively on this government or the morals or integrity for which it stands will be considered a breach and grounds for termination.

Any disservice, disrespect or hostility by employee aimed at our Dominion allies and their duly appointed representatives will be considered a breach and grounds for termination.

Any action by employee that grants comfort, aid or support to opponents of this government will be considered a breach and grounds for termination. . . .

TRANSCRIPT: Programming Interruption, all EGV channels, Sept. 14, 1992.



DIRK MORGNA: Good evening around the globe everyone, I'm Dirk Morgna, better known to some of you as Sun Boy from my Legion days.

You know, like everybody else, I've always wanted to do the most I could to help out, especially in troubled times like these. That used to entail putting on that yellow-and-red uniform and fighting for just causes as a Legionnaire.

But times have changed. The problems of this world can no longer be solved by bright costumes and colorful names. To me, it seems like it's time to team up with our government and do something about the mess we find ourselves in.

That's what I'm here for. Starting tonight, I'm your contact in Earthgov. When there's something going on that you don't like, and I know there's a lot going on that you don't like, I want to hear about it. We can't always give you everything you ask for, but we can sure as hell try.

See, I've met the people in this government, and I've discovered that they really care. They want you to be able to feed your family, put a roof over your heads, and not have to worry about terrorists making our cities unsafe or Khunds overrunning the planet.

They want to keep Earth the most advanced, most prosperous, safest planet in the galaxy, and with your help, we can do it.

Give me a call or drop me a holo. The number is 2909-6-19-286. That's 2909-6-19-286. Let's hear what you think.

INTERNAL CORRESPONDENCE: From Earthgov Liaison Dirk Morgna to the Office of the President of Earth, Feb. 10, 1994.



Madame President,

I think you should know that I've been looking into this Don and Dawn Allen matter and have discovered to my horror that there is only the flimsiest of circumstantial evidence to link them with the Quebec Powersphere disaster.

Furthermore, throughout this little investigation I have found SPE and Earthgov officials to be arrogant, hostile, and contemptuous of any pretense of justice or due process.

This is just one of dozens of examples I have personally witnessed of Earthgov, SPE, and Dominion officials abusing their powers shamefully and oppressing the people we're supposed to be serving.

Since I know you share my commitment to true justice and the legitimate best interests of this planet and her people, I know you'll want to give these matters your

immediate and complete attention. I have personally assured the Allen twins that they will be freed and relieved of this absurd harassment and confinement, unless compelling new evidence against them surfaces.

I look forward to working closely with you in righting these intolerable wrongs.

Dirk Morgna



**INTERNAL CORRESPONDENCE:
From Arlington Morse, Special
Assistant to the President of
Earth, to Earthgov Liaison Dirk
Morgna, Feb. 12, 1994.**

Mr. Morgna,

How inspiring it is to hear you've appointed yourself defender of this government's morals and ethics. How noble of you to risk your career, benefits, and freedom to offer aid and comfort to a pack of worthless pro-Khund terrorists.

You have signed a contract to serve this government through the difficult challenges ahead. If the duties and privileges this contract has brought you are not satisfactory, feel free to terminate it. We will be happy to transfer your residence to a dingy, reeking cell in the Ossining Work Farm if that is your desire.

Morse



**EXCERPT: Dominion Weisinger
Chambers, Experimental Subject
records, April 16, 1995.**

Subject: Dirk Morgna

History: 37-year-old male, human. Paragene positive. Genetic mutation initiated by exposure to nuclear radiation at age 15 resulting in ability to generate intense light and heat. Joined Legion of Super-Heroes as Sun Boy.

In excellent physical health prior to accident. History of isolated psychotic episodes, including one at the time of these latest injuries.

Initial diagnosis: Second- and third-degree burns over 100% of body caused by exposure to Null Radiation from powersphere detonation.

Research note: Null Radiation was initially deemed harmless, but evidence is mounting that it is a primary trigger of paragene mutations. Information has been passed on to Techs involved in paragene research.

Condition: Grave, possibly terminal. Subject's condition continues to deteriorate due to increased activity of paragene properties as a direct result of NR exposure. In essence, subject is living nuclear reactor.

Treatment: Suspended in Olyn chamber, receiving massive doses of synmorph for palliative pain relief. Humane Termination ordered by Science Police Earth Executive Officer Circe.

Classified note: Executive Officer's request overridden by Earthgov Embassy Senior Attache. Executive Officer has witnessed incineration of substitute body and shall not be informed of override. Subject Morgna to be transferred to Weisinger Complex Chambers for genetic testing.

Chuck Taine/Bouncing Boy



DEX: 8 STR: 3 BODY: 5
INT: 6 WILL: 5 MIND: 3
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 60

- Powers:** Jumping: 7, Shape Change: 2
- Skills:** Acrobatics: 10, Charisma (Persuasion): 5, Military Science: 6, Vehicles: 5
- Limitations:** Miscellaneous: Shape Change only allows Chuck to inflate himself into a ball shape. When in this form, Chuck's BODY is 11; Miscellaneous: Acrobatics is usable only with Jumping Power.
- Advantages:** Connections: Legion of Super-Heroes (High), United Planets Militia (High)
- Drawbacks:** Married
- Motivation:** Responsibility of Power
- Wealth:** 6

**EXCERPT: "The Legion Groupie,"
March 23, 1975, page 101.**



**Meet the Legionnaires:
Bouncing Boy**

NAME: Chuck Taine.

BIRTHDAY: April 5, 1959.

POWER: Can inflate body and bounce like a ball.

DATE JOINED THE LEGION: Aug. 30, 1974.

HAIR: Practical, unimposing black.

EYES: Playful, fun-loving blue.

HEIGHT: 5'8".

HOME PLANET: Earth.

FAVORITE KIND OF MUSIC: Rhythmic Jazz, Dance Club, Brass Marches, Hologram Soundtracks, and Theme Songs.

HOBBIES: Eating, cooking, billiards, holo-vids, comedy clubs, robot gladiators.

FAVORITE FOODS: Everything, but especially hot fudge sundaes.

IDEA OF A DREAM DATE: Going to dinner (and dessert) with someone who has a great sense of humor.

AMBITION IN LIFE: To make everybody laugh.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: A Grykk Giggling Larch, the funniest tree in the galaxy.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: To put a little meat on this slender frame.

THE LEGION GROUPIE SCOOP ON BOUNCING BOY: It isn't easy to make the Legion if all you can do is bounce, and this plucky, fun-loving Legionnaire wasn't admitted right away. But he was eventually able to prove the usefulness of his skill at bouncing and figuring angles and, since joining, has also turned out to be a real boost to Legion morale through his indomitable wit and humor.



TRANSCRIPT: Welcoming Speech to Incoming Cadets, United Planets Militia Academy, Delivered by Chuck Taine, Oct. 8, 2994.

Good morning everyone and welcome to the United Planets Militia Academy. My name is Chuck Taine. The lovely woman by my side is my wife Luornu Durgo Taine, and we're Instructors General of the Academy. It'll be our job to make sure you're ready to serve in the armies of the United Planets Militia.

... Some people wonder why a couple of ex-Legionnaires would get involved in an undertaking like this. Sometimes we ask ourselves the same question, but the answer is that being a Legionnaire is not an end in and of itself. Nothing in life is. You don't accomplish one thing and then sit in your easy chair and write your memoirs.

It's all part of the journey. Another learning experience. Our years in the Legion would be wasted if we didn't somehow move on and use our experiences there in whatever we did next and for the rest of our lives. Right now there's no more important way to use that experience than to help drive the Khund conquerors back out of United Planets space.

We're proud of what we accomplished in our days with the Legion, but we think we can accomplish just as much here. We think you can too.

Good luck.

**Tenzil Kem/
Matter-Eater Lad**



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

•Powers: Acid: 20, Systemic Antidote: 20

•Skills: Artist (Actor): 2, Charisma (Persuasion): 6

•Limitations: Miscellaneous: Tenzil's Acid represents his digestive juices. He must therefore eat the object in question to use his Power; Miscellaneous: Tenzil's Acid Power does not work on magnozite; Miscellaneous: Systemic Antidote applies only to those toxins that are imbibed.

•Advantages: Connections: Legion of Super-Heroes (High), United Planets Governments (Low), Anti-Earthgov Resistance (High); Gift of Gab; Omni-Connection; Scholar (Law)

•Motivation: Thrill of Adventure

•Wealth: 7

**EXCERPT: "The Legion Groupie,"
April 1, 2975, page 94.**



**Meet the Legionnaires:
Matter-Eater Lad**

NAME: Tenzil Kem.

BIRTHDAY: Feb. 8, 2958.

POWER: Ability to eat matter in all forms.

DATE JOINED THE LEGION: Dec. 24, 2974.

HAIR: Wavy black.

EYES: Lively, impish deep aqua.

HEIGHT: 5'9".

HOME PLANET: Bismoll.

FAVORITE KIND OF MUSIC: Commercial jingles, holo-vid theme songs, any orchestral arrangement accompanied by cannon fire.

HOBBIES: Personal financial advisement, brain surgery, applying designer condiments to Legionnaire undergarments.

FAVORITE FOODS: Casual sportswear, high-performance hovercraft. Savignano's Molybdenite Concertos.

IDEA OF A DREAM DATE: A quiet dinner, a subtitled film, a vat of whipped cream, and the Bismoll Bicuspid Cheerleaders.

AMBITION IN LIFE: To join in harmony with the poor, the destitute, and the downtrodden, and perform together playing the galaxy's largest set of bagpipes.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: My socks, at least once a week.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: A Toonari Satinflax, whose seed fibers would be woven into the material for Phantom Girl's tights.

THE LEGION GROUPIE SCOOP ON MATTER-EATER LAD: There's never a dull moment with zany Tenzil around. This madcap Legionnaire hails from the unusual planet of Bismoll, a Gandian world where poisonous microbes and the human paragene have given the people there the ability to eat matter in all forms. Tenzil is also the host of "Legionnaire Bowling," and has signed to star in his first holo-movie, "Bismoll, Babes, & Bikinis."



OFFICIAL DOCUMENT: Warrant for the retrieval of Tenzil Kem to the planet Bismoll, Sept. 16, 2981.

Bismollgov

It's not just a government anymore!

OFFICIAL WARRANT

Mr. Tenzil Kem,

Congratulations! You have been randomly selected to run for a seat in the Bismollian Parliament. You are instructed to return immediately to Bismoll and launch a good-faith campaign toward election on Nov. 2. To assist you in your immediate compliance, you will be accompanied by two heavily armed officers of the Federal Court. Again, congratulations and good luck!



**INTERNAL CORRESPONDENCE:
From Fungul Loy, Vice Chairman,
Igneous Bismollian Party, to
Browder Yod, Chairwoman,
Igneous Bismollian Party,
Oct. 8, 2985.**

Madame Chairwoman,

Something's got to be done about this Kem character.

You told me to look the other way when he launched a beachwear collection during the holo debates. I agreed not to sue over that damn Planetary Chance Machine (after all, what's a few stitches when we got a 30 rating). And hey, it all seemed like innocent fun when *The Asteroid* ran those pictures of him with the Carggite exotic dancer. I can even overlook the fact that my own wife is his chief aide, and I have no doubt they're tending to more than official business in those all-night office sessions.

But this reckless bozo has simply gone too far, and

one look at his voting record will show you what I mean. In the past year, he has voted along party lines only 62% of the time. He has voted pro-Bismoll in commerce and trade matters a mere 17% of the time. He has never voted in favor of our Traditional Values Program or in our Security-Bismoll Package.

His voting tendencies and rhetoric are creating the danger our party will be perceived as fringe-environmentalist, and he has on numerous occasions openly praised the opposition's legislation.

Remember "Congressional-Spouse Mud Wrestling"? That was *his* idea!

Now I know his Z-Scores are the highest in history. I know he's made "Legislative Horizons" the only public-affairs show to outrate "Cosmetic Surgery Live." And I realize he's generated more successfully enacted legislation than any other two Senators combined. But let's not become so focused on the social good he's supposedly accomplishing that we forget the very real damage he's done to this party. When you review the matter in this light, I'm confident you'll agree that something has to be done.

Warmest personal regards,

Fungul

POEM: Haiku, published: "Political Satire" (Kathoon), Nov. 30, 2991.



"Tenzil"

Immortal foodstuff —
Trust me. I'm a Senator.
Laughing at danger.
—Q.D.

**TRANSCRIPT: Bismollian Senate
Proceedings, Dec. 29, 2994,
9:47-9:49 a.m.**



SENATOR YOD: The chair recognizes the ex-Senator from Quartzboro.

TENZIL KEM: Thank you, Madame Chairwoman. What a great crowd, huh? Hey, are you folks having a good time this evening? Having fun?

(Inaudible response from assembly.)

Nyeh. What a crowd. Party night in the Parliament. Okay...

Well of course you're a little glum today. This is a sad occasion. That's right. I've come to say goodbye. As you all know, I've been given the old heave-ho, the boot, the last wake-up call, the midnight knock on the door. It seems the worthy opposition party has decided to pounce upon a mere technicality to remove me from office. It seems that just because I was dead for a short while, they decided I was unqualified to serve the people.

Never mind that I'm fully and completely recovered; never mind my unblemished record of remaining consistently alive for more than 13 years of consecutive service; never mind that several of my esteemed colleagues haven't mustered a detectable pulse rate in decades. Rules are rules, it seems. If you die, even if it's just for a mere week or two, you're out on your wazzo.

... Now it's been suggested by several of my esteemed colleagues that I owe my government, this body and my party an apology for my actions and words over the years. Madame Chairwoman, if I have ever done anything to impugn the integrity of any of these fine institutions, I can assure you that nothing could have been further from my mind.

Let me also state, Madame Chairwoman, that if I ever created even the slightest impression that our party is a collection of opportunistic, evasive, mealy-mouthed politicians, I most sincerely apologize.

Further, any suggestion that you or your esteemed vice chairman are by any stretch of the imagination any sort of manipulative, cigar-chomping, backdoor-dealing, power-mongering conspirators is completely and utterly without basis.

It was also never my intention to suggest these chambers are full of pudgy, Silverale-swilling, vainglorious repugnant endomorphs with no grasp of the public interest and even less of an inclination to do anything about it.

I further apologize if I ever gave anyone the impression the leadership of the esteemed opposition party is in any way a herd of back-stabbing, mud-slinging sows, suffering from an overabundance of bodily orifices and wallowing in the slop of their own contemptible lies. Or in any way a pack of vicious, snarling, maggot-infested jackals who dine on human flesh and suck the marrow of the bones of the people they were elected to serve. Nothing could have been further from my mind.

YOD: Uh, Mr. Senator...

KEM: Hey, don't stop me now, Madame Chairwoman, I haven't even gotten to the Judiciary or the Executive Branch...

YOD: I think you've apologized quite enough.

KEM: Look, I have not *begun* to apologize...



LEGION-CO-LEADER JOURNAL ENTRY: Reep Daggel, Jan. 6, 2095.

Subject: Tenzil Kem, Personnel Evaluation.

Power value is negligible, current combat skills negligible (though skills were well-maintained and underrated during Tenzil's original tour of duty).

Rokk suggests charisma, force of character, morale-enhancement abilities, and thoroughly disguised but unmistakable work ethic will make Tenzil a valuable addition.

I tend to think Tenzil will do nothing for morale that Kono isn't already doing more skillfully and destructively, and Kono is better-looking.

But Tenzil's got contacts that won't quit, and some of the most unexpected power-brokers in the galaxy owe him favors, so one way or the other, we ought to come out ahead with him in our ranks.

Jan Arrah/Element Lad



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: Science: 6, Weaponry: 6

•Limitations: Miscellaneous: When using his Power, Jan must think through the elemental change taking place. Particularly complex changes take a long time to think through. Refer to the guidelines on pp. 52-53 of the *Character Handbook*. Difficult or Strenuous transformations take roughly 15 seconds (3 combat phases or 2 APs), Extreme or Pushing the Limit transformations take a full minute (15 combat phases or 4 APs), and Herculean or Beyond the Limit transformations take between five and eight minutes (7 APs).

•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

SCHOOL ASSIGNMENT: Jan Arrah, composition, 2nd Level, Jan. 7, 2090.



I WILL by Jan Arrah

I WILL try to make my parents proud of me.

I WILL learn to never use my abilities to hurt anyone or to help myself, but to only help all of Trom

I WILL never be mean to other boys and girls and make them use their abilities to hurt people.

I WILL learn all about the man and the woman that are inside everybody that when we truly know them it lets us not hurt anybody ever.

I WILL learn the universal peace and never hurt anybody.

The end.

By Jan Arrah.



EXCERPT: "The Legion Groupie,"
Feb. 14, 2976, page 52.

Meet the Legionnaires: Element Lad

NAME: Jan Arrah.

BIRTHDAY: Aug. 20, 2962.

POWER: Transmutation of elements.

DATE JOINED THE LEGION: March 5, 2975.

HAIR: Light, wavy blond.

EYES: Wide, innocent hazel.

HEIGHT: 5'8".

HOME PLANET: Trom.

FAVORITE KIND OF MUSIC: Club, Dance, Trommite Traditional, and Ritualistic.

HOBBIES: Meditation, reading, drawing, painting, indexing.

FAVORITE FOODS: Salads, vegetables.

IDEA OF A DREAM DATE: A quiet evening in front of a warm fire with someone who really understands.

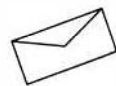
AMBITION IN LIFE: To achieve true, eternal serenity.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: My tendency to give in to temptation and anger.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: A Vasmeeric Willow. It bends in the wind but seldom breaks.

THE LEGION GROUPIE SCOOP ON ELEMENT LAD: Jan came to the Legion under the most tragic circumstances imaginable. His entire race, except Jan, was murdered by Roxxas the Butcher and his gang of pirates. The cutthroats learned that everyone on Jan's planet could rearrange the molecular structures of the elements, so Roxxas and his men attempted to force them to create great riches. When the people refused, the pirates killed them. Jan escaped and joined the Legion. Together they brought Roxxas to justice. Today, quiet, sensitive Jan serves as one of the most respected and powerful Legionnaires.

PERSONAL CORRESPONDENCE:
Jan Arrah to Shvaughn Erin,
Aug. 28, 2991.



Dear Shvaughn,

First of all, I don't blame you for the way you reacted, and I don't care if we made a scene. I understand why you haven't returned my calls. I understand the pain you're going through because this hurts me just as much as it hurts you. But I think I owe you a full explanation for my decision. You may not want to hear it now, but someday you will, and this is it.

Shvaughn, I have to go back to Trom. As I've tried to tell you many times, my life is a spiritual journey, and I simply can't continue that journey on what has become of this world. Not after what Earthgov has been doing to the Legion, how the people of Earth have failed to speak up for us, especially after the events of Black Dawn.

You know what it means to be a Trommite, Shvaughn. To live forever with the ability to kill with a casual thought, to pollute yourself with instant riches, to cause massive destruction in a single moment of weakness.

If I'm to live with this burden (and the universe knows I carry a few others), I cannot abandon my spiritual journey. I've recently come to realize I'm still just at the beginning of this journey, and that many, many steps lie in front of me—steps I can only take in the valleys of Trom, where my people found the truths of universal peace.

I know you want to take those steps with me, and I believe some day you'll be able to do so. But right now I need all my strength and focus to get myself through these difficult days. I must be the student, I cannot be the teacher.

Someday I hope you can understand. You need to find your own answers, your own path. We love each other deeply, but we are very different people. If we are meant to spend our lives together, then our unity of spirit will survive this and much tougher tests.

If you cannot find your own path; if you cannot wait while I find mine; if you cannot find it in yourself to accept me for who and what I am, and what it forces me to do; then perhaps the fates didn't have us in mind for each other. Perhaps we were only meant to be good friends.

And I hope, at the very least, that's what we'll always be.

With deep love,
Jan



POEM: Haiku, published in
"Mysticism," Naltor,
April 12, 2993.

"Jan"

Crystals left behind,
Frost-tipped, they wait for daybreak.
You alone seek peace.
—Q.D.

PRIVATE JOURNAL ENTRY:
Jan Arrah, Dec. 24, 2994



... Well, here I am back with the Legion, or rather a Legion.

It's a place I honestly never thought I would be again. But if I learned anything in those long years of isolation,

it's that the journey to Universal Peace doesn't happen in a physical place, it happens inside you. Maybe I needed the solitude to get where I am, and maybe I didn't, but the time has come to stop viewing the difficulties of the universe as a threat to my journey, and rather as the reason for my journey and the means of my enlightenment.

If I'm not ready to use what I've learned to help the galaxy in this time of severe need, then my journey has truly been without point.

Maybe this time I am ready to serve with the Legion and not let it bother me that nobody else really understands—not let the casual insensitivities, the moral sloppiness, the unthinking hostilities, undermine my peace of mind.

They shouldn't be like me. Thank the universe they aren't. How appropriate and beautiful it is that the universe is full of beings who need not carry the burdens I must carry...

Ayla Ranzz/Lightning Lass/ Light Lass



DEX: 6 STR: 3 BODY: 5
INT: 6 WILL: 6 MIND: 5
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 16 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
- Motivation: Responsibility of Power
- Wealth: 5
- Note: During her Light Lass phase, Ayla lost her Lightning Power and had the Gravity Decrease Power rated at 14 APs.



**EXCERPT: "The Legion Groupie,"
July 15, 1976, page 117.**

Meet the Legionnaires: Light Lass

NAME: Ayla Ranzz.
BIRTHDAY: Nov. 10, 2959.
POWER: To make objects light.
DATE JOINED THE LEGION: March 12, 2975.
HAIR: Sunburst red.
EYES: Dancing, laughing blue.
HEIGHT: 6'.
HOME PLANET: Winath.

FAVORITE KIND OF MUSIC: Winathian Spiritual, Halcyon, Rhythmic Jazz, Classic Pop.

HOBBIES: Swimming, dancing, sunbathing, animals, agriculture.

FAVORITE FOODS: Goldenmeion, rose-honey tea, desserts.

IDEA OF A DREAM DATE: A beautiful sun-shiny day out in the fields with that special someone.

AMBITION IN LIFE: To bring my family together in peace and happiness.

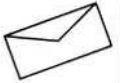
IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: To be more open about my inner feelings.

IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: A Rose Honey blossom, because they're my favorite.

THE LEGION GROUPIE SCOOP ON LIGHT LASS: Ayla was originally Lightning Lass. She gained her powers when she and her two brothers crash-landed on Korbal and were attacked by lightning beasts. However, when Lightning Lad was revived, Dream Girl changed Ayla's powers and she became Light Lass. since two Legionnaires are not supposed to have the same power.

PERSONAL CORRESPONDENCE:

**Ayla Ranzz to Salu Digby,
Sept. 14, 2991.**



Dear Vi,

Life here on Winath is wonderful.

Yeah, surprise! I'm on Winath. I'm still a little surprised about it myself. It was one of those sudden decisions. Garth and Imra seemed so happy and content here and the boys were growing up so fast and I was missing it all. So I packed my bags and left Earth.

Dirk wasn't very happy about it. But I don't know, things just weren't the same in the Legion. Black Dawn ripped out a lot of hearts. Mine too, I suppose. And why waste your time somewhere where you can't even get anything done anymore? Talk about brick walls! You know we even considered sending everyone out on missions with assisting attorneys!

I guess I just decided I could do more good helping out on the plantation. At least here every bit of work we do feeds somebody out there who might otherwise be starving. The feeling of accomplishment is wonderful.

Garth wants me to help in administration. Yeah, right. Me, cooped up inside, pushing papers, letting my buns go white. Winath is too beautiful to waste like that.

Mekt is still doing great, thanks for asking. I mean, it's like a dream come true! This is the family I always imagined we could be. Garth and Mekt, both happy, loving, and content. Something I thought I'd never see, especially after that damn Korbal thing and what it did to them.

God, I hope I haven't become too syrupy sweet for you to stand. You're probably thinking ol' Ayla's really gone off into La-La Land this time. But you've got to understand, there's a spirit of contentment here that's just me. On Winath there just doesn't seem to be any reason to fixate on the troubles of the galaxy, when just doing what you can do to help feels so good. And Mother-God, isn't it nice to spend time in a culture that really honestly believes there's nothing wrong with being happy?

Once you come here, you shed baggage like you shed your clothes. Like, I think I'm actually over the guilt about Brin. Sure my heart still aches for him, but as a friend—just because we once shared something very special doesn't mean I have to somehow try to keep protecting him for the rest of his life from forces none of us can control.

You know Vi, it's becoming pretty clear to me. When that damn war is over, you're coming here and I'm not going to put up with any more of your excuses. You've paid your dues in hell. You deserve a little time in heaven.

Let's make it happen soon, okay?

Love,
Ayla



LEGION-CO-LEADER JOURNAL

ENTRY: Reep Daggle, Dec. 29, 2994.

Subject: Ayla Ranzz, Personnel Evaluation.

Ayla is the best evidence we have that getting the Legion back together was a good idea. She's calm and cool and has her head together better than anyone. She has effortlessly assumed a leadership roll here in a nonthreatening manner, creating no resentment. She provides support, advice, and a strong shoulder for those who need it. Her Winathian contentment is infectious and greatly increases productivity and work ethic within the team. Vi is 100% more productive and effective under the spell of Ayla's optimism. . . .

Nura Nal/Dream Girl



DEX: 5 STR: 3 BODY: 4
INT: 7 WILL: 9 MIND: 9
INFL: 9 AURA: 9 SPIRIT: 8
INITIATIVE: 23 HERO POINTS: 70

- Powers:** Precognition: 25
- Skills:** Gadgetry: 3, Martial Artist: 6, Medicine: 4, Occultist: 7, Scientist: 4
- Bonuses:** Nura doesn't need to touch an object to determine the future.
- Limitations:** Miscellaneous: Precognition is used at GM

discretion. Non-intentional attempts (those made at the GM's discretion) are conducted normally. If Nura tries to use her Power deliberately, the attempt is treated as an Extreme Action (+5 Column Shifts to OV and RV).

- Advantages:** Attractive; Connections: Legion of Super-Heroes (High), United Planets Governments (High)
- Drawbacks:** Authority Figure
- Motivation:** Responsibility of Power
- Wealth:** 12

EXCERPT: "The Legion Groupie," April 16, 2978, page 49.



Meet the Legionnaires: Dream Girl

NAME: Nura Nal.

BIRTHDAY: Dec. 8, 2957.

POWER: Precognition.

DATE JOINED THE LEGION: Oct. 20, 2975, re-admitted March 31, 2978.

HAIR: Dazzling platinum blond.

EYES: Amorous, glowing light blue.

HEIGHT: 5'9".

HOME PLANET: Naltor.

FAVORITE KIND OF MUSIC: Slow Dance, Club Dance, Top-100.

HOBBIES: Naltorian science, boys.

FAVORITE FOODS: Salads, NoCal, white curd.

IDEA OF A DREAM DATE: The man of my dreams and me in a dark night club dancing to the sexy music.

AMBITION IN LIFE: To run the whole show and have a great time doing it.

IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: A Naltorian Eternal Rose, because once it blooms it stays beautiful forever.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: Lose weight.

THE LEGION GROUPIE SCOOP ON DREAM GIRL: This drop-dead gorgeous Cassandra hails from Naltor, where all the natives can see the future in their dreams, but few as skillfully as lovely Nura.

POEM: Haiku, unpublished, written Feb. 5, 2991.



"Dreamy"

Her steps make a dance,
Prognosticating music:
Knowing eyes, soft skin.
—Q.D.



OFFICIAL CORRESPONDENCE:
Naltorgov to Nura Nal,
Aug. 15, 2991.

Naltorgov

The Naltorian Matriarchate Republic

Miss Nura Nal,

We have foreseen your decision to resign from the Legion this day and accept the position of High Seer of our world. We congratulate you and earnestly thank you for responding to our entreaties in Naltor's hour of need.

As you know, your regent has performed diligently in the High Seer's position to the best of her ability, but your inherited and developed powers far exceed hers and are needed now to guide Naltor through these difficult times.

Our condolences on the tragic events of Black Dawn. We regret that your brilliant career with the Legion concludes during a period of such hardship. But we anticipate your arrival here with great enthusiasm and again thank you for your dedication to the welfare of our world.

Toward a Prosperous Future,
 Supreme Council, Naltorgov



TRANSCRIPT: "The Future Is What It Used To Be: A Report on Naltor," News-36, Dec. 6, 2993.

CORRESPONDENT DEBB ARRINGTON:

... But all seem to agree that Naltor could not have weathered the economic storm as well as it has without the leadership of its brassy, free-spirited High Seer Nura Nal. Since her ascension to Naltorgov's top office in August 2991, Nal has returned the planet to self-sufficiency, restored consumer confidence and spending levels, put Naltor's unemployed to productive use in ecosystem-repair works, and redirected rusting segments of the economy toward badly needed charitable, relief, and developmental efforts throughout the struggling sectors of the old United Planets.

This is a far cry from the panic that gripped the planet in mid '91, when the Council was considering the potentially explosive violation of age-old taboos against the use of prognosticative powers in the interstellar economy . .

**Princess Projectra/
 Sensor Girl**



DEX: 6 STR: 4 BODY: 4
 INT: 6 WILL: 4 MIND: 5
 INFL: 10 AURA: 9 SPIRIT: 8
 INITIATIVE: 24 HERO POINTS: 70

- Powers (†Mystic Linked): Directional Hearing: 8†, Extended Hearing: 8†, Illusion: 15†, Microscopic Vision: 8†, Telescopic Vision: 8†, Thermal Vision: 8†, Truesight: 13
- Skills: Martial Artist: 6
- Advantages: Connections: Legion of Super-Heroes (High), Orando (High), United Planets Governments (High)
- Drawbacks: Authority Figure
- Alter Ego: Queen Projectra of Orando
- Motivation: Responsibility of Power
- Wealth: 12

**EXCERPT: "The Legion Groupie,"
 Jan. 25, 2978, page 57.**



**Meet the Legionnaires:
 Princess Projectra**

NAME: Projectra.

BIRTHDAY: Dec. 19, 2962.

POWER: Illusion-casting.

DATE JOINED THE LEGION: Dec. 8, 2977.

HAIR: Confident, commanding frosty white.

EYES: Aristocratic blue.

HEIGHT: 5'7".

HOME PLANET: Orando.

FAVORITE KIND OF MUSIC: Traditional Orandi, Minstrel.

HOBBIES: Archery, blooreback riding, poetry, traditional dancing, traditional self-defense.

FAVORITE FOODS: Orandi greens, ram-kid, scrutton, elva.

IDEA OF A DREAM DATE: Attending the Old-Souls Masquerade in a beguiling costume, accompanied by a young man of nobility and valor.

AMBITION IN LIFE: To one day rule Orando as wisely as my father has.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: My youthful impatience with the necessary training of Orando's future ruler.

IF YOU WERE A FLOWER, WHAT KIND OF FLOWER WOULD YOU BE?: Like Orando, a beautiful Fire-Rose, with deadly thorns for those who dare to attack it.

THE LEGION GROUPIE SCOOP ON PRINCESS PROJECTRA: Yes, Projectra really *is* a Princess. She grew up on the medieval world of Orando, where the knights and the dragons and the damsels in distress aren't just holoivid special effects. Her father sent her to Earth to learn more about the modern ways of the United Planets, and she joined the Legion together with Karate Kid, Ferro Lad, and the traitor Nemesis Kid. Legion Groupie Tip: Look for a possible romance between Jackie and the noble "knight" Ferro Lad.



POEM: Haiku, unpublished, written Feb. 3, 2001.

"Jeckie"

Ruling a kingdom
Needs courage and illusion.
How strong Val had been!
--Q.D.



OFFICIAL CORRESPONDENCE: Orandi Council to Projectra, March 5, 2001.

Noble Projectra,

This Council of Orakills of the Kingdom of Orando does hereby humbly and earnestly request your return to this world to reclaim your throne and aid a dying Orando at its time of most desperate need.

During your period of penance, Orando has found its adopted dimension unable to adequately provide for the survival of its beasts and forests. Without great technological assistance to return this world to its home dimension, we may not survive the year.

This Council of Orakills recognizes that it erred seriously when it used great machines to flee a universe of machines. We now urgently plead that you and your allies of that universe come to our aid and save this dying world.

If you see fit to comply with our request, we pledge loyalty and obedience to you for the remainder of your life.

Please respond to our request without delay.



TRANSCRIPT: Orandi Re- Coronation Speech, Delivered by Queen Projectra, March 25, 2001.

QUEEN PROJECTRA: . . . There are those who have plotted against my father and I, and the proud new Orando that we have envisioned. They have discredited science, exploited our people's fears and superstitions and played the games of politics and palace intrigue with ruthless cunning. In their zeal, some of them even murdered my father.

I do not blame these adversaries for Orando's current plight, however. It was never their intention to injure this world, and they knew no better way to serve it than they have. I, on the other hand, knew better.

Yes, it was I who succumbed to their emotional rallying cry for tradition. I was the one who allowed them to manipulate our past traumas into a mandate to hide from the 30th Century. I was the one who accepted their punishment for my so-called sins and abandoned this world to do penance.

Well, never again. I now stand before you unrepentant and proud of the progressive program my father and I have brought to Orando. I renounce the Orakills' Sensor Girl powers and the penance they imposed upon me. I vow never again to capitulate to the traditionalists and their cries for fearful isolation and ignorance. I allowed myself to listen to the traditionalists and to entrust the fate of the planet to them. And this is the result.

No, never again will Orando hide. Never again will it listen to the cowardly calls for superstition and paranoia. There is a proud and prosperous Orando awaiting us in the 30th Century, and with your help, I intend to lead you there.

Andrew Nolan/Ferro Lad



DEX: 7 STR: 4(15) BODY:5(10)
INT: 5 WILL: 6 MIND: 4
INFL: 4 AURA: 4 SPIRIT: 3
INITIATIVE: 18 HERO POINTS: 70

- Powers: Density Increase: 11, Power Reserve: 11, Sealed Systems: 10
- Skills: Martial Artist: 4
- Bonuses: Miscellaneous: Andrew's Density Increase Power does not affect his DEX.
- Limitations: Miscellaneous: Andrew can only use his Power Reserve to augment his Str and only when he is in his armored form (ie. when his Density Increase is active). Sealed Systems only works when Density Increase is active as well. When Andrew activates his Density Increase, he must activate all 11 APs.
- Advantages: Connections: Legion of Super-Heroes (High); Rich Family
- Drawbacks: Strange Appearance
- Motivation: Thrill of Adventure
- Wealth: 7

EXCERPT: "The Legion Groupie," Feb. 8, 2001, page 104.



Meet the Legionnaires: Ferro Lad

NAME: Andrew Nolan.
BIRTHDAY: Jan. 11, 2001.
POWER: Converts his body to iron.
DATE JOINED THE LEGION: Dec. 8, 2001.
HAIR: Unknown.
EYES: Mysterious light blue.
HEIGHT: 5'7".
HOME PLANET: Earth.
FAVORITE KIND OF MUSIC: Slam, percussive.

traditional Asian, medieval folk.

HOBBIES: Land racing, speeders, cruisers, exploration, diving, medieval-faire jousts.

FAVORITE FOODS: Living claw-fish, flaming scrutton, barlat heart, "anything exotic."

IDEA OF A DREAM DATE: "I'm driving along in one of my speeders, and I catch the eye of this beautiful blonde who starts trying to race me. She's good—almost as good as I am. After a close finish, I beat her by a nose. She's entranced and invites me to a picnic dinner at sunset atop a high cliff overlooking the rugged coastline."

AMBITION IN LIFE: To live life to the fullest.

IF YOU COULD CHANGE ONE THING ABOUT YOURSELF, IT WOULD BE: Nothing.

IF YOU WERE A TREE, WHAT KIND OF TREE WOULD YOU BE?: The tallest tree in a thunderstorm.

THE LEGION GROUPIE SCOOP ON FERRO LAD: Mysterious masked Andrew was born with a great blessing and a great curse. The blessing is that he can turn his body to iron, but the curse is a facial deformity that forces him to wear a mask at all times. He's never let that bother him, though, and he's quickly become one of the Legion's bravest, most daring members. Ferro Lad's mother is Luiza Karamonte, the holo-movie star.



TRANSCRIPT: Andrew Nolan Eulogy, Delivered by Valor, April 23, 2978.

VALOR: Ferro Lad was one of the newest among us, maybe the Legionnaire we all knew the least. Maybe even someone we still felt a little ill at ease with.

Heaven knows he displayed a daring that amazed and probably frightened us all—an almost desperate need to demonstrate that no challenge was too great, no danger too intimidating.

Then there was that mask. What was behind it? Why did he hide his face? What was going on behind that mask in Andrew's moments of silent contemplation?

For those of us who were with him on this last tragic mission, there can never again be any doubts about his character, his commitment, or his mettle as a Legionnaire. If anything, he'll probably be remembered as the bravest among us. Perhaps he will also go down in history as the noblest of the Legionnaires.

We all knew what was at stake on this mission—the survival of the most populous regions of the galaxy. None of us were in any condition to deliver the Absorbatron Bomb and survive. I'd been robbed of my invulnerability by the Sun-Eater's intense solar radiations, which had overcome my protections against lead poisoning. So like the others, I faced the prospect of near-certain death if I was selected to deliver the bomb. Like any Legionnaire—like Andrew Nolan—I had no choice but to be willing, at a moment's notice, to sacrifice my life for the good of the galaxy.

Indeed, the fatal mission fell to me. I felt that ache of hopelessness in the pit of my stomach, the overpowering despondency of knowing the ledger was then complete—I would never again be able to make a difference for a friend or feel the love of a comrade.

I know what Andrew Nolan felt because I felt it too. It caused me to hesitate. And that's what separates me from Andrew Nolan. He never hesitated. It was no foolish, suicidal gesture on his part. Andrew knew if he could overpower me in my weakened state and take the warhead, that he was the best-qualified for this mission, and that no matter how minuscule were his chances of surviving, they were better than anyone else's.

It was a chance he was willing to take—a chance he didn't hesitate to take because of who Andrew Nolan was.

I'll never forget what it felt like to see Andrew disappear into the Sun-Eater, knowing he'd never come back. I'll never forget staring desperately into the remains of the creature hoping that somehow Andrew would emerge alive.

But deep down, I knew there was no hope.

He knew there was no hope, and yet he did what any Legionnaire would have done in that situation. He sacrificed himself to save the galaxy.

The difference between Andrew Nolan and the other Legionnaires—the difference between Andrew Nolan and me—is that he did it without hesitation . . . without fear.

You will never be forgotten, Andrew Nolan. The bravest of the Legionnaires.

Val Armorr/Karate Kid I



DEX: 11 STR: 5 BODY: 6
INT: 5 WILL: 8 MIND: 7
INFL: 4 AURA: 4 SPIRIT: 5
INITIATIVE: 24 HERO POINTS: 70

•**Powers:** Jumping: 1

•**Skills:** Acrobatics: 5, Artist: 4, Martial Artist: 14, Thief: 8, Weaponry: 11

•**Advantages:** Connections: Legion of Super-Heroes (High), Government of Orando (High), United Planets Governments (Low); Lightning Reflexes

•**Drawbacks:** Married

•**Motivation:** Responsibility of Power

•**Wealth:** 12



EXCERPT: Legion Trading Card
#L-24-12/08/77, issued
May 28, 2978.

Karate Kid

REAL NAME: Val Armorr.
BIRTHDAY: Sept. 18, 2962.
HOME PLANET: Earth.
POWER: Super-Karate.

ORIGIN: Karate Kid was impeccably trained by Sensei Toshiaki White Crane in all forms of the martial arts.

LEGION FACT: The unpowered Karate Kid gained membership by virtually defeating Valor in hand-to-hand combat.



EXCERPT: Interstellar Press,
Obituaries/Service 3,
Nov. 12, 2985.

ORANDO—Val Armorr, formerly Karate Kid of the Legion of Super-Heroes, was killed today during a battle with the Legion of Super-Villains, a Legion spokesman reported.

Armorr had recently retired from the Legion to join Queen Projectra of Orando as her consort. They married June 11, 2984, and were living here at the time of the Super-Villains' attack.

Armorr was born in Earth's Japan sector on September 18, 2962, and had no natural super-power. Highly skilled in the martial arts, he joined the Legion alongside his future wife, as well as Andrew Nolan and Legion traitor Hart Druiter.

Druiter, the one-time Myari hero Nemesis Kid, was immediately charged with Armorr's murder and executed by Queen Projectra, Orandi officials said.

Always considered one of the bravest and most accomplished Legionnaires, Armorr's legend includes near-victories in battles against Valor and the entire Fatal Five.

Armorr is survived by his wife, Queen Projectra.



POEM: Haiku, unpublished,
written Feb. 3, 2991.

"Karate Kid"

Seek the fatal flaw;
 Each vessel has its weakness,
 Even endless sleep.
 --Q.D.

Tasmia Mallor/ Shadow Lass



DEX: 7 STR: 3 BODY: 5
 INT: 5 WILL: 6 MIND: 6
 INFL: 5 AURA: 4 SPIRIT: 3
 INITIATIVE: 19 HERO POINTS: 60

•**Powers:** Darkness: 15, Ultra Vision: 10

•**Skills:** Martial Artist: 6

•**Advantages:** Connections: Legion of Super-Heroes (High), Government of Talok VIII (High), United Planets Governments (Low)

•**Drawbacks:** Married

•**Equipment:**

Wrist Bracers [BODY: 10]

Tasmia uses the wrist bracers to perform Block maneuvers.

•**Alter Ego:** "Shady"

•**Motivation:** Upholding the Good

•**Wealth:** 6

EXCERPT: "The Legion Groupie,"
Aug. 30, 2979, page 15.



The Cool Kids of the Legion: Shadow Lass

HOOK: Tasmia Mallor.

BIRTHDAY: Feb. 5, 2963.

POWER: Shadow-casting.

HANGING OUT IN THE LEGION SINCE: Sept. 28, 2978.

LOCKS: Silky, lustrous black.

ORBS: Mysterious, alluring black.

HEIGHT: 5'8".

HAILING FROM: Talok VIII.

FAVE MUSIC: Traditional Talokian, Percussive, Rhythmic Jazz.

WHEN YOU'RE DOING YOUR OWN THING, IT'S: Spending time with Valor, architecture, animals, exploration, night hikes.

FAVE EDIBLES: Talokian spidercakes, roast whitebore, scarab.

IDEA OF A SPACE-OUT TIME WITH THE CAT OR CHICK OR YOUR CHOICE: Taking my man Valor to the most exclusive, most posh night club on Earth and showing him off.

WHAT'S YOUR THING IN LIFE?: Keeping Talok safe.

IF YOU WERE A MEMBER OF THE ANIMAL KINGDOM, WHAT SKIN WOULD YOU BE WEARING?: A Zuunese Black Tiger.

EVERYBODY'S GOT A HANGUP ABOUT HIMSELF, WHAT'S YOURS?: I fall in love too easily.

THE SUPER-SCOOP ON SHADOW LASS: This cool blue lady casts shadows just like all her granddaddies and grandmamas have for generations, making her the last and best line of defense for her home digs on Talok VIII. But she's said goodbye to all that to hook up with the Cool Kids of the Legion and her number-one cat Valor.



PERSONAL CORRESPONDENCE: From Tasmia Mallor to Grev Mallor. May 3, 1993.

My Beloved Cousin,

I've read your pleas for my return, and my heart goes out to you.

But dear Grev, do not sell yourself short. Do not sell Talok VIII short. You, your world, even that infernal Kahnya, are all capable of meeting the challenges before you and doing it with nobility and excellence.

I, meanwhile, have found in my journeys with Valor the fulfillment that always escaped me in my earlier pursuits. Some small, fortunate percentage of sentient life ought to understand and appreciate the infinite grandeur of the galaxy, and Valor and I feel privileged to be able to take on that role.

To travel, to explore, to marvel, to be reduced to an insignificant speck in the eternity of space is a vital, irreplaceable facet of the universal consciousness. It may seem to you now that we squander our gifts on a muddled, confused cause, but I have every faith that the revelations and wonders that fill us in our journeys will somehow someday play some little role in the enlightenment and uplifting of all our peoples.

And Valor and I are not idle tourists. In many of these uncharted regions, the freedom and self-determination we view as universe-bestowed rights have been rendered nonexistent for eons. We have done much for worlds that would have otherwise never known the basest freedoms you and I take for granted on Talok.

So do not face your challenges with fear and hatred. Embrace them for the learning experiences they in fact represent. Recognize that a spouse, any spouse, is an expression of his or her partner and transform Kahnya into exactly that.

Most of all, do not wait for me. Talok VIII is in your hands. Trust that it could not be in better.

Love always,
Tasmia

Condo Arlik/ Chemical King



DEX: 5 STR: 4 BODY: 4
INT: 7 WILL: 7 MIND: 5
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 18 HERO POINTS: 65

- Powers: Disintegration: 10, Energy Blast: 7, Neutralize: 16
- Limitations: Miscellaneous: Neutralize only works on Powers that stem from chemical reactions; Miscellaneous: Energy Blast represents Chemical King's ability to interfere with a target's body chemistry; Miscellaneous: Disintegration does not work on living beings.
- Skills: Martial Artist: 5, Vehicles: 5
- Advantages: Connection: Legion of Super-Heroes (High)
- Motivation: Upholding the Good
- Wealth: 6

**EXCERPT: Legion Trading Card #L-
26-01/30/79, issued 5/29/79.**



Chemical King

REAL NAME: Condo Arlik.

BIRTHDAY: May 5, 2965.

HOME PLANET: Phlon.

POWER: Control over chemical reactions.

ORIGIN: Possessed power since birth.

LEGION FACT: Chemical King was awarded Legion membership after successfully infiltrating the Legion of Super-Villains.

**EXCERPT: Interstellar Press,
Obituaries/Service 3,
Feb. 10, 1982.**



Legion of Super-Heroes member Condo Arlik, Chemical King, has been killed in action, Legion deputy leader Jan Arrah announced today. Arlik lost his life in the confrontation with maverick Australian Regional Governor Deregion, whose renegade actions had pushed Earth to the brink of Civil War (see separate stories).

Arrah said Arlik died while under extreme exertion, using his powers to prevent the detonation of a Cosmic Energy Sphere. Exact cause of death has yet to be determined, according to Arrah.

Chemical King was 16 at the time of his death and had been a Legionnaire for three years. Born on Phlon on May

5, 2965, with the ability to control chemical reactions, Arlik spent most of his childhood and adolescence hospitalized, a threat to himself and others around him, until he learned to control his powers. He and Brin Londo were the first two Legion Academy cadets to be accepted into the Legion.

He is survived by his parents, Darvon and Volta Arlik.

Brin Londo/Timber Wolf/ Furball

TIMBER WOLF FORM



DEX: 11 STR: 18 BODY: 20
INT: 6 WILL: 6 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 25 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

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.
- Motivation: Unwanted Power
- Wealth: N/A



EXCERPT: "The Legion Groupie,"
Dec. 12, 2979, page 41.

The Cool Kids of the Legion: Timber Wolf

HOOK: Brin Londo.

BIRTHDAY: Jan. 12, 2962.

POWER: Enhanced strength and agility.

HANGING OUT IN THE LEGION SINCE: Jan. 30, 2979.

LOCKS: Wild, unchained brown.

ORBS: Feral but vulnerable brown.

HEIGHT: 6'.

HAILING FROM: Zuun.

FAVE MUSIC: Zuunese Folk, Natural Ambient, Metallic, Percussive.

WHEN YOU'RE DOING YOUR OWN THING, IT'S: Hiking, exercising, fantasy role-playing games, environmental projects.

FAVE EDIBLES: Hordesteaks (rare), berry-nut mix, pro-grain cakes.

IDEA OF A SPACE-OUT TIME WITH THE CAT OR CHICK OR YOUR CHOICE: Adventure and exploration in the wild with that special woman who understands.

WHAT'S YOUR THING IN LIFE?: Saving the ravaged environment of Zuun.

IF YOU WERE A MEMBER OF THE ANIMAL KINGDOM, WHAT SKIN WOULD YOU BE WEARING?: Take a wild guess.

EVERYBODY'S GOT A HANGUP ABOUT HIMSELF, WHAT'S YOURS?: The negative effects of the Zuunium in my system.

THE SUPER-SCOOP ON TIMBER WOLF: Fierce is the word for this new Legion cat, whose powers clicked in when his scientist-daddy laid some Zuunium on his system. Timber Wolf proved his stuff to the Legion dolls and dudes when he infiltrated the bad apples of the Legion of Super-Villains.

MEDICAL LOG EXCERPT: Brainiac 5, Feb. 10, 2979.



Subject: Brin Londo, New-Member Physical Exam.

STRICTEST PERSONAL CONFIDENCE:

... father injected him with the substance Zuunium. Because of well-reported concerns about the effects of this performance-enhancing agent, a deep cellular study was performed on BL, with unsettling results. Levels in BL's system are astronomically higher than any reported in previously examined subjects.

Found evidence of marked changes to the cellular structure on the molecular level, suggesting a high affinity to numerous chemical compounds and forms of radiation. Exposure to a wide array of aggravating agents could potentially result in significant cellular mutation.

BL appears to have experienced mild levels of the widely reported mental effects of Zuunium ingestion—instability, hostility, paranoia, depression, and memory loss. Given the massive amounts of the agent in his system, these difficulties will inevitably increase and possibly create a permanent mental disability.

Degeneration of central nervous system is evident but apparently slowed or in remission, presumably because of BL's rigorous physical conditioning.

It is recommended that BL maintain this regimen and be restricted from all unsupervised exposure to chemicals and radiations that could serve as aggravating agents to his condition.



PRIVATE JOURNAL ENTRY: Brin Londo, July 5, 2981.

There are some thoughts I should get down in writing—thoughts I need to express while they're still there.

I know things are only going to get worse for me. I know that my mind and my body can't take the Zuunium in my system. I know that life is going to be very hard in the future.

Things seem so clear to me now. Zuun's ravaging is a metaphor for destructive behavior on all levels. We pursue the superficial, the immediately gratifying—all that emotionally satisfies at the moment—because we lose faith in the ultimate good inside us. Zuun has been made to feel inferior and shameful, and it therefore behaves self-destructively in ways that provide a temporary salve for that poor self-image, while in fact, ultimately giving the poor self-image reality.

Thus the deadly Zuunium in my system—the vain attempt by my father to risk horrible consequences on a gamble to elevate the Zuunese to glory, when no elevation was ever necessary.

But can I regret what has happened—the effects of my father's foolhardiness? Without this curse, I would have never joined the Legion, found my friends here, and discovered the woman I will love for all time.

At this moment, and with what is left of my sensibility, I cannot regret the course my life has taken.



EXCERPT: Legion Incident Report: Black Dawn. Filed By: Unofficial Deputy Leader Brek Bannin, Aug. 13, 2991.

LEGIONNAIRE ENGAGED: Timber Wolf.

INCIDENT: Failing to quickly obey Sun Boy's warnings to get back to shelter, Timber Wolf was caught partly exposed when the radiation swept past, apparently giving him severe radiation exposure.

Decontamination procedures were started right away aboard the cruiser, and we took him as quickly as we could to Medicus One. We got there about 11:40 a.m., about 20 minutes after Timber Wolf was hurt. It looked like he suffered very bad radiation burns and maybe some

mutation. We don't know his chances of making it yet.

We also don't know of any next of kin. We've told all the ex-Legionnaires about Brin's condition and Marella Tao. Earthgov won't let us get the get-well messages people are sending, though we think there are hundreds of thousands of them.

CONFIDENTIAL CORRESPONDENCE: From Jo Nah to Gym'll, March 21, 2993.



My good doctor,

First of all, you never received this letter. Second of all, I suggest you be at the Medicus One South Dock #12 at 3 a.m. Friday morning, because I know I'm going to be there. You can either let me in so I can help Brin escape or you can stay in bed and let me get dragged off by the SPE goons. Your choice.

I can just hear you screaming and raving about all of this and cursing my name to high heaven, but damn it, I've sat around long enough letting Brin suffer. I was committed to this course ever since my ring tumbled onto Brin's condition and treatment there.

And hell, those Earthgov suck-roaches have already seized Brin's fortune and discontinued all treatment anyway. We've really got nothing to lose as far as Brin is concerned. And if you're right, if their real goal is to conduct experiments on him, then we just can't let this go any longer.

There will be no help from any of the other ex-Legionnaires. I've honored what you say were Brin's last understandable wishes and not let any of them know about his condition. I think it's wrong for Brin to keep this from his "family," but it's his choice and I'll honor it.

So anyway, like it or not, I'm going to be there tomorrow, and I'm going to do my damndest to get Brin out of there. I owe an old friend that much.

See you then, I trust.

Jo

POEM: Haiku, published in "Horror Tales Quarterly," Rimbor, Jan. 23, 2995.



"Old Friend"

Equinox. Nighttime.

Shadows cross the harvest moon.

Where is Timber Wolf?

—Q.D.



MEDICAL LOG EXCERPT: Brainiac 5, April 15, 2995.

Subject: Brin Londo.

Progress Note: Deterioration of BL's cells, exacerbated by massive radiation exposure at Black Dawn, apparently goes into remission during "Furball" stage.

BL, a fair historian at best, is vague regarding transformations to human form. Can only conjecture periods spent in human stage, so brief cell deterioration was relatively minor, undetected. A workable hypothesis—when BL was permanently transformed to humanoid condition by Darkseid, deterioration resumed unabated.

Reasonable to assume reversion to "Furball" stage would halt deterioration, buy valuable time. But BL is adamantly, passionately opposed. May be academic—because of Darkseid's interference it may be impossible to restore "Furball" stage.

BL prognosis is tenninal unless a radical, unforeseen method of cellular regeneration is formulated.

Subnote 1: Difficult to focus on problem—nagging distraction. Databanks' late-20th Century reference to "Timberwolf" legend. BL connection seems inescapable, but if his current condition proves fatal . . . How?



PERSONAL JOURNAL EXCERPT: Querl Dox, May 1, 2995.

RE: Brin Londo's disappearance.

A fantastic event that seems to have possibly saved BL when medical science could not. No conclusive evidence as to his fate, but I remain fairly confident of a time-based occurrence, given the flat time-wave readings metered at that juncture.

I also remain convinced that this event was initiated by the Gemini entity but will be unable to confirm until I obtain clearance to monitor camera tapes.

Events increasingly support "Timberwolf" 20th Century scenario I'd been formulating and suggest any attempts to retrieve him (if indeed he has assumed that particular role in history) could pose significant danger to the Time Stream. Must employ extreme finesse in discussing this matter with others so as to preserve balance of the Time Stream.

Drake Burroughs/Wildfire



DEX: 0 STR: 0 BODY: 1
INT: 6 WILL: 4 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 18 HERO POINTS: 60

•**Powers:** Dispersal: 19, Energy Blast: 19, Flight: 35, Sealed Systems: 25, Self Link (Energy Blast): 15

•**Advantages:** Connection: Legion of Super-Heroes (High)

•**Equipment:**

CONTAINMENT SUIT [DEX: 11, STR: 18, BODY: 16] The containment suit gives Wildfire his physical form. While in the containment suit, Drake's Dispersal and Self Link (Energy Blast) Powers do not apply. Destroying the body does not harm the energy entity in any fashion. If Drake uses his Energy Blast at more than 17 APs when in his suit, it ruptures and is unable to contain his energy form.

•**Motivation:** Unwanted Power

•**Wealth:** 6

EXCERPT: Legion Trading Card #L-28-06/01/81, issued 6/17/81.



Wildfire

REAL NAME: Drake Burroughs.

BIRTHDAY: July 10, 2963.

HOME PLANET: Earth.

POWER: Body composed of sentient anti-energy.

ORIGIN: Caught in an anti-energy blast while an astrophysics student.

LEGION FACT: Wildfire's distinctive suits are specially designed to keep his potent anti-energy under control.

EXCERPT: "Black Dawn Overview," Interstellar Press, page 1, Aug. 12, 2991.



. . . The exact fate of Legionnaire Drake Burroughs, Wildfire, remains clouded in the wake of the Black Dawn tragedy. In a prepared statement, Legion spokesman Brek Bannin referred to Burroughs as having paid "the ultimate price" to save the system but added that his death has not been confirmed nor has been his exact status . . .

Troy Stewart/Tyroc



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

- Powers:** Flight: 8, Force Manipulation: 18, Teleportation: 18
- Limitations:** Miscellaneous: Force Manipulation represents Tyroc's yell, and therefore it will not work in a vacuum or another medium that cannot transmit sound. It also does not work if transmitted through another medium such as radio or water.
- Advantages:** Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (High)
- Drawbacks:** Exile, Guilt
- Motivation:** Seeking Justice
- Wealth:** 6



EXCERPT: "TLG," April, 12, 1982, page 26.

The Pride and the Tradition: Tyroc

I AM CALLED: Troy Stewart.

I WAS BORN: Nov. 1, 1965.

MY UNIQUE ABILITY IS: My sonic yell.

I HAVE WALKED WITH THE LEGION SINCE:

Oct. 9, 1981.

HAIR: Black.

EYES: Brown.

HEIGHT: 6'.

I AM FROM: Marzal.

MUSIC I AM INTO: Marzallian Spiritual, Marzallian Traditional, Chants.

PURSUIITS THAT BRING FULFILLMENT:

Aiding the downtrodden, fighting prejudice and oppression, reading, and expanding my horizons.

PREFERRED NOURISHMENT AND SUSTENANCE: Earth lobster, Earth clams, Marzallian pears, pecan cream-cheese pie.

MY LOVE AND I WERE BORN TO SPEND OUR TIME TOGETHER IN THIS WAY: Sitting quietly and listening to the sounds of nature.

GOALS AND DESTINY: To excel both as a Legionnaire and leader of my people on Marzal.

WHAT I WILL BE IN THE NEXT LIFE: Perhaps a minstrel.

THE NEXT STEP IN MY JOURNEY TOWARD SELF-ACTUALIZATION: To redouble my determination in fighting for social justice.

THE STORY OF TYROC: Tyroc hails from the interdimensional island of Marzal. He was born with his "scream of the devil," which is what "Tyroc" means in his native language.

INTERNAL CORRESPONDENCE: Dominion Covert-Operations to Dominion Earthgov Embassy, Earth, Nov. 19, 1993.



Security Level Gold, Covert-Operations Clearance Only.

Report: Island Marzal.

Superiors,

As you have commanded, this agency has conducted a feasibility study into the use of the extradimensional island Marzal as the subject of a Straw-Dirj operation. Our findings have been most encouraging.

The island lies on a "dimensional fault" or rift that deposits it into this plane approximately every 200 years for a period of 30 years. Confiscated Legion records show that its last stay was cut short in 1983 by the Legionnaire Tyroc's powers. His sonic yell apparently weakened the island's link to our dimension.

We have analyzed recordings of this yell and believe that we can use it to return the island back to this plane in a location of our choosing. In this way, we can theoretically catch the Marzallians by surprise and destroy them.

As you had surmised, this will mesh well with the current need for a dramatic Earthgov victory over "Khund conspirators." It will be a simple matter to plant Khundish weaponry and corpses among the ruins of Marzal.

We believe this plan is the most promising currently under consideration to bolster flagging public support of Earthgov.

PRIVATE JOURNAL ENTRY: Troy Stewart, Feb. 23, 1994.



My heart and soul still reel from the horrifying destruction of my island and my people. I will never understand or forgive the perpetrators of this contemptible act.

But the Earth has changed almost beyond recognition since last I saw it, and it is difficult to know whom to trust or with whom to ally. My heart says with certainty that this Jacques Foccart is a man of exceptional commitment and principle, however, and I will trust that my efforts are best spent in his service.

So it is in his armies that I will fight to my last breath against the hateful disease that infects Earthgov. With my last modicum of strength, I will fight the oppressors who have murdered my people.

Dawnstar



DEX: 11 STR: 4 BODY: 6
INT: 5 WILL: 7 MIND: 7
INFL: 6 AURA: 5 SPIRIT: 7
INITIATIVE: 24 HERO POINTS: 70

- Powers: Life Sense: 30, Sealed Systems: 20
- Skills: Acrobatics: 5, Detective: 5, Martial Artist: 4, Military Science (Tracking): 8, Weaponry: 8
- Advantages: Connection: Legion of Super-Heroes (High)
- Drawbacks: Physical Restriction (for a Starhavian): Dawnstar's wings have been removed and she can no longer fly; Minor Psychological Instability (as a result of her possession by the Bounty Entity); Traumatic Flashbacks (remembering being possessed by Bounty Entity)
- Motivation: Responsibility of Power
- Wealth: 6
- Note: When Dawnstar had her wings, she had the Flight Power rated at 42 APs.

THE BOUNTY ENTITY



DEX: 0 STR: 0 BODY: 0
INT: 8 WILL: 9 MIND: 9
INFL: 8 AURA: 8 SPIRIT: 8
INITIATIVE: 24 HERO POINTS: 70

- Powers: Personality Transfer: 16
- Drawbacks: Catastrophic Irrational Attraction to hunting contracted victims and killing them.



EXCERPT: Legion Trading Card
#L-30-01/03/82, issued 5/30/82.

Dawnstar

REAL NAME: Dawnstar.
BIRTHDAY: April 12, 2966.
HOME PLANET: Starhaven.
POWER: Super-tracking, flight.
ORIGIN: Inherited tracking abilities from parents.
LEGION FACT: Before entering the Legion Academy, this winged Legionnaire worked as a guide to star cruisers.

POEM: Haiku, unpublished,
written July 15, 2986.



"Dawnstar"

The three Fates beckon
Like daffodils in springtime.
Wings soar time's whirlpool.
—Q.D.

PERSONAL CORRESPONDENCE:
From Laurel Gand to Imra
Ardeen, Feb. 21, 2992.



Dear Imra,

... And I hate to keep bringing up disturbing news, but I stopped by Starhaven a couple days ago and I've got to tell you, I'm a little worried about Dawnstar. I know she's always been distant and a little aloof, but she was barely communicative at all. I almost wonder if she recognized me.

Now I know I'm naive about these things, but I wouldn't be surprised if she's partaking of some sort of substance that might not be approved of on all United Planets worlds.

I know Black Dawn really ripped her heart out, and the whole collapse of the Legion has really hit her as hard as anybody. I just hope she can keep it together.

So let's all try to keep an eye on her. I think she needs her friends now more than ever. ...

MEDICAL CHART EXCERPT: SW6
Brainiac 5, May 19, 2995.



Subject: Bounty.

... Despite injuries, patient remained semi-conscious throughout first-aid treatment and in fact became markedly agitated and required physical restraint each time she heard her name.

Subsequent blood chemistries revealed alarming amounts of unknown organic compound of intense sedative effect. Defies simple explanation, since no such compound was administered during first aid, nor did patient appear to be functioning abnormally prior to injury. Possibly generated through patient's own endorphin system for unknown reasons.

Personal Note: Conflicting and intriguing story told by older Legionnaires suggests patient is former Legionnaire known as Dawnstar, who'd assumed Bounty guise for unknown reasons. Complete change in manner while in Bounty guise suggests "possession" of some sort, which also may explain mystery sedative compound in system.



CONFIDENTIAL MEMO: From Marla Latham, Acting Chairman, Brande Industries, to Reep Daggle, Legion of Super-Heroes, Dec. 28, 1994.

Brande Industries

Interoffice Memo

Subject: Bounty.

Reep, this may be the first time one of your background checks has really turned up something worth worrying about. My sources have been unable to turn up anything about this Bounty character from before 1992. A totally nonexistent person in this age of interminable record-keeping would seem to be a someone worth keeping your eye on.

After 1992, though, she's been a well-known, prominently successful bounty hunter, earning a lucrative living. But again, any sort of personal details beyond her professional cases are sparse.

We've located some newspaper accounts that confirm she's worked in concert with this Celeste McCauley and her P.I. firm since early 1994. Their activities had been, prior to this Roxxas-Chang mess, quite unspectacular and seemingly all above-board.

In short, you know more about this woman of mystery than our entire security team could dig up, so watch your back around her.



SCIENTIFIC JOURNAL EXCERPT: Brainiac 5, May 24, 1995.

Subject: The Bounty entity

Update: I'm not sure what to make of this. After my initial examination of Bounty/Dawnstar when she was injured by Roxxas, I assumed that Dawnstar had her own reasons for not revealing her identity and felt it was not my place to interfere.

Now I must deal with the realization that all of this time Dawnstar was a victim of possession that may have been personally and psychologically horrific and that culminated in grievous wounds in her battle with Sade.

The SW6 Querl Dox reports behavior by Dawnstar that would suggest my blunder has led to severe distress on her part. He reports extreme agitation indicative of paranoia and possible psychosis. The patient has required heavy sedation and restraints. We have yet to receive a credible report from Dawnstar, but all indications suggest she was conscious and alert for the duration of the possession and her memory of numerous traumatic confrontations remains intact.

I eagerly await more information from Dawnstar when it is available to evaluate more fully the severity of her

condition, and the danger this "Bounty" entity may pose to her and others in the future.

Blok



DEX: 4 STR: 17 BODY: 20
INT: 5 WILL: 5 MIND: 8
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 13 HERO POINTS: 60

•**Powers:** Invulnerability: 25, Sealed Systems: 10, Telepathy: 10

•**Limitations:** Miscellaneous: Telepathy only works on other silicon-based life forms.

•**Advantages:** Connection: Legion of Super-Heroes (High)

•**Motivation:** Upholding the Good

•**Wealth:** 6

EXCERPT: Legion Trading Card #L-31-10/10/83, issued 11/26/83.



Blok

REAL NAME: Blok.

BIRTHDAY: Unknown.

HOME PLANET: Dryad.

POWER: Invulnerability and strength.

ORIGIN: Blok is a living rock, as were all Dryads.

LEGION FACT: Blok is the last living member of his race.

OFFICIAL CORRESPONDENCE: Blok to Dirk Morgna, Aug. 15, 1991.



Sun Boy,

I regret to inform you that I must resign as a Legionnaire. I have found in recent years that my drive to find out more about my people has increasingly consumed me, while my interest in Legion activities has waned.

These forces have reached a point of impasse with this Black Dawn affair and the increasing hostility of this world and this government toward the worthwhile work we are attempting to do. I have come to realize my spiritual fulfillment will not be furthered on a world such as this.

I feel no hostility toward you or the Legion. You have done the best the situation has allowed. But I can no longer be a part of it.

My apologies, and best of luck in your future.

Blok



EXCERPT: "Slain Legionnaire Eulogized," *Interstellar Press*, Dec. 13, 2994, page 3.

The Dryad Legionnaire Blok was entombed today on Shanghalla in a small ceremony attended by a majority of Legionnaires past and present.

Blok, allegedly murdered Nov. 21 by Roxxas the Butcher, was praised in his eulogy by Rokk Krinn as "defining the spirit of Legion heroism" and bringing "an innocence and earnestness to the Legion that helped keep alive the original spirit of this great organization."...



POEM: Haiku, unpublished, written Dec. 13, 2994.

"Blok"

Man made of granite,
Step lightly on the roses.
Where, death, is your sting?
—Q.D.

Jacques Foccart/ Invisible Kid II



DEX: 5 STR: 4 BODY: 4
INT: 5 WILL: 5 MIND: 4
INFL: 5 AURA: 4 SPIRIT: 5
INITIATIVE: 17 HERO POINTS: 65

- Powers:** Invisibility: 13
- Bonus:** Miscellaneous: Jacques' Invisibility affects all recording and electronic scanning devices.
- Skills:** Detective: 5, Martial Artist: 6, Military Science: 6, Weaponry: 6
- Advantages:** Connections: Legion of Super-Heroes (High), Anti-Earthgov Resistance (High)
- Motivation:** Responsibility of Power
- Wealth:** 6



EXCERPT: "TLG," Jan. 20, 2984, page 50.

The Pride and the Tradition: Invisible Kid II

I AM CALLED: Jacques Foccart.
I WAS BORN: Sept. 15, 2967.

MY UNIQUE ABILITY IS: Invisibility.

I HAVE WALKED WITH THE LEGION SINCE: Nov. 29, 2983.

HAIR: Black.

EYES: Brown.

HEIGHT: 5'9".

I AM FROM: Earth.

MUSIC I AM INTO: Dance, Rhythmic Jazz, Agni Tribal.

PURSUIT THAT BRING FULFILLMENT: Reading, writing, teaching, gardening, visiting my family.

PREFERRED NOURISHMENT AND SUSTENANCE: Greens, fruits, fish.

MY LOVE AND I WERE BORN TO SPEND OUR TIME TOGETHER IN THIS WAY: Spending an evening in front of a blazing fire, listening to the rain fall.

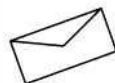
GOALS AND DESTINY: To be a brave Legionnaire.

WHAT I WILL BE IN THE NEXT LIFE: A house cat who can sleep away the day with no responsibilities.

THE NEXT STEP IN MY JOURNEY TOWARD SELF-ACTUALIZATION: To not worry so much about life and enjoy myself more.

THE STORY OF INVISIBLE KID: Jacques is the second Legionnaire to carry the honored name of Invisible Kid. The first, Lyle Norg, invented the original invisibility serum that gave Jacques his powers. Jacques was forced to drink that formula under emergency circumstances, when Brainiac 5's treatments of Jacques' sister Danielle unleashed the killer computer matrix, Computo. Once Jacques gained his powers, he aided the Legion in its defeat of the revived Computo.

PERSONAL CORRESPONDENCE:
From Jacques Foccart to Danielle Foccart, July 1, 2992.



My Dear Little Sister,

Oh, but you are little no longer. I will have to start calling you my little grown-up sister.

I have a surprise for you. I will be coming home in time for your graduation. And we'll be able to visit for as long as you like, for I am resigning my membership in the Legion.

Please spare me your protests. I have told you in past letters how unbearable the situation here has become. I have even listened to my little sister's advice and have tried to be the agent of change around here, but the obstacles consistently prove too great and no amount of wisdom from myself or others appears to be sufficient. I've stretched myself to the very limits, and I can go no further.

I see a fine Legionnaire such as Kent made to flee this world to maintain his freedom. I see a potentially valuable Legionnaire such as Myg pushed to the breaking point, ending up a hunted fugitive. I see one of the greatest Legionnaires of all time, Dirk Morgna, walking the streets

destitute, desperate for a way to contribute but too proud to return to the shell of a Legion that remains. I see the earnest but inadequate Legion of Substitute-Heroes members gamely attempting to uphold the Legion tradition and being treated heartlessly by the authorities and the people here.

I honestly fear for my freedom. I know, I should fear nothing, but if I am arrested (as others have been), what good can I accomplish? The forces I oppose will have rendered my opposition irrelevant. It is better to maintain my freedom and return to fight another day.

Do not think of my resignation as a surrender. Think of it as regrouping, a preparation for the fight to come. Believe me, I do not fear the fight so much as I fear losing the chance to contribute to it.

Be good, little sister. I will be there soon.

Love,
Jacques



TRANSCRIPT: Welcoming Speech to New Recruits, Earth Underground Resistance, Delivered by Jacques Foccart, Aug. 3, 2993.

Good morning everyone and welcome to Agni Base, where you are about to undergo eight weeks of intensive training to join us as a full-fledged member of the fight to save Earth.

I can feel the raw enthusiasm and dedication you all bring to us. It radiates throughout the room, and it is quite evident in your faces. But let me warn you: it is easy to feel that enthusiasm now, before your commitment has been tested.

You will feel your spirit utterly destroyed, rebuilt, and then destroyed again, over and over, for weeks to come. This is a fight for our lives and the very survival of our planet, so you will be required to achieve peak levels of training, conditioning, and preparedness. It is not going to be easy. You probably have not done anything so difficult in all your life. But your survival, and the survival of the men, women and beings beside you will depend on your getting the best training possible.

When you complete this training, you may not quite recognize yourself. You will have found inside yourself strength, dedication, and courage you did not know you had. At the end of your training here, I promise you, you will have tasted virtually every form of pain and anguish known to humanity, but you will also feel as deep a pride and self-confidence as you have ever known. You will be ready to fight for your world. . . .

Mysa Nal/The White Witch



DEX: 5 STR: 3 BODY: 3
INT: 9 WILL: 7 MIND: 6
INFL: 10 AURA: 11 SPIRIT: 14
INITIATIVE: 24 HERO POINTS: 100

- Powers: Awareness: 10, Magic Sense: 10, Sorcery: 20
- Skills: Occultist: 10
- Advantages: Connection: Legion of Super-Heroes (High)
- Drawbacks: Married (still considers herself married to Mordru); Uncertainty
- Motivation: Upholding the Good
- Wealth: 6

PRIVATE JOURNAL ENTRY: Mordru, July 17, 2968.



This young lass Mysa—what a haunting creature she is! The soul of a child in the body of a most pleasingly mature woman, and possessing powers that could rival my own.

Reminds me, she does, of another such enchantress of 100 years past—child's soul, woman's pulchritude, and a goddess' power—who proved to be the greatest, most wicked animal who ever lived.

What strange game of fate has brought this Mysa to the Sorcerers' community just as I am poised to strike? I sense she and I have a future together, perhaps a terrible one, perhaps not. She may possess the power to destroy all I have planned, or perhaps her destiny is not so foreboding.

I must watch her, control her. My instincts say she must be killed, and I am seldom wrong about such things. And yet, there must be another way . . .

PRIVATE JOURNAL ENTRY: Mysa Nal, July 17, 2968.



I had that dream again. That beautiful, handsome man who's chasing me and laughing and wanting to kill me. He's saying it's my fault that mother died, and no matter how many times I say I'm sorry, he just keeps getting closer and closer with the horrible flaming sword.

Somehow I always know it's really my father, because he looks like the holos of him. But now the man turns into this Mordru person, which is even scarier. I just get sweaty and sick-feeling every time I even think about him, and now he's in my dreams too.

I have tried so hard to get along with Mordru and to show him that I belong in the Sorcerers' Community, and all he seems to do is laugh at me or become angry with me

and treat me like a child. He is so gifted and accomplished, I only wish I knew what it would take to get him to accept me.

Like today. I told him I would return from my meditations by 3 and what does he say? Not "Very good," or "I look forward to seeing you then," or "May your meditations go well." No, he says, "Remember, your lesson is at 4."

He acts as if I'm a child who doesn't know that 3 comes before 4, or that I need extra reminders when I have already made it clear I intend to meet my responsibilities. I know I'm chronologically just 9 years old, but that doesn't mean I don't have feelings. It doesn't mean a kind word wouldn't hurt every once in a while . . .



EXCERPT: "TLG," Dec. 20, 2984, page 35.

The Pride and the Tradition: The White Witch

I AM CALLED: Mysa Nal.

I WAS BORN: Sept. 21, 2959.

MY UNIQUE ABILITY IS: Spell-casting.

I HAVE WALKED WITH THE LEGION SINCE:
Feb. 3, 2984.

HAIR: White.

EYES: Pink.

HEIGHT: 5'8".

I AM FROM: Naltor.

MUSIC I AM INTO: Naltorian Chants, Minstrel,
Classic Pop.

PURSUIITS THAT BRING FULFILLMENT: The
study of magic, teaching, talking with Blok.

**PREFERRED NOURISHMENT AND
SUSTENANCE:** Roots, leaves, berries.

**MY LOVE AND I WERE BORN TO SPEND OUR
TIME TOGETHER IN THIS WAY:** In appreciation of
each other's differences.

GOALS AND DESTINY: To be the best I can be and
to protect my friends from danger.

WHAT I WILL BE IN THE NEXT LIFE: A little
druzzle who just watches and smiles to herself.

**THE NEXT STEP IN MY JOURNEY TOWARD
SELF-ACTUALIZATION:** A greater acceptance of my
own differences.

THE STORY OF WHITE WITCH: Mysa has
journeyed long and far to satisfy the longings deep inside
her soul. Before she even turned 9, she knew her destiny
did not lie on her home world of Naltor, where she lacked
the native gift of precognition. So she journeyed to the
Sorcerers' World, where she discovered in her soul a most
formidable mystic ability. That brought her into contact
with the Legion and her older sister, Nura (Dream Girl),
when they joined forces to fight off Darkseid during "The

Great Darkness." Due to her earlier assistance to the
Legion, Mysa was given a special exemption to join well
after the required cutoff age of 18.

PERSONAL CORRESPONDENCE:

**Nura Nal to Mysa Nal,
Aug. 10, 2992.**



Dear Mysa,

I heard the news about you and Mordru, and just want
to say that if this is what you truly want, and if this is what
will make you happy then you have my blessing 100%.

But I ask you to please think this through carefully.
No Mysa. I have foreseen nothing, and will avoid doing so.
I respect your right to privacy and self-determination too
much to start traipsing through your future.

This is, rather, a little advice from a concerned sister:
It can't possibly hurt to give this thing some time. Find out
how Mordru will truly react to the strain of his duties and
the intoxication of his powers.

To be candid, Mysa, I've got an entire world to worry
about these days, and as much as my heart will protest, I will
find it impossible to help you out if this marriage doesn't
work. I have made a commitment to Naltor that will not
allow me to intervene should you find yourself in trouble.
Like everyone else, you must be free to make your own
mistakes, learn from them, and extract yourself from them.

But please, Mysa, please think this one through
carefully. It is your life, but I will never stop loving you or
caring about what happens to you.

With eternal love,
Nura.

MEDICAL-PSYCHIATRIC LOG

**EXCERPT: Brainiac 5,
Dec. 3, 2994.**



Subject: Mysa Nal.

Notes: MN has clearly experienced a severe
psychological trauma that has tested her considerable
mettle and endurance. Since her rescue from Mordru, she
has remained withdrawn and uncommunicative. She
expresses hostility or depression when questioned about her
experiences on Tharn and her few disjointed answers
consistently lay blame on herself for the failure of her
marriage.

Earlier profiles had identified possible self-esteem
difficulties which seem to have manifested dramatically
under severe stress of marriage to Mordru. Perhaps most
alarming of all, MN occasionally expresses hope that she
can return to Mordru and attempt once again to salvage the
marriage . . .



POEM: Haiku, unpublished, written Dec. 13, 2004.

"Mysa"

Soundless in your heart
The magic is compassion:
You know love too well.
— Q.D.



MEDICAL-PSYCHIATRIC LOG EXCERPT: Brainiac 5, April 18, 2005.

Subject: Mysa Nai.

Notes: MN's spirits up significantly, though for unsettling reasons. She makes reference to a dream and to a "she" who is "waiting for her," but MN will not elaborate. She now expresses a desire to leave Talus and pursue this mysterious goal. I advise against allowing her to travel alone at this time, but it is doubtful she will heed my warnings. RD and RK indicate they will not allow me to hold MN against her will.

Will monitor closely to further determine current level of stability and sanity.

Brek Bannin/Polar Boy



DEX: 6 STR: 4 BODY: 5
INT: 4 WILL: 5 MIND: 4
INFL: 3 AURA: 4 SPIRIT: 3
INITIATIVE: 13 HERO POINTS: 70

- Powers:** Flame Immunity: 12, Ice Production: 12
- Skills:** Vehicles: 6
- Advantages:** Connection: Legion of Super-Heroes (High); Leadership
- Motivation:** Upholding the Good
- Wealth:** 6



EXCERPT: "The Legion Groupie," Oct. 31, 2008, page 37.

Friends of the Legion: Polar Boy

NAME: Brek Bannin.
BIRTHDAY: Dec. 22, 2062.
POWER: To project cold.

RELATIONSHIP TO THE LEGION: Member of the Legion of Substitute-Heroes.

HAIR: Icy white.

EYES: Crystal clear blue.

HEIGHT: 5'5".

HOME PLANET: Tharr.

HOBBIES: Legion-souvenir collecting, batball, kites, cross-country skiing, skating.

FAVORITE LEGIONNAIRE: Cosmic Boy.

THE LEGION GROUPIE SCOOP ON POLAR BOY: Never one to let a little setback rob him of his enthusiasm, Polar Boy created the Legion of Substitute-Heroes after being rejected for membership in the LSH. It's been his goal to gather the heroes who don't quite measure up to LSH standards and train them to contribute in their own unique way. Polar Boy's power is shared by all inhabitants of his native world Tharr.

TRANSCRIPT: Farewell speech upon the dissolution of the Legion of Super-Heroes, by Brek Bannin, July 6, 2002.



BREK BANNIN: It is with great dismay that I stand up here for the last time. No, that's okay, go ahead and cry. I'm going to cry a little myself, I think. It's okay. This is . . . As you can see, this is not easy for me. Or for any of us. I'm sorry. I . . . As I look down on all your faces . . . I see nothing but love and sympathy.

God, I'm going to miss you guys. Excuse me. (Pause.)

You've all been really great. I mean it, you've done the best job you could possibly have done, considering everything that's been going on. I hope nobody thinks of ourselves as failures, because we didn't fail. We tried our best to fight for what was right, and we did it to the very end. We did it when things were worse than any Legion has ever seen. I'm sorry to sound so egotistical, but in a way, we're the best, most heroic Legion ever.

I really mean it, we weren't the ones who failed. Earth failed us. Hey, I don't care what our lawyers say, let's be honest here. Earthgov was out to get us. And the people of Earth, who we've saved more times than they could count, never stood up for us enough to make a difference.

You know, it's like Earthgov went after the Legion, and the people didn't speak up. Well, heck, if that's what they chose to do, that's their business. But now I say to those people, who's left to speak up for you if Earthgov starts coming after you?

The funny thing is, none of us were ready to give up the fight. At least I know I'm not. But we all know we can do more good some other way. One thing's for sure: the fight isn't ending tonight. It's just beginning.

Maybe Earthgov has killed the Legion, but damn it, they didn't kill the Legion spirit.

Thank you, everybody, good night and good-bye.



**FLYER: Distributed on Earth,
Dec. 11, 2992.**

Friends of Brek Bannin

Brek Bannin is being held illegally.
His only crime was speaking his mind.
Telling the truth.

That never used to be a crime,
and it shouldn't be now.
Join us in our drive to free Brek Bannin.
And help let the truth be spoken again.

Send all contributions to:

FREEBREK
CODE: 0171-436-1604
Essen



**INTERNAL EXECUTIVE ORDER:
Issued by Prince Evillo, Supreme
Ruler of Tartarus, to the Satan
Intelligence Agency.
Dec. 27, 2994.**

ski TARTARUS!

Tartarus: A Proud U.P. Member since 2991.

OFFICIAL EXECUTIVE ORDER

Starting immediately, you will conduct constant surveillance on our new guest, Brek Bannin, with particular attention to his behavior around my daughters. Mr. Bannin is authorized to provide them with instruction in the use of their inherited hypnotic abilities and general super-hero techniques, but he is at no time to touch any of their six forbidden locations or to make advances of any type toward them.

Please keep the Instrument of Octave Adjustment in good repair and ready for use if Mr. Bannin fails to abide by these restrictions.

Also, see if you can do something about the boy's whining. If I hear one more lament about his years in Earth prisons or about how the Legion "only asked him once" to rejoin their loathsome crew, I believe I will strangle the lad on the spot, which would create quite a tangle of United Planets red tape.

These orders are to be carried out completely and without hesitation or, by Lucifer, you'll know who wields the ultimate power on this world!

And please don't let any of my wives know about this.

Pol Krinn/Magnetic Kid



DEX: 5 STR: 4 BODY: 5
INT: 5 WILL: 5 MIND: 5
INFL: 4 AURA: 6 SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 60

•**Powers:** Flight: 8, Magnetic Control: 12

•**Skills:** Martial Artist: 4, Vehicles: 4

•**Limitations:** Miscellaneous: Pol's Powers do not function at a temperature above 130 degrees Fahrenheit.

•**Advantages:** Connection: Legion of Super-Heroes (High)

•**Motivation:** Responsibility of Power

•**Wealth:** 6

**EXCERPT: Legion Trading Card
#L-35-02/01/86, issued
May 29, 2986.**



Magnetic Kid

REAL NAME: Pol Krinn.

BIRTHDATE: Dec. 21, 2968.

HOME PLANET: Braal.

POWER: Control of Magnetism.

ORIGIN: Powers are inherent in Braalians.

LEGION FACT: Magnetic Kid is the younger brother of Legion cofounder and first leader Cosmic Boy!

**EXCERPT: Interstellar Press,
Obituaries/Service 3,
June 20, 2989.**



Pol Krinn, 20, Magnetic Kid of the Legion of Super-Heroes, has died in action during the final stages of the Magic Wars (see related story). Krinn, the younger brother of founding Legionnaire Cosmic Boy, was hailed as a hero by teammates after sacrificing his life in a successful attempt to free Zerox from the sorcerous barrier created by the Pro-Mysticism forces that held that world.

Tragically, Zerox was nonetheless destroyed hours later as the Pro-Mysticism forces were defeated.

According to former Legion Leader Brek Bannin, a close friend of Krinn's, the fallen Legionnaire showed no hesitation in throwing himself into a mystical chamber when it became apparent the fortifications surrounding Zerox could not be penetrated otherwise. "Pol just took off. There was no stopping him," Bannin said. "He died like a hero."

Magnetic Kid joined the Legion of Super-Heroes three years ago during the group's last major membership turnover.

He's preceded in death by his mother, Ewa Krinn, and is survived by his brother, Rokk Krinn, and his father, Hu Krinn.

Tellus



DEX: 4 STR: 6 BODY: 8
INT: 10 WILL: 9 MIND: 10
INFL: 3 AURA: 3 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 60

- Powers:** Mind Probe: 11, Telekinesis: 7, Telepathy: 18, Water Freedom: 7
- Advantages:** Connection: Legion of Super-Heroes (High)
- Drawbacks:** Fatal Vulnerability to oxygen atmospheres. Tellus requires a special nitrogen atmosphere for survival.
- Equipment:**
LIFE SUPPORT HELMET [Sealed Systems: 25, BODY: 6]
The helmet allows Tellus to survive in oxygen atmospheres.
- Motivation:** Upholding the Good
- Wealth:** 6

EXCERPT: Legion Trading Card
#L-36-02/1/86, issued
Nov. 14, 2986.

Tellus

REAL NAME: Ganglios.
BIRTHDATE: Feb. 12, 2968.
HOME PLANET: Hykraiis.
POWER: Telepathy and telekinesis.
ORIGIN: Powers are inherent in Hykrains.
LEGION FACT: Tellus comes from a watery world and is unable to breath oxygen.

EXCERPT: Religious Pamphlet,
distributed on Carggg, Mid-2994.

His Name was Tellus . . .

You remember him. The proud Legionnaire, noble hero, revered citizen of the galaxy.

But have you ever wondered where Tellus is today? Why he chose to turn his back on the Legion long before most of his human teammates understood the futility of what they were doing?

Today Tellus is working for the Circle. That's right. The same Circle that is so consistently branded "unabashedly idealistic" and "too impatient in its wait for social justice" by the "superior intellects" of Cargggov.

Listen to Tellus' story in his own words: "I was lured away from my home world of Hykraiis by the siren call of the human intellect, and my years in the Legion gave me the fortuitous opportunity to examine it first hand. With an open soul I experienced for myself the failure of this intellectual approach during the Great Collapse and the tragedy of Black Dawn and came to realize my ultimate truths could not be found among the human intellects. These truths were always waiting for me in the traditional Circle beliefs of my own kind."

You have to admire a being so willing to listen not to the rules and conceits of the powerful, but to the voice of his own soul.

Maybe you have that kind of courage. Maybe you're ready for a change in your heart and in your soul. Maybe you're ready to . . .

Join us. **O** The Circle.

Quislet



DEX: 11 STR: 0 BODY: 1
INT: 5 WILL: 3 MIND: 8
INFL: 3 AURA: 2 SPIRIT: 4
INITIATIVE: 19 HERO POINTS: 60

- Powers:** Animate Objects: 9
- Skills:** Gadgetry: 6, Vehicles: 6
- Limitations:** Miscellaneous: Quislet must be within 0 APs of an Object in order to Animate it. 3 APs of time after he stops Animating the Object, the Object disintegrates.
- Advantages:** Connection: Legion of Super-Heroes (High)
- Drawbacks:** Fatal Vulnerability: Quislet cannot survive outside of his exploration vessel for longer than 0 APs unless he is Animating (possessing) an Object.
- Equipment:**
EXPLORATION VESSEL [STR: 2, BODY: 11, Flight: 5, Sealed Systems: 25, Thermal Vision: 5]
- Motivation:** Thrill of Adventure
- Wealth:** N/A

EXCERPT: Legion Trading Card
#L-37-02/1/86, issued
May 27, 2987.

Quislet

REAL NAME: Quislet.
BIRTHDATE: Unknown.

HOME PLANET: Teall.

POWER: Can animate inanimate objects.

ORIGIN: "I'm the way I am."

LEGION FACT: No one has ever actually seen this tiniest of Legionnaires. Quislet remains inside the spaceship that brought him from his strange home dimension of Teall.



LEGION INCIDENT REPORT: Filed by Dirk Morgna, Jan. 1, 2989.

I'm not sure how to classify this one. The loss of Quislet doesn't fall into the category of a resignation or a death. With the destruction of its little ship by the Emerald Empress, Quislet was forced to return to its own dimension. Apparently the ship gave it more than just transportation. The ship was what actually allowed Quislet to stay here.

Wildfire agrees with my analysis, having spent more time than any of us with Quislet. He also believes it's unlikely Quislet would be able to return to our dimension since Quislet's own people wanted Quislet for the theft of the ship, Quislet's only means of traveling here.

Quislet's loss will be felt keenly by the Legion. It was a good fighter, a hard worker, and a lively conversationalist. It kept things light when the going got tough. I wish Quislet well back home.

Kal-El/Superboy



DEX: 15 STR: 25 BODY: 18
INT: 7 WILL: 20 MIND: 10
INFL: 7 AURA: 10 SPIRIT: 10
INITIATIVE: 42 HERO POINTS: 100

•**Powers:** Directional Hearing: 6, Extended Hearing: 6, Flight: 11, Invulnerability: 19, Heat Vision: 9, Microscopic Vision: 13, Recall: 13, Sealed Systems: 11, Super Breath: 10, Super Hearing: 6, Superspeed: 9, Systemic Antidote: 14, Telescopic Vision: 10, Thermal Vision: 10, X-Ray Vision: 10

•**Skills:** Charisma (Persuasion): 10

•**Advantages:** Connection: Legion of Super-Heroes (Low); Lightning Reflexes; Sharp Eye

•**Drawbacks:** Fatal Vulnerability to kryptonite, Range of 2 APs; Loss Vulnerability: magic, Range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, Range of 0 APs (Note: All of Superboy's Loss Vulnerabilities affect all of his Attributes and Powers)

•**Alter Ego:** Clark Kent, Kal-El

•**Motivation:** Upholding the Good

•**Wealth:** 5

LEGION-LEADER LOG ENTRY: Polar Boy, July 23, 2987.



About Superboy: I'm not sure I can really explain this occurrence. We were all surprised when we first met this Superboy and from the start, Brainiac 5 wondered if Superboy maybe came from some sort of storm in the Time Stream and maybe a mistake of our traveling to a "wrong" past.

The one thing we're pretty sure about is that this could never be the true Kal-El because we actually saw this one die when he was a teenager and as we all know, Kal-El did many outstanding things in adulthood. Brainiac 5 has also checked the historical records very thoroughly and still can't find anything that says Kal-El did any public deeds as Superboy.

But that doesn't change the fact that this Superboy was a great hero. Because of that and because Brainiac 5 said we should study this unknown hero very closely, we persuaded Superboy to become a Legionnaire when he visited the 30th Century.

Unfortunately, we soon found out this hero was in reality being controlled by the mysterious figure in the purple robe who called himself the Time Trapper. And that led to the tragedy that is reported in the Case Log. But we should emphasize here by all means that this Superboy turned out to be a true hero after all, and we couldn't have defeated the Time Trapper without Superboy and his ultimate sacrifice.

Brainiac 5 continues to be unable to fully explain all these events, but he tends to have the theory and I think he could be correct that Glorith of Baaldur may be involved in some way. She maybe even was the figure in the robe. If you have any more questions, you'd be best off asking Brainiac 5.

PERSONAL WRITINGS: Glorith of Baaldur, Aug. 13, 2987.



I suppose I owe it to my legend to get down in writing the details of this Superboy business.

Really quite a brilliant stroke, I think. Others might have panicked or blundered it all away when they realized their careful manipulations in the Time Stream were unraveling. Not this lady. I discovered the missing pieces—the key convergence in the 20th Century of Superman, the Legion, and this Superboy.

Instead of panicking, I merely caused the events to take place as they were always meant to, so that the critically important course of 20th Century history remained undisturbed. I will leave it to wiser students of time to determine why my spells left out this piece in the first place, but I assume I will gain more insight into the workings of the Time Stream as I increase my mastery over it.

In any event, the Time Line appears to be right back where it was always meant to be—the formation of the Legion, the fall of Mordru, and my opportunity to rule the Cosmos all intact.

My only regret is that the gorgeous Superboy specimen did not survive the necessary chain of events. I would have liked to have explored that morsel further. . .



POEM: Haiku, unpublished, written Aug. 5, 2987.

"Superboy"

Kal-El of Krypton
You came so far to see us.
Friend in need—brother.
— Q.D.

Richard Kent Shakespeare/Impulse



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
- Motivation: Responsibility of Power
- Wealth: 5



MEDICAL JOURNAL EXCERPT: "JUPMA," Jan. 10, 2989, page 430, "Viral Progression," by Dr. Raub Woker.

. . . Of all the medical students exposed to the virus while working at the environmental labs in Metropolis, Richard Kent Shakespeare was the only one to develop symptoms. The virus was originally deemed to be harmless, so Shakespeare's symptoms were thought to be psychosomatic, until Querl Dox proved otherwise.

Early symptoms demonstrated by Shakespeare included extreme fatigue, muscular and skeletal pain, low-grade persistent fever, and loss of coordination. Later symptoms included weight gain, increase in skeletal and muscle mass, increase in strength, and increased reflexes.

Dox was able to prove the improbable thesis that Shakespeare was being "consumed" by the virus and "reconstructed" in a similar but modified fashion. Blood samples and other biopsy specimens revealed intense concentrations of the virus. It is important to note that Shakespeare appears to be non-infectious, as the virus seemingly has mutated in such a manner as to affect only the host body.

As Shakespeare became accustomed to the changes occurring in his body, he was able to demonstrate increased strength, speed, and endurance. The most startling transformation was the sudden increase in his mass and height. Shakespeare began the process at the height of 5'10" and 170 pounds, and as of this writing he is 6'2" and 300 pounds. The unusually high weight-to-height ratio is due to the increase in muscle and skeletal density. It appears that he's continuing to grow, but Dox expects him to reach a maximum size within weeks.

The other significant aspect of this "infection's" progress is that nervous tissue is unaffected, which forces Shakespeare's central nervous system to adapt on its own to the changes. This explains the lack of coordination Shakespeare has experienced as his body adapted. Scans have revealed a speeding up of synaptic responses to accommodate the changes in his body.

As Shakespeare's body mutates, it will presumably become impossible to collect further specimens as his skin has already become too dense to penetrate routinely with anything short of Daxamite medical devices. . .

EXCERPTED REPORT: Science Police Earth, Internal Security Division, May 6, 2990.



Operation Nutcracker Outline

Subject: Legionnaire Impulse.

We recommend particular attention be given to recently inducted Legionnaire Richard Kent Shakespeare, code name Impulse. Admitted on Querl Dox's recommendation, Impulse has already demonstrated a growing popularity among the Earth masses. He is highly powered, charismatic, idealistic, and good-looking, lending an attraction to the group that we believe is contrary to the recently revised Earthgov priorities, as outlined in this month's Internal Security Highlighter.

Shakespeare's early history is unexceptional. He earned good grades as a medical student but had to abandon his studies when he became ill. Due to the changes brought about by his illness, he was admitted to the Legion. Even as a Legionnaire he is trying to continue his education and has earned a Paramedical Certificate, with which he can administer to the basic medical needs and emergencies the Legion might encounter.

If we are serious about this operation, Shakespeare represents the type of Legionnaire who must first and most effectively be discredited and defused as a potential rallying point for the Legion and its sympathetic public.



REPORT: Science Police Earth, Internal Security Division, Sept. 9, 2991.

Operation Nutcracker Update

Subject: Legionnaire Impulse.

Interstellar Press reports Shakespeare has escaped Earth and is a fugitive. This department has too much at stake to allow him to evade punishment. Public perception is at stake after Shakespeare's confrontation with SPE's got such widespread holoplay. This department's public reaction to his transgressions has made it imperative to SPE pride and respect that he be held accountable for his disrespectful behavior.

It is our recommendation that our contacts within the ICC, the Dominion information agencies and elsewhere be employed to bring Shakespeare back to Earth to face all charges.

We suspect he will contact other former Legionnaires, and we suggest the best chance of locating him is to keep tabs on that collection of contacts.



PRISONER DISPOSITION REPORT: Imskian Occupation Army, Braal- 13, Nov. 10, 2991.

Subject: Richard Kent Shakespeare

Prisoner was uninjured by the Damper Field, which is to be expected, since he's non-Braalian and possesses no magnetic abilities.

As an Earth resident, his service under the Braalian army is extraordinary, and he refuses to discuss reasons behind it. However, it seems safe to assume he enlisted in that army for protection from Earthgov agents who have pursued him since his membership in the Legion of Super-Heroes.

This office has refused to cooperate with those agents in the "extradition" of Shakespeare. We are not in sympathy with that government nor its campaign of harassment and terror against current and former Legionnaires. We recommend instead cooperating with the plan submitted by Querl Dox that would place Shakespeare in a secure section of the medical facilities on Quarantine.

Having participated in this conflict only as a noncombatant, we believe Shakespeare poses no ongoing threat to this army's military goals.



LEGION-LEADER JOURNAL ENTRY: Reep Daggles, Dec. 29, 2995.

Subject: Kent Shakespeare, Personnel Evaluation

We are indeed fortunate to return this member to our ranks. I like his idealism, which doesn't seem to have wavered since his first stint in the Legion, and the way he interacts with the others (though his "interactions" with Kono tend to be a bit disruptive).

Seems to have an innate ability to relate to the stratospheric mumbo-jumbo Brainy throws around so casually. Kent may sometimes serve as a valuable interpreter between Brainy and those of us who are a bit more fluent in conversational Interlac.

Combat skills are currently fair. A little brushing up is probably all that's needed. Ongoing medical training is a decided plus and could help keep Brainy free to concentrate on nonmedical matters.

Myg/Karate Kid II



DEX: 9 STR: 5 BODY: 6
INT: 6 WILL: 7 MIND: 6
INFL: 5 AURA: 5 SPIRIT: 5
INITIATIVE: 24 HERO POINTS: 60

•**Skills:** Acrobatics: 5, Martial Artist: 11, Military Science: 4, Thief: 6, Weaponry: 6

•**Advantages:** Connection: Legion of Super-Heroes (Low); Lightning Reflexes

•**Motivation:** Responsibility of Power

•**Wealth:** 7

EXCERPT: Editorial, Interstellar Press, p. 19, Feb. 13, 2991.



The campaign of distortion and demagoguery continues on Earth with the government's thinly disguised smear campaign against one of the Legion of Super-Heroes' latest inductees, Myg (Karate Kid).

Earthgov is accurate in pointing out that Myg grew up on the violent, lawless world of Lythyl. Yes, he was a willing participant in what the United Planets regard as a corrupt and brutal regime there. But that is where the Earthgov accounts and the truth diverge.

Since leaving Lythyl, Myg has dedicated himself to personal reform. He received four years of training in the Legion Academy, earning high marks for attitude, philosophy, and heroism. There are dozens of Terrans who owe their lives to rescues he performed during his training. All of the Earthgov-reported examples of "lawlessness" appear to be wildly exaggerated or completely fabricated.



LEGION DEPUTY-LEADER LOG

ENTRY: Polar Boy, Aug. 13, 1991.

Let me say here and now and for the record that I completely blame Earthgov for what's happened to Myg. I've warned them about their harassment and bullying, and that not every Legionnaire is going to be able to take it all the time. Someday one of us was going to bite back, and with what's happened to Wildfire and Timber Wolf and Reflecto, any one of us could of done what Myg did today.

I can't blame him one bit for his actions, and I'm a little proud that somebody had the nerve to stick up for Sun Boy and me when those SPE broad-shoulders showed up to practically drag us to the President's chambers. It wasn't right of them to make it look like we were being arrested or something after we were the only ones that stood between Earth and utter destruction.

So I'm a little glad Myg did what he did, even though they're now going to hunt him down and throw him in jail. He shouldn't of run because we would of been able to get him the best representation possible and made sure the people knew it wasn't his fault.

Now Myg is on his own, and when he does get caught, it will look to the people of Earth like he's the one who was to blame for what happened today.

I just hope they remember he could of killed those SPEs instead of just knocking a few of them out. It was just a small mistake and considering the way they've harassed him and dragged his name through the mud, I don't see how anyone could blame him.



EXCERPT: Dominion Weisinger Chambers, Experimental Subject records, Jan. 7, 1993.

Subject: Myg/"Karate Kid II."

Subject captured by Science Police Earth 12/29/92 after destroying several patrol vehicles solely through use of martial arts. While subject was in custody, this agency, through SPE Executive Officer, requested and received possession of the specimen, who has been placed in the Weisinger Chambers.

All indications are that he is of human stock and a likely candidate for muta-paragenetics. It is our hope to induce a sonic-projection system to enhance his already legendary martial arts skills. It is anticipated that mindwipe technology will preserve acquired skills while producing a cooperative, loyal specimen.

Marak Russen/Atmos



DEX: 7 STR: 11 BODY: 6
INT: 5 WILL: 6 MIND: 6
INFL: 6 AURA: 4 SPIRIT: 4
INITIATIVE: 18 HERO POINTS: 60

- Powers:** Energy Blast: 12, Flight: 8, Force Field: 10, Sealed Systems: 20
- Skills:** Charisma (Intimidation): 7
- Bonuses:** Miscellaneous: Atmos can use his Energy Blast through his Force Field.
- Limitation:** Miscellaneous: Atmos' Force Field surrounds only his body; it is not spherical.
- Advantages:** Connection: Legion of Super-Heroes (Low)
- Drawbacks:** Strange Appearance
- Motivation:** Responsibility of Power
- Wealth:** 6

EXCERPT: "TLG," Jan. 23, 1989, page 36.



Allies & Companions:

Atmos

I AM CALLED: Marak Russen.

I WAS BORN: March 15, 1965.

MY UNIQUE ABILITY IS: Nuclear manipulation, giving him strength, flight, quasi-invulnerability, and nuclear bolts.

MY RELATIONSHIP WITH THE LEGION IS: Close friend of Dream Girl.

HAIR: Red.

EYES: White.

HEIGHT: 6'6".

I AM FROM: Xanthu.

THE LEGIONNAIRE I MOST ADMIRE IS: Dream Girl.

THE STORY OF ATMOS: Atmos was chosen by the ruling board of Xanthu to take over Star Boy's role as planetary protector. He was bathed in the radiations of a comet in hopes of producing powers similar to Star Boy's but was gifted instead with his unusual and unique nuclear-based powers.

CONFIDENTIAL DOCUMENT: Dominion Earthgov Embassy Employee Evaluation Form, Nov. 8, 1992.



Earthgov Embassy of the Dominion of Elia

Subject: Marak Russen.

While we are delighted to have the physical abilities of Marak Russen offered to us, this agency questions his usefulness as an in-front-of-the-camera representative of Earthgov and suggests this volunteer to our cause be transferred to other duties.

Beyond doubt, Russen could have been one of the most powerful and most popular Legionnaires had he joined at the group's height. But because of the group's recent lack of leadership and organization, Russen had no true opportunity to excel in his brief stint during the Legion's troubled days. Also, his arrogance and his conceit limited his performance, as well as his popularity with the media and public.

Thus he is of questionable value to this government, though he fancies himself another Dirk Morgna. In fact, Russen's ego and susceptibility to the flattery of attractive females make him manageable, but his high-handed manner and lack of popularity appear to considerably limit his appeal as any sort of liaison or representative.

By contrast, his advanced nuclear-based abilities and quasi-hypnotic force of will could be of considerable use after mindwipe, and we recommend he be transferred to the chambers at the first possible convenience.



EXCERPT: Dominion Weisinger Chambers, Experimental Subject records, March 30, 1995.

Subject: BION

Subject has performed superbly in intermediate test phase, tracking down and destroying experimental subject Marak Russen.

Russen was released and given two days in which to flee before BION was allowed to pursue. Using several of his composite powers, BION was able to locate the subject quickly. He engaged Russen immediately and physically overwhelmed him without effort. Russen proved no match for the combined powers of the Legionnaires and was destroyed quickly and efficiently.

Test deemed successful. Recommend we proceed with final-phase testing.

Myke-4 Astor/Echo



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

- Powers:** Sensory Block: 6, Sonic Beam: 11
- Skills:** Charisma (Intimidation): 6, Gadgetry: 4, Military Science: 4
- Limitations:** Miscellaneous: Sensory Block can only be used on transmission devices to jam signals.
- Advantages:** Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- Drawbacks:** Physical Restriction (He must wear the respirator mask to live); Strange Appearance
- Equipment:**
RESPIRATOR MASK [Body: 4, Sealed Systems: 4]
- Motivation:** Seeking Justice
- Wealth:** 5

CRIMINAL FILES: Science Police, April 28, 1975.



NAME: Myke-4 Astor of Khundish Calish-Aetia.

ALIASES: Echo.

BACKGROUND: Born with destructive sonic powers. Khundish experimentation has caused disfigurement, permanent respirator-mask affixed and is required for survival. Fled oppression of Khundish rule, entered United Planets with seemingly little concept of rule of just law.

CRIMINAL ACTIVITIES: Believed to be working together with small-time band of pranksters, "The Demon Mother's Little Angels," who are suspected of vandalizing Khundish Embassies and sabotaging Khundish diplomatic operations.

Astor's sonic emissions are powerful enough to knock over walls and disable opponents.

STATUS: At large.

EXCERPT: Legion Recruitment Report. Filed by Recruitment Committee Chairman Brek Bannin, May 16, 1991.



SUBJECT: Echo, Myke-4 Astor.

NOTES: Echo's power of projecting sound is useful in stopping opponents and knocking things down. Echo has shown good control and doesn't seem to want to injure people unnecessarily, even in the heat of battle, which is good.

His past convictions are not too serious, and his fame for helping people escape from worlds where the Khunds have taken over could be valuable or invaluable. Echo is now on Earth because the Khunds have hired bounty hunters to hunt him down, and he hopes to be safe from them here. Because of his well-known jamming of terrorist signals at the Shindand Incident, he's very popular with

people in general and especially the people who are really anti-Khund, so he could be outstandingly valuable to the Legion at this time.

Echo's ideas about law and right and wrong are very different from many of ours, and he might find it hard to put up with everything Earthgov is doing, but he says he's willing to try.

REPORT: Science Police Earth, Internal Security Division, Sept. 13, 2991.

Operation Nutcracker Update Subject: Legionnaire Echo.

We have a problem with our Khundish contacts. We had promised to deliver them Echo, and now our Carggg-Shwar sources say he's left Earth and hooked up with a social-resistance ring there known as "The Gnats." Apparently disheartened by Black Dawn and lack of support for Legion. P.R. problem as well—Earth public still perceives him as anti-Khund hero, and his anti-Earthgov sentiments are now being reported in the independent press. . . .

Bobb Kohan/Crystal Kid



DEX: 5 STR: 5 BODY: 4
INT: 4 WILL: 4 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 12 HERO POINTS: 50

- Powers: Crystal Production: 10
- Skills: Military Science: 2, Vehicles: 2
- Bonuses: Bobb can form crystal from air to create shields and to throw as projectiles.
- Limitations: Miscellaneous: Transmutation can only change matter to crystal. The crystallization only lasts as long as he concentrates.
- Advantages: Connection: Legion of Super-Heroes (Low)
- Drawbacks: Serious Irrational Attraction to showing off
- Motivation: Thrill of Adventure
- Wealth: 6

EXCERPT: Legion Academy Student Files, Entered by Luornu Durgo Taine, Dec. 12, 2983.

Bobb Kohan

Age: 13

Planet of Origin: Earth

Bobb has already undergone some rudimentary training in the use of his power but requires a great deal more, particularly in the area of self-discipline. His tendency to show off and his enthusiasm for adventure may, if unchecked, endanger himself and others. However, it is vital to provide this training without discouraging Bobb's exuberance, one of the primary assets he brings to this sort of work.

His power includes the ability to encase objects and people in a crystal shell or to change the molecular structure of an object to crystalline form. Unfortunately, his levels of concentration are low at this time, and he has difficulty maintaining the crystal forms for a satisfactory period. Concentration exercises recommended. Karate Kid consultation requested.

LEGION-LEADER LOG ENTRY: Timber Wolf, May 10, 2991.



Recruitment: Brek approached Crystal Kid this morning. He found him on Mars. When the Legion Academy closed, where Bobb was a teacher, he decided to pursue other avenues and went to Mars. Brek said Bobb doesn't have as much spirit due to the bad times we face, but then who among us does, Brek stated. Bobb doesn't know right now if he wants to join the Legion. Brek recommends that Bobb's powers are very good, and he's very well trained and usually has high spirits, so we should keep making him want to join. I will go along with that if everybody thinks that's the best thing.

EXCERPT: Dominion Weisinger Chambers, Experimental Subject records, Aug. 1, 2993.



Subject: Bobb Kohan/Crystal Kid.

Arrested 6/12/93 for disseminating Anti-Earthgov propaganda. Editor/publisher of anti-Earthgov newsletter, The Hope. Admitted to Weisinger Chambers 7/18/93 after sentencing to Ossining Work Farm. Earthgov lodged no protest over transfer of prisoner for purposes of genetic experimentation. Mutation basis of Kohan's formidable powers suggests this will be productive subject.

Stig Ah/Reflecto



DEX: 6 STR: 6 BODY: 6
INT: 5 WILL: 4 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 60

- Powers:** Reflection/Deflection: 15
- Advantages:** Connections: Rimborian Government (High), Legion of Super-Heroes (Low)
- Motivation:** Responsibility of Power
- Wealth:** 5



EXCERPT:

"The Heroes of Rimbor," page 17, published Dec. 12, 2092.

REFLECTO

One of the greatest and mightiest heroes in Rimbor's history was Reflecto, whose real name was Stig Ah.

Stig was born on Dec. 17, 2956, in the Anerly Park section of Rimbor, where he grew up. When he was 6, young Stig was injured in a powersphere accident that covered him in something called null radiation. Everybody thought Stig was not affected by the accident, but all that changed when a construction girder was accidentally dropped over Stig's head. It looked to everyone like Stig had no chance, but they were all amazed to see the girder bounce back up into the sky harmlessly, as if it had hit an invisible wall just above Stig.

Doctors carefully examined the remarkable boy and discovered that he could repel any object that threatened him. That's why he took the name Reflecto and became a great hero. Any time somebody tried to injure him, he could "Reflect" the attack and escape uninjured.

Reflecto used his powers to protect Rimbor from disasters, attacks, and illegal government interference. He served as a shining example of how to combine the freedoms of Rimbor with the responsibilities that must go hand-in-hand with that freedom.

When he was 17, Stig was invited to try out for Legion membership in a contest with fellow Rimborian Jo Nah (see ULTRA BOY). But, though he scored very well, Stig lost that contest to Jo, who went on to become one of the greatest Legionnaires of all time.

Ironically, Jo at one point impersonated Reflecto during a mission in which Jo lost his memory and forgot that he was actually Ultra Boy. Until he regained his memory, Jo pretended he was the famous Rimborian hero Reflecto, whom he'd admired since childhood.

Stig continued his career as the protector of Rimbor until 2991, when he was invited once again to join the Legion, only this time he didn't have to win a test to gain membership. The Legion was being harassed by the illegal and immoral tyranny of the Earth government and needed new members to help fight that important battle.

But sadly, Reflecto's stay with the Legion was brief and tragic. Only months after joining, Reflecto was searching for criminals involved in the famous Black Dawn disaster when he was attacked by an android named Molecule Master.

Reflecto's power protected him from most of the Molecule Master's attacks, but what Reflecto didn't know

was that the android was also releasing a slow-acting poisonous gas that seeped past Reflecto's protective power. This dishonest and cowardly attack succeeded, and Reflecto died on July 7, 2991.

Reflecto gave his life to fight illegal government interference and abuse and will always be remembered on Rimbor as one of our greatest heroes.

Staq Mavlen/Fire Lad



DEX: 6 STR: 3 BODY: 4
INT: 3 WILL: 7 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 11 HERO POINTS: 60

- Powers:** Flame Immunity: 8, Flame Projection: 8
- Advantages:** Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low); Leadership
- Motivation:** Responsibility of Power
- Wealth:** 5

EXCERPT: "The Legion Groupie," May 16, 2977, page 52.



Friends of the Legion: Fire Lad

NAME: Staq Mavlen.

BIRTHDAY: July 21, 2961.

POWER: Breathes fire and can tolerate high temperatures.

RELATIONSHIP TO THE LEGION: Member of the Legion of Substitute-Heroes.

HAIR: Fiery yellow-orange.

EYES: Blazing yellow.

HEIGHT: 5'10".

HOME PLANET: Shwar.

HOBBIES: Fantasy role-playing games, sculpting, cooking, glass-blowing.

FAVORITE LEGIONNAIRE: Sun Boy.

THE LEGION GROUPIE SCOOP ON FIRE

LAD: Staq gained his power by inhaling the fumes of a fiery meteor that crashed near his home. He tried out for the Legion of Super-Heroes but was rejected and became a charter member of the Legion of Substitute-Heroes.

EXCERPT: The Earth Times, page 1, Jan. 17, 2992.



LSH-ER INJURES FIVE IN GRAFFITI-ARTIST FRACAS

METROPOLIS—Five people were injured, one seriously, after the Legion of Super-Heroes became engaged in a struggle with police while attempting to apprehend a graffiti artist atop the St. Lucia's Tower here this afternoon.

According to a Science Police Earth spokesman, Legionnaire Staq Mavlen, Fire Lad, refused to leave the area when SPE officers responded to a complaint about the artist's dangerous perch. Apparently agitated by the SPE's actions, Fire Lad emitted what the SPE described as "an involuntary nasal discharge," which ignited trees and bushes around him. Three bystanders and an SPE officer suffered minor burns in the resulting blaze.

The serious injury occurred to the graffiti artist, who lost his footing during this fracas and fell from the tower. Witnesses said he was apparently convulsing because of smoke from the fire or possibly because of laughter. . . .

REPORT: Anti-Earthgov Resistance Movement, Intermediate Training Report, Filed by Feliz Alana, May 24, 2993.

Subject: Staq Mavlen

Mavlen has shown great improvement in the control of his power and seems to be well on his way to complete control and the ability to generate far greater volumes of flame than in the past. The ability to breath fire *and* to withstand extreme heat and flames will certainly prove useful in our fight.

Mavlen also shows some leadership potential, which could be of great importance since no other natural leader seems to be emerging from their group. He shows promise of developing charisma and self-confidence, necessary qualities for a leader under combat conditions.

Ral Benem/Chlorophyll Kid



DEX: 6 STR: 4 BODY: 4
INT: 5 WILL: 4 MIND: 4
INFL: 3 AURA: 2 SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 60

- Powers:** Plant Control: 10, Plant Growth: 10
- Advantages:** Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- Drawbacks:** Miscellaneous: Chlor has a speech impediment. He stutters.
- Motivation:** Upholding the Good
- Wealth:** 5
- Note:** Chlor has recently discovered that he can alter and

control Dominator technology because it is plant based. Use the APs of his Plant Control Power as the AV and EV of such attempts.

EXCERPT: "The Legion Groupie," Dec. 21, 2976, page 136.



Friends of the Legion: Chlorophyll Kid

NAME: Ral Benem.

BIRTHDAY: Aug. 15, 2960.

POWER: Control of plant growth.

RELATIONSHIP TO THE LEGION: Member of the Legion of Substitute-Heroes.

HAIR: Warm, sunny blond.

EYES: Fertile, friendly green.

HEIGHT: 5'8".

HOME PLANET: Mardru.

HOBBIES: Eating, watching holos, gardening, music.

FAVORITE LEGIONNAIRE: Phantom Girl (but don't tell Ultra Boy).

THE LEGION GROUPIE SCOOP ON CHLOROPHYLL KID: Ral's origin story is a load of fertilizer—literally! He gained his powers when he fell into a vat of super-fertilizer. He applied for Legion membership but didn't make the grade. Still, the Substitute-Heroes eagerly recruited him as a charter member of their fine organization.

EXCERPT: The Earth Times, Page 122, Aug. 28, 2992.



FORMER LSH-ER BENEM ARRESTED, THEN ESCAPES

METROPOLIS—Ral Benem, formerly Chlorophyll Kid of the Legion of Super-Heroes, escaped from the custody of Science Police Earth early this morning after he was arrested for illegal interference with an SPE investigation.

Benem, who's suspected of working in opposition to Earthgov since the July 6 disbanding of the Legion, was charged with harassment of the SPE officers who are investigating the allegedly treasonous activities of Benem's Legion teammate Brek Bannin. Bannin was arrested Aug. 22 after his participation in the highly publicized Pizza Hall Insurrection.

Benem's exact means of escape today is unknown, though the ceiling of his cell was apparently destroyed by a fully grown tree found in the detainment unit. According to investigating officer Shvaughn Erin, Benem apparently made use of his powers to grow the tree from a seed. Erin

said the SPE is at a loss to determine how the seed entered the cell despite the thorough searches that are standard procedure.

Warrants have been issued for Benem's arrest, and the SPE suspects he will attempt to link up with illegal underground resistance movements, Erin said. . . .



REPORT: Anti-Earthgov Resistance Movement, Intermediate Training Report, Filed by Feliz Alana, July 3, 1993.

Subject: Ral Benem

Benem has shown encouraging improvement and creativity in the use of his powers. Intense training has allowed him to increase the growth rate of plants dramatically, so that certain plants themselves become effective projectiles. He's mastered the rearrangement and manipulation of plant-based technology, which should make Ral invaluable in our fight against the Dominion.

Further fitness training is necessary to continue Ral's weight loss and increase his stamina. He is currently not in adequate condition to survive in battlefield situations.

Generally, he shows an eagerness to improve himself and takes direction well.

Peter Dursin/ Porcupine Pete



DEX: 5 STR: 5 BODY: 5
INT: 4 WILL: 3 MIND: 4
INFL: 4 AURA: 2 SPIRIT: 4
INITIATIVE: 13 HERO POINTS: 60

- Powers: Projectile Weapons: 11
- Advantages: Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- Motivation: Upholding the Good
- Wealth: 5



EXCERPT: "TLG," Aug. 12, 1986, page 42.

Allies & Companions: Porcupine Pete

I AM CALLED: Peter Dursin.

MY DATE OF BIRTH WAS: July 7, 1965.

MY UNIQUE ABILITY IS: To shoot quills from my body.

MY RELATIONSHIP WITH THE LEGION IS:
Member of the Legion of Substitute-Heroes.

HAIR: Brown.

EYES: Hazel

HEIGHT: 6'.

I AM FROM: Earth.

THE LEGIONNAIRE I MOST ADMIRE IS:
Valor.

THE STORY OF PORCUPINE PETE: Pete was born with very tough skin and eventually developed spiny growths that grew into quills. As he grew, Pete discovered he could shoot these quills from his skin much like a porcupine would, so he practiced conscientiously and ultimately tried out for the Legion of Super-Heroes, only to be rejected. He then joined the Substitute-Heroes

REPORT: Science Police Earth, Arrest Report, January 20, 1992.



M9W-272-78 INTERFERENCE WITH AN OFFICER

TIME: 11:01 am

LOCATION: Grand Central Spaceport

SUSPECT: Peter Dursin

DESCRIPTION: While attempting to subdue a suspect allegedly hijacking commuter cruiser Palmer 1211 from Metropolis spaceport, SPE officer Hold was distracted from his duties by Peter Dursin, also known as Legionnaire Porcupine Pete.

Dursin failed to heed the warnings of SPE officers present at the scene and shot off an uncontrolled salvo of spines at the perpetrator. Despite mishandling of situation, suspect was pinned to cruiser wall and forced to drop weapon.

Dursin has attempted to cover up his irresponsible actions by charging that officers would have allowed hijacked cruiser to leave. Officers were busy formulating safer, more proper strategy when Dursin interfered.

Dursin has been detained on charges of interfering with an officer. A full investigation has been initiated. The Legion has been informed that it must file all reports in the 919-732 series as a result of this incident and that significant fines will likely be assessed.

PERSONAL CORRESPONDENCE: Peter Dursin to Lydda Jath Krinn, March 22, 1995.



Hi Lydda,

I was talking to Tenzil (he wanted to use Staq's hair and my quills to roast marshmallows) and he mentioned that you were on Talus with Rokk and the rest of the Legionnaires. So I thought I'd write and say "hello." I

didn't write when you were on Braal because there's always the risk that a letter could fall into the wrong hands, especially on an occupied planet. There was some fear the Imskians could have potentially been cooperating with Earthgov.

Anyway, how are you doing on Talus? Haven't had that baby yet? You know, you and Rokk deserve all the happiness you can get. You two were always so nice to me, even when I wasn't exactly skilled with my powers.

But you should see me now. Jacques and Troy and their officers are excellent teachers. They're also pretty tough taskmasters, but I guess that's what it takes to get the job done and stay alive in this game. I'm proud to say that I have complete control over my quills. I can aim them accurately and vary their speeds. I can even shoot one at a time if I want.

I've also built up a few muscles. I know, hard to believe. Chlorophyll Kid is slim and trim, and I've got muscles. Next thing you know, they'll put brains in my head. Ha-ha.

Anyway, the Subs are really shaping up. Hope we get the chance for a reunion soon. You won't recognize us. Well, time to get back to work, I'm on night watch tonight.

Miss you,
Pete

Drura Sehpt/ Infectious Lass



DEX: 5 STR: 3 BODY: 4
INT: 4 WILL: 4 MIND: 3
INFL: 2 AURA: 2 SPIRIT: 3
INITIATIVE: 11 HERO POINTS: 60

- Powers: Poison Touch: 13
- Limitations: Miscellaneous: Drura must make a dice roll at the beginning of each game. If she rolls a natural 2, she infects another Player Character at random to be determined by the GM.
- Advantages: Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- Motivation: Upholding the Good
- Wealth: 5



**EXCERPT: "TLG", Feb. 8, 2984,
page 78.**

Allies & Companions:

Infectious Lass

I AM CALLED: Drura Sehpt.

MY DATE OF BIRTH WAS: May 27, 2966.

MY UNIQUE ABILITY IS: To create unwellness in my opponents.

MY RELATIONSHIP WITH THE LEGION IS:
Member of the Legion of Substitute-Heroes.

HAIR: Purple.

EYES: Pale yellow.

HEIGHT: 5'8".

I AM FROM: Somahtur.

THE LEGIONNAIRE I MOST ADMIRE IS:
Cosmic Boy.

THE STORY OF INFECTIOUS LASS: Drura's dream of membership in the Legion of Super-Heroes was destined never to be when the Legion deemed her power too dangerous to others. But through this adversity she has found the courage to join the Legion of Substitute-Heroes and work toward greater control of her powers.

**EXCERPT: The Somahtur Vector,
Page 1-B, Feb. 3, 2992.**



Legion Life No Dream Come True For Somahturiot Super-Lass

Drura Sehpt is the spirited girl from Carling who's tried to accomplish something few Somahturiots have managed in the history of our world: to live a fairly normal life away from Somahtur. Recently she took the boldest step yet in that ambitious quest—membership in the Legion of Super-Heroes.

But when reached by holo from Legion headquarters last week, Drura told *The Vector* that the life of a Legionnaire isn't as idyllic as one might suspect. "No, this is not the life I've dreamed of," she explained. "The government here has been less-than-accommodating and the population seems almost encouraged to openly express its xenophobia. That's not a great thing when you're an alien from a planet of disease-spreaders."

Drura said she rarely goes out on missions anymore because it can take literally a week to tend to the paperwork, police interviews, court appearances, and depositions being required by Earthgov for even the briefest and most routine of missions.

Further, she's been threatened with deportation if she inadvertently infects a single Earth resident. . .

**PERSONAL CORRESPONDENCE
(ENCODED): Jacques Foccart to
Drura Sehpt, March 22, 2993.**



Dear Drura,

Our meeting last night was most enjoyable. It seems that Earthgov's unconscionable behavior has done little to drive the joy from your heart. The sparkle in your eyes lifted me from the depths to which I had fallen and refreshed my spirit. Is that love? I don't know, but having you near me can only be a good thing.

You speak so wisely. You take my confusion over the complexity of this diseased world and transform it into understanding. You show me again where the beauty of Earth and its humanity lies. With you by my side perhaps we really can help rid this world of its despotic leadership. Come join me in Agni. Lend me your heart and your mind.

With Love,
Jacques

Ulu Vakk/Color Kid



DEX: 4 STR: 3 BODY: 3
INT: 4 WILL: 4 MIND: 4
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 12 HERO POINTS: 60

- Powers: Illusion: 16
- Limitations: Miscellaneous: Illusion is only usable to change the colors of objects.
- Advantages: Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- Motivation: Responsibility of Power
- Wealth: 5



EXCERPT: "The Legion Groupie,"
Oct. 24, 1977, page 15.

Friends of the Legion: Color Kid

NAME: Ulu Vakk.
BIRTHDAY: Dec. 14, 1963.
POWER: To change the colors of objects.
RELATIONSHIP TO THE LEGION: Member of the Legion of Substitute-Heroes.
HAIR: Velvety black with a stripe of frosty white.
EYES: Crystalline Blue.
HEIGHT: 6'1".
HOME PLANET: Lupra.
HOBBIES: Painting, music, classic holovids, singing.
FAVORITE LEGIONNAIRE: Sun Boy.
THE LEGION GROUPIE SCOOP ON COLOR KID: Vakk gained his power when he was irradiated with multidimensional light rays. He joined the Subs in 1977 after failing a tryout with the Legion.



TRANSCRIPT: "News Central,"
commentary segment: **A Piece of my Mind, by Baretta West, EGV Channel 4, Dec. 2, 1991.**

BARETTA WEST: . . . Why the Legion of Super-Heroes, well-known though it may be for its wacky membership and foolhardy adventures, could stoop so low as to recruit a person whose only power is to project pretty colors is beyond comprehension.

Not only is this alien Color Kid's power well-nigh useless, he is clumsy and inadequately trained to take on missions in which the lives of innocent humans are frequently at stake.

Some call him a hero for what he did today, but I call him a reckless, irresponsible blunderer who's darn lucky. Lucky that his light show blinded the sniper and not the expertly trained SPE marksmen who'd had the situation well under control before his interference; lucky the sniper chose not to fire in his blinded panic, killing god knows how many innocents; lucky the SPE officers who understandably discharged their weapons into the potentially dangerous color display only caused minor wounds to bystanders; and lucky he's flouting the law on a world with democratic checks and balances, where irresponsibility like his can't be answered with the lynching this alien would receive on so many other worlds, and perhaps deservedly so. . . .

REPORT: Anti-Earthgov Resistance Movement, Intermediate Training Report, filed by Feliz Alana, May 31, 1993.



Subject: Ulu Vakk

Like the other Subs, Ulu is eager and energetic. And perhaps unique among his peers, he has throughout his career shown impressive ingenuity in the use of his seemingly limited powers. His continuing aggressive study of these powers has elevated them to the point that he can effectively blind entire squads of enemy troops. Peter is working on technology that will allow our troops to see through the color screens Vakk creates.

Vakk still requires a great deal of physical training, especially in hand-to-hand combat and use of weapons, but a strong positive attitude should ensure quick advancement during intensive training.

Dag Wentim/Stone Boy



DEX: 4 STR: 7 BODY: 6
INT: 4 WILL: 4 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 4
INITIATIVE: 13 HERO POINTS: 60

- Powers: Density Increase: 19, Suspension: 9
- Limitations: Miscellaneous: Density Increase and

Suspension only work in conjunction; Miscellaneous: the word "Nura" must be spoken by Dag or someone in hearing range to activate Dag's Powers.

- **Advantages:** Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- **Motivation:** Upholding the Good
- **Wealth:** 5



**EXCERPT: "The Legion Groupie,"
Feb. 18, 1976, page 161.**

Friends of the Legion: Stone Boy

NAME: Dag Wentim.

BIRTHDAY: Nov. 30, 2959.

POWER: Turns body to stone.

RELATIONSHIP TO THE LEGION: Member of the Legion of Substitute-Heroes.

HAIR: Quiet, natural brown.

EYES: Sensitive, clear gray.

HEIGHT: 5'11".

HOME PLANET: Zwen.

HOBBIES: Bowling, gridball, model-building.

FAVORITE LEGIONNAIRE: Dream Girl.

THE LEGION GROUPIE SCOOP ON STONE

BOY: Like everyone from Zwen, Stone Boy can turn his body to stone. In this hibernation state, he cannot move, but he is nearly invulnerable. He joined the Substitute-Heroes as a charter member after being rejected for Legion membership. Later he turned down an invitation to join the Legion after winning a contest among the Subs.



**PERSONAL CORRESPONDENCE:
Dag Wentim to Parents Menn &
Kercy Wentim, Nov. 28, 1991.**

Dear Mom and Dad,

Here I am in Legion Headquarters. No, I'm not sweeping the floors, I'm an actual Legionnaire. I know you thought I was really stupid for turning them down the first time they asked me to join, but I didn't make the same mistake twice, and this time it'll be even better.

I guess you were always right that if I just try hard enough, there's nothing wrong with a hero who can turn himself to stone, even if he has to go to sleep to do it and can't move once he does. There are lots of ways that power can be used, and Polar Boy and I are really working hard trying to think of what they might be.

Sorry they didn't hold my induction ceremony. Earthgov isn't being very encouraging these days. My first day on the job I used my powers to help support a weakened bridge and I ended up down at SPE headquarters for five hours answering questions!

It's almost enough to make you think they don't want the Legion around anymore. . . .

**REPORT: Anti-Earthgov Resistance
Movement, Intermediate Training
Report, filed by Dr. Hass An,
March 19, 1993.**



Subject: Dag Wentim

It has always been theorized that the Zwenish are capable of sustaining their "stone" form while conscious and active, though that culture has seen little use for the technique over the centuries, particularly given the considerable mental control it takes to master such a skill. The key seems to be hypnosis, which is not in common use on Zwen, creating the impression among the populace there that stories of Zwenish animation are nothing more than myth.

But I was under instructions from Mr. Foccart to test these theories on Mr. Wentim and was pleased to find him eager to experiment.

We began with several rudimentary hypnosis sessions. I discovered in Mr. Wentim a wide array of tangled insecurities, regrets, grievances and guilt feelings that tied into his upbringing, his Zwenish heritage, his stone powers, and his spotty record as a Substitute-Hero.

As we began to unravel and resolve those difficulties, it became a simple matter to communicate with Mr. Wentim during his "stone" phase. Technically he was asleep, but it was a hypnotic sleep from which he could be quite communicative.

In the sessions that followed, Wentim slowly, grudgingly produced limited movement of his limbs while in this hypnotized state. Over a period of about three weeks, he began to move naturally and with complete freedom.

Still, the most difficult step awaited us. At this point he would be a useful soldier only as long as I or another hypnotist was with him. For him to be effective in the field, he had to master self-hypnosis. Ultimately we created a trigger word that, when spoken, sends him into the hypnotic trance, enabling full movement. Theoretically this word can be spoken by his teammates if there's ever a situation in which Wentim is prevented from talking.

It now appears that with dedication and practice, Wentim will be able to move in the field during his stone phase with something approaching average agility and speed. His attitude and work ethic remain excellent.

E. Davis Ester/ Calamity King



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

- Powers: Dumb Luck: 17
- Limitations: Miscellaneous: Dumb Luck actually causes unlucky things to occur.
- Advantages: Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (Low)
- Drawbacks: Unluck
- Motivation: Upholding the Good
- Wealth: 5



LEGION RECORD: Rejected-Legion-Applicant Form, filed by Brainiac 5, Aug. 24, 2977.

APPLICANT CODE NAME: Calamity King.
APPLICANT GIVEN NAME: E. Davis Ester.
HOME PLANET: Touston.

DESCRIPTION OF APPLICANT'S POWERS:
Ability to spontaneously cause heightened stress and mishap to structures, bodies, and psyches. Apparently a genetic mutation.

EVALUATION OF APPLICANT'S PERSONALITY: Admirable spirit in face of power's impracticality. Undercurrent of defeatism and self-doubt.

REASON FOR REJECTION: Power uncontrolled. Could cause harm to teammates.



TRANSCRIPT: "News Central," EGV Channel 4, May 27, 2992.

MARELLA TAO: . . . The Legion of Super-Heroes, wracked with member defections and legal problems, has recruited another new member, and EGV News reporter Tritia Chang is standing by for a live interview with the team's latest addition, Tritia?

TRITIA CHANG: Thank you, Marella. I'm speaking to you from Weisinger Plaza, where the Legion of Super-Heroes has just sworn in the latest addition to its ranks, E. Davis Ester, better known as Calamity King. Mr. Ester, first of all, congrats—Aughn!

ESTER: Oh, I'm sorry.

CHANG: That's uh, that's okay.

ESTER: Did I hurt you?

CHANG: No, no, I'm fine. Now Mr. Ester, your, uh, your power is what, again?

ESTER: I sort of, you know, cause bad things to happen. You know, like a jinx.

CHANG: And you control this power mentally or—

ESTER: Well, sort of. I can control it better than I used to anyway—huh?

CHANG: Damn it! . . . Dam it!

ESTER: Ooh!

CHANG: Pigeons . . . I can't believe it!

ESTER: Actually those were doves. . . . They were released during the ceremony. I think that should come right out, y'know, with a good washing. I hope so.

CHANG: Uh, I'm sure it will. Now Mr. Ester, uh . . . There are those who say the Legion is in very serious trouble . . . That the caliber of members now being recruited is evidence . . .

MARELLA TAO: Uh, Tritia? Are you there, Tritia?

We seem to have had an interruption in Tritia's transmission. Are you still there Tritia?

Well, we'll try to get right back to Tritia just as soon as . . . Um, we, uh, you say we've got our picture back? Okay, let's go right back to Weisinger Plaza.

ESTER: . . . So no, I don't think you could say that. Not really.

CHANG: But explain for me, if you will, exactly how your power will be of use to the Legion.

ESTER: Well, you see, Ms. Chang . . . Oh, hi, Brek. Thanks. That's our leader Polar Boy. Just gave me this cup of hot kono.

CHANG: Yes, I . . . Gyaah!

ESTER: Oh gosh, oh that was so stupid of me! I'm so sorry.

CHANG: That's okay, that's okay. Just stand back!

ESTER: Here, let me—

CHANG: AH! OW! Damn it! You clumsy—

ESTER: Ooh, I didn't mean to do that . . .

CHANG: No, no! Look out for the—

TAO: Tritia? Tritia? Are you okay? Tritia?

Uh, we seem to have lost that transmission once again. We'll, um, we'll try to reestablish it as soon as we can. . . .

CONFIDENTIAL DOCUMENT: Dominion Earthgov Embassy Subject Transfer Report, Jan. 15, 2993.



Earthgov Embassy of the Dominion of Elia

Invoice #549-14.

Subject: E. Davis Ester.

Auckland Labs are instructed to take receipt of this subject for purposes of research into the possible modification and improvement of its mutagenic abilities, which may be of service to the Dominion.

Subject is former member, Legion of Super-Heroes.

and volunteer for ECC espionage work who was recently exposed as double agent for the resistance movement.

Brita An'nan/Kono



DEX: 6 STR: 3 BODY: 4
INT: 6 WILL: 5 MIND: 5
INFL: 6 AURA: 5 SPIRIT: 7
INITIATIVE: 18 HERO POINTS: 40

- Powers:** Density Increase: 9, Dispersal: 9, Gravity Decrease: 9, Gravity Increase: 9, Teleportation: 7
- Skills:** Thief: 6
- Bonuses:** Miscellaneous: Density Increase and Dispersal are both Usable on Others. To use either of these Powers on an unwilling target, Kono must make a successful Action Check against an OV/RV equal to the target's BODY/BODY. To use Density Increase on either herself or another, Kono must use equal APs of Gravity Decrease on a nearby object, and vice versa. To use Dispersal on herself or another, Kono must use equal APs of Gravity Increase on a nearby object, and vice versa.
- Limitations:** Miscellaneous: Teleportation is only usable to remove small objects from another person and transfer them to Kono; Miscellaneous: When using her Powers, Kono's clothes disappear unless she exercises extreme concentration (no actions other than using her Powers are possible while she is concentrating in this fashion).
- Advantages:** Connections: Legion of Super-Heroes (High), Jo Nah's smuggling ring (High)
- Drawbacks:** Minor Irrational Attraction to rebelling against authority and male domination.
- Alter Ego:** Brita An'nan
- Motivation:** Thrill of Adventure
- Wealth:** 3

OFFICIAL COMMUNIQUE: Khundish Army Reward Notification, Oct. 27, 2991.

Subject: Brita An'nan

All soldiers in our holy crusade are advised that our humiliation on Sklar will be avenged and that the Khunds who deliver the corpse of Demon-Spawned Brita An'nan (alias "Kono") will be richly rewarded.

Those responsible for her death will be granted a sum of 1 million credits to be divided among them, all will be given an immediate promotion of one level (with all commensurate benefits and privileges), all will be granted two slave females apiece, and all will be guaranteed ascension directly to Her Challenge Courts upon death.

This She-Demon has instigated the humiliation of our

noble army at Sklar, and the honor of our troops and our empire stands disgraced until she is executed.

CONFIDENTIAL MEMO: From Marla Latham, Acting Chairman, Brande Industries, to Reep Daggle, Legion of Super-Heroes, Dec. 1, 2994.



Brande Industries

Interoffice Memo

Subject: Brita An'nan ("Kono").

Reep, it seems that Kono is exactly what she appears to be, a rowdy young Sklarian Raider. In fact, her mother, Bel An'nan, is captain of one of the most successful and feared Sklarian crews, but Kono herself has only limited direct experience in interstellar piracy.

From what we can gather, Bel An'nan has a small history with the Legion. I recommend asking Jo or Myna about this. With Myna involved, perhaps it was not coincidence that Kono ended up with Jo and you guys.

The important thing to know about Kono is that she's done something to get the Khunds good and mad at her. So by admitting her to your team you risk bringing down some pretty frightful assassination attempts. It seems this young miss pulled an unspecified stunt when the Khunds invaded Sklar that the Khunds consider to be some monumental insult. They have yet to forgive or forget, and Kono has had to lay pretty low ever since (explaining her position within Jo's smuggling ring).

Now her power is quite formidable. Somehow (my sources suspect Myna's involvement), she was born with a mass-shifting ability that she's gotten quite good at. She can transfer her own mass to other people or objects, giving herself somewhat phantom-like properties, or she can drain mass from other people or objects, giving herself added density. The reverse of these effects occurs to the people and things with whom she's trading mass.

She's been in trouble with various SP branches on several occasions, believe it or not, starting when she was 5. But nothing has ever stuck. Or they've never held her down long enough to make it stick, anyway.

Overall impression: you're right to want to keep an eye on this one, but I suspect you'll find she's basically reliable and Legionnaire material.

Celeste McCauley



DEX: 7 STR: 5 BODY: 5
INT: 8 WILL: 10 MIND: 7
INFL: 6 AURA: 5 SPIRIT: 6
INITIATIVE: 23 HERO POINTS: 70

- Powers:** Energy Blast: 10, Flash: 10, Flight: 10, Force Field: 10, Invulnerability: 10, Regeneration: 10
- Skills:** Detective: 7, Martial Artist: 6, Weaponry: 4
- Bonuses:** Force Field is Usable on Others.
- Limitations:** Miscellaneous: If Celeste Pushes her Energy Blast or Flash, she goes unconscious and becomes transparent for 10 APs of time (1 hour)
- Advantages:** Connection: Legion of Super-Heroes (High); Scholar (law)
- Alter Ego:** Celeste Rockfish
- Motivation:** Unwanted Power
- Wealth:** 6



REPORT: Science Police Earth, Internal Security Division, Nov. 30, 2994.

Operation Black Flag Recommendations

NAME: Celeste Rockfish

This is our top recommendation for the Roxxas-Chang-Earthgov Commission investigation.

We have found nothing in her background to suggest that she is anything more than a moderately successful private investigator. Her cases have consisted mostly of divorce investigations and paternity suits. She is best known for her work in a paternity case against Dirk Morgna, which, thanks to her diligence, nearly stuck.

This makes her ideal for our needs—a minor reputation and success that we can tout, but no practical danger she will turn up anything in this Roxxas-Chang-Earthgov matter.

Her appointment might also be politically advantageous. Our investigation reveals that she is a particular favorite of Leland McCauley IV, currently one of the most influential businessmen in the galaxy.



SCIENTIFIC JOURNAL EXCERPT: Brainiac 5, April 18, 2995.

Subject: Celeste McCauley

Update: As anticipated, CM's powers manifested themselves under conditions of considerable stress and the existence of physical danger.

Eyewitness accounts of CM's blast of green light evoke images of a Green Lantern power ring without the controls and limitations described by Rond Vidar. The resulting transparency of CM's body was tentatively explained as a massive life-force drain, but her recovery was so fast and so complete that I'm led to believe that it will be a natural part of the phenomenon.

Descriptions reinforce theories that these powers tie in to CM's hazy recollections of an incident involving an

alien corpse and a GL power ring on Twilo. Though her descriptions lack clarity and credibility, there is ample evidence to suggest she has somehow become a living repository of what we've come to term "Green Lantern Energy."

I also feel compelled to note that these events have done nothing to improve CM's disposition. This young female would evidently benefit from some manner of personal counseling. Despite my best efforts to avoid confrontation, I often end up the butt of her misdirected hostility toward males. Perhaps some childhood trauma involving a yellow-haired, green-skinned antagonist...

Despite her continued resistance to examination, I will continue to investigate as developments warrant.

LEGION-CO-LEADER JOURNAL ENTRY: Reep Daggie, April 24, 2995.



Subject: Celeste McCauley, Personnel Evaluation.

Celeste has proven herself to be one of the more mature and stable newcomers and possesses some valuable leadership qualities. She is well-trained in legal and police procedures, is a talented investigator, and seems highly motivated and success-oriented.

Unfortunately, her admirable qualities generally vanish when she deals with Brainy, but then, who among us isn't sometimes vexed by Brainy's distracted, enigmatic manner. This is not a major strike against Celeste.

She also shows a greater-than-usual degree of self-doubt and ambivalence. However, during a crisis situation, a determination and unshakable sense of self-worth manage to emerge. She seems inordinately sensitive about her family's wealth and is unduly harsh and unaccepting of her family—a condemning attitude that seems to naturally, inevitably seep into her own self-image. But Celeste's sometimes harsh exterior obviously serves as a defense mechanism for a very sensitive young woman, as demonstrated by the leading role she's taken providing support for Brin since his condition worsened.

Celeste still requires extensive training in the use of her new powers (the exact nature of which remains an unsettling mystery) since, despite her protests to the contrary, she could indeed pose a danger to the team. Considerable refresher work on her SPE Academy combat training is necessary, as is a thorough conditioning program. She has certainly maintained an attractive physique, but it is not honed to levels of Legion-mission preparedness.

Devlin O’Ryan



DEX: 4 STR: 4 BODY: 4
INT: 4 WILL: 4 MEND: 4
INFL: 4 AURA: 3 SPIRIT: 5
INITIATIVE: 12 HERO POINTS: 70

- Powers: Reflection/Deflection: 8
- Skills: Artist (Writer): 4, Detective: 5
- Advantages: Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (High), United Planets Media (Low), SW6 Legion (High)
- Drawbacks: Age (young)
- Motivation: Responsibility of Power
- Wealth: 5

CONFIDENTIAL REPORT: Science Police Earth, Internal Security Division, March 13, 2995.

Operation Fly-Eye Update.

Subject: Devlin O’Ryan.

Activities: Reporter, Interstellar Press and affiliated publications, suspected of complicity with Underground Resistance, association with Legion of Super-Heroes.

Update: Subject continues to cause irreparable harm to this government through investigative stories linking Roxxas to Earthgov, implicating Dominator control of the government, and exposing numerous embarrassing incidents ordered suppressed.

Despite subject’s honorable behavior, likable manner, and popularity within the Earthgov, Dominion, and SPE staffs, his activities must be halted. To begin with, his manner and fairness have clearly won him numerous talkative sources within these agencies, allowing him to persuade our officials to make disclosures damaging to our cause.

Along these lines, we must again strongly question the wisdom of allowing the IP and its affiliates to publish their treasonous and damaging propaganda, which we deem to be far more harmful than the most severe repercussion brought on by more aggressive media control.

However, if the powers-that-be continue to believe suppression of the Earth-based IP affiliate is unacceptable, we recommend alternative action that will drive home the point just as effectively. We currently hold the twin daughter and son of O’Ryan’s reporting partner and superior, Iris West, and believe it would send an unmistakable message to O’Ryan, West, and all other disloyal journalists if we were to put the twins on trial and punish them with the full weight of the law.

Given the seriousness of the charges we have lodged against them, their execution might be considered

somewhat more defensible from a PR standpoint than, for example, open censorship of the IP affiliate.

MEDICAL JOURNAL EXCERPT: SW6 Brainiac 5, April 18, 2995.



Subject: Devlin O’Ryan.

Subject, 15-years-old, has developed an exceptional ability somewhat reminiscent of the “Reflecto” power of Rimborian hero Stig Ah. Attacks of solid or energy-based nature are “reflected” back at the attacker—the injury they attempt to inflict upon DO is reflexively dealt to the attacker. Power can be circumvented if attacker avoids any sort of detection, preventing reactive use of power by DO, or by approaching at an extremely low speed, somewhere in the range of 0.5-1.5 mph. DO is therefore vulnerable to such agents as gaseous poison.

DO currently has no control over this seemingly reflexive power and may, over time, develop the ability to “reflect” other forces, such as light, gravity, air, etc.

Power appears to be result of “null radiation” infection in open wound, suffered in aftermath of Metropolis Powersphere explosion, perhaps exacerbated by electrical charge inadvertently administered by GR. Nervous system transformation that resulted has at least superficial similarities to Stig Ah’s physiology.

LEGION-CO-LEADER LOG ENTRY: Rokk Krinn, June 9, 2995.



Subject: Devlin O’Ryan, Personnel Evaluation.

I have been impressed by this young man’s attitude and willingness to sacrifice and strive toward the common good, as reflected in his journalistic pursuits and his assistance during the battle for Earth.

While his manner and optimism may seem out of step to some, an injection of this sort of early-Legion-style enthusiasm couldn’t hurt this occasionally jaundiced crew.

His power’s value has yet to be proven, as have Devlin’s mastery of it and his combat effectiveness. But he seems likely to contribute in other areas if his physical prowess turns out to be limited.

Based on the strengths he’s exhibited, I intend to offer him Legion membership.

LEGION EQUIPMENT

Headquarters

TRANSCRIPT: Holographic introduction to Legion Headquarters, presented by Loomis, recorded Jan. 4, 2995.

LOOMIS: Hello there and welcome to Legion headquarters. My name is Loomis, but, as you can see, I'm actually just a hologram. Go ahead and put your hand through me. There, see? Hologram. No doubt about it. Try another test. Throw scalding coffee in my face. Try to light my pants on fire. Put a blaster in my nostril and pull the trigger. Ha-ha! It doesn't faze me, because I'm a hologram. This is great!

Well, the fact that you're entering our reception area suggests you're either a member of our new-and-improved Legion of Super-Heroes or an attacking space marauder. In either case, won't you please help yourself to fresh pastries, a warm drink, and a hot towel?

Now, allow me to take you on a tour of our new facility. This is, as I mentioned, the reception area. Pretty soon it will have flags and statues and plaques and stuff, so enjoy the black-velvet babes while you can.

Now, if you'll follow me down the steps or the airlift, you'll see the nerve center of the place on the right, where Rokk and Cham will be perfecting their ability to appear alert and look as if they're ardentively scanning monitor screens while they're actually catching some serious Zs. To the left is our first food-service area, which is where our visitors will generally dine.

The next level is office space, which we'll probably divvy up amongst everyone who thinks they need it. Tenzil has already claimed the one with the ceiling mural of the naughty nurses. And there's our guest rest rooms, in case you need to go. Well of course you need to go, you've had a long trip. So go ahead. I'll just wait here.

Hmm-ha-hmm.

... Okay, all set? Oh dear. Excuse me, your, uh, ahem, your, uh, your fly... There, yes, much better, much better. Thank you.

Now as we go one level lower, this mess is going to be our briefing room, but as you can see, we're still in mid-construction. And if you follow me down here, you'll get a look at our power room, which is where I'll be when the furnace breaks down. If you

come this way, you'll see our state-of-the-art lemony-fresh sanitation and waste-disposal facility. I know you'll want to return here after our tour for a closer look.

That stairway takes you down into the storage area, where there's some marvelous equipment. See me about a tour through the airlock that takes you into Talus itself. You don't want to go down there unsupervised, but make it a point to check it out with me. There is some really crazy stuff on this ball of wreckage.

Okay, there's another rest room facility, in case you need to rest again, and here's where the team will generally be eating. Voice-activated synthesizers are already in place and, mm-mm, talk about home-style cooking.

Hmm. The label fell off the hologram, but this next place is the infirmary, which Brainy appears to have up-to-snuff, so go ahead and get yourselves hurt.

Now up here is another rest room and your sauna, which is an addition to the gym, which we'll see later. That's Brainy's lab behind those double-reinforced inertron doors, and he's requested that we keep it off the regular tour route.

So what do you say? Let's have a look. Oh, hi there. Brainy! Just passing through. Sure is a fascinating lab you've got here. Doesn't he have a delightful snarl? Hmm. Wonder what's in this vial. Mmm. Glug-glug-glug. Hey, not b... Ack! Ock! Gyah! Gryaw!

Heh-heh, just kidding folks. That was actually totally harmless. You see, Brainy has in reality been spending the past 12 years perfecting the chemical composition of root beer.

Okay, down this way we've got the dorms, where you team members will be staying. We're in the midst of yanking out the Vibra-Fingers, so speak up now if you want to keep them. The heart-shaped tubs will be replaced as well, so give us an idea of the decor you prefer.

For the non-humans among us, non-human accommodations are available on the

floor below this, and we urge you to let us know immediately what particular non-human characteristics you'd like us to accommodate.

Okay, more dorms, here's your dorming snack bar, where you'll be getting those midnight snacks, and here's that pool and gym I described. Not quite what you folks are used to, but really a very nice facility. Some of this exercise equipment, though... You sort of wonder what it was supposed to do. Well... Actually, it's pretty obvious what it was supposed to do. Whew.

So, moving right along. The mirrors on the ceiling are a distraction, I admit, but they're actually one-way prisms that allow the lucky tenants of the dorms upstairs to enjoy the workouts below. Cham has ordered me to rip them out and install a standard floor, but I think we all want to have a vote on that one.

And we end up in this garage, where Brainy and I are trying to get our fleet into roadworthy condition. As you can see, the garage is conveniently located as far as physically possible from the hangar deck, but there is an auxiliary landing pad above us.

That's it. Hmm. They misspelled "Erkenhom" on the holo. Guess our previous tenants specialized in something other than scholastics. Anyway, welcome aboard. Give us everything we need to know how to make you feel as at-home here as possible and let's have fun with the place. After all, it's only Cham's money.

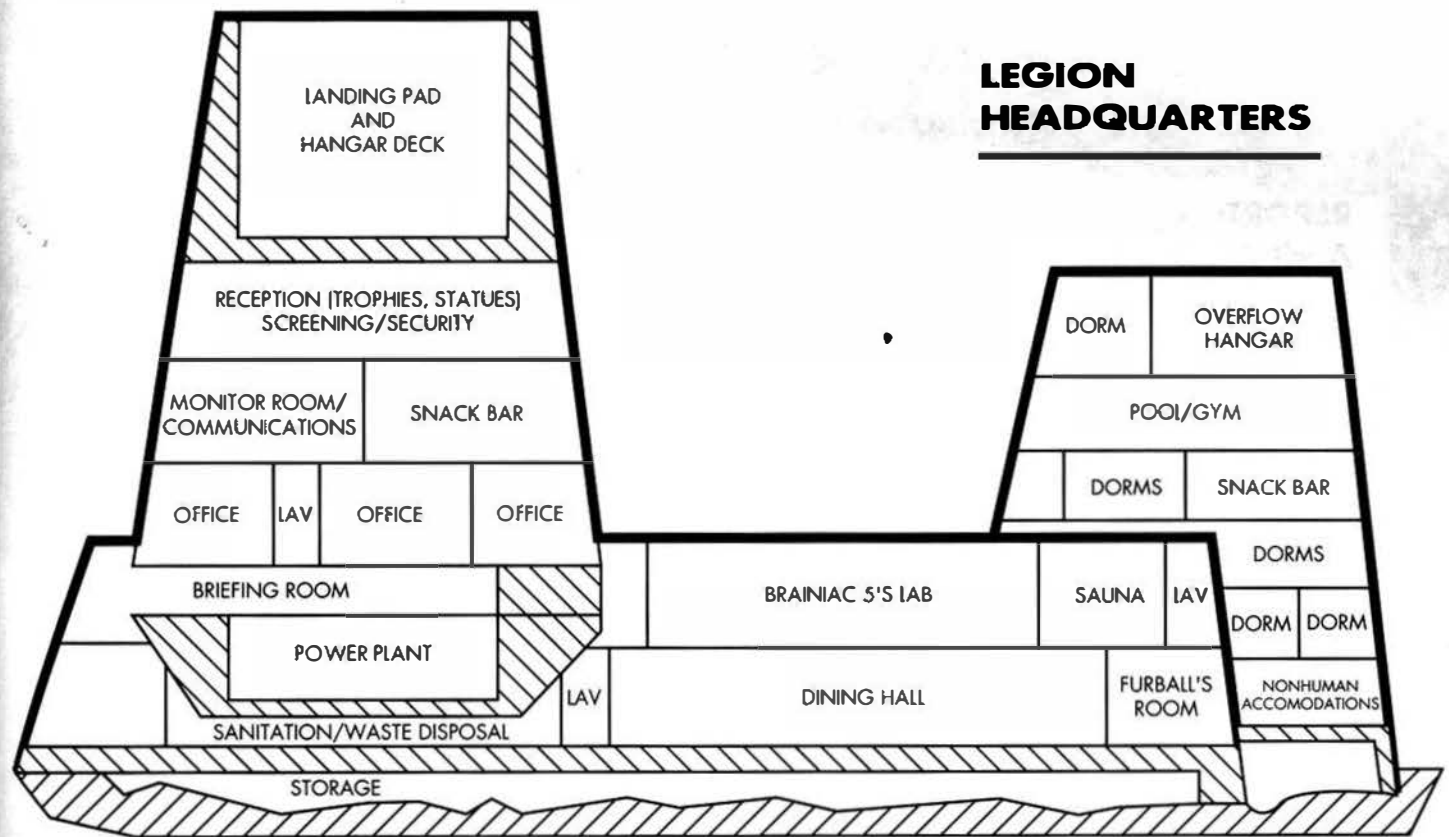
THE LEGION OF SUPER-HEROES HEADQUARTERS:

THE LEGION OF SUPER-HEROES
HEADQUARTERS: [BODY: 18
(exterior), Lab Rating: 18, Security
System: 15]

ELECTRO-TOWER [BODY: 13,
Lightning: 15, R#: 2] The Electro
Tower is a surface-to-space protection
system that fires on attacking
spacecraft.

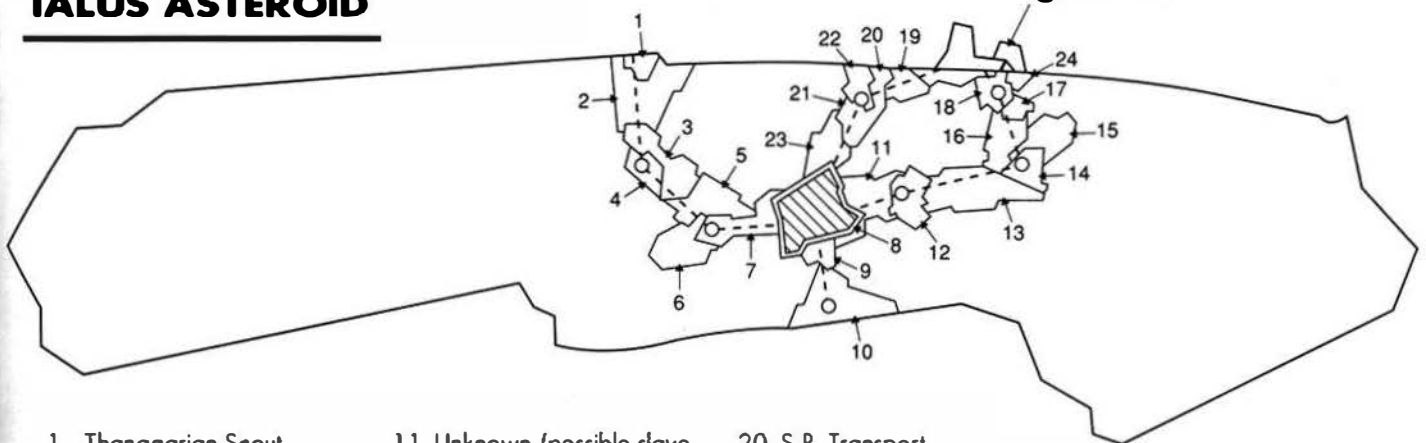
FREON PROJECTOR [BODY: 9, Ice
Production: 13, R#: 2]
The Freon Projector is a perimeter
protection system for the headquarters.
It freezes all intruders within a 10-AP
radius.

LEGION HEADQUARTERS



THE TALUS ASTEROID

Legion HQ



1. Thanagarian Scout
2. Khundish Zeppelin
3. Unknown
4. Bgztl freighter (Buffer Zone Portal)
5. Dominator Tanker
6. Llorn Transport
7. Unknown (possibly ancient Rimborian)
8. Ancient Dominion Battlewagon
9. Unknown
10. Aetion-Tolokion Merchant Vessel

11. Unknown (possible slave ship)
12. Dominion/Dubrini Era (organic vessel)
13. Space Arl (pre-Aral Alphabet)
14. Mole Dynasty Sklorion
15. WEXRII Luxury Cruiser
16. Bismolian Paddywagon
17. Unknown 28th Century vessel
18. Bomber from Mordru's Fleet (mystical circuitry)
19. Sklorian Clipper

20. S.P. Transport
21. Khundish Starhive (good med. facilities)
22. Citadel Stofer
23. Unknown Prehistoric Dark Circle
24. Imskion Whaler (miniaturized electronics)

KEY

- = vessels with pressurized life support
- = set pathway through vessels

Transportation

REPORT: Legion Transportation Evaluation, from Jo Nah, April 24, 2995.

This is going to be hard to get used to. Legion transportation has always meant state-of-the-art, and now we're talking more like classic museum pieces. I mean, no offense, I like the classics as much as anyone else, so I'll be happy enough, but we aren't always going to get where we want to go as quickly as we want to get there.

The two Mark 594 Legion Cruisers and the 494 that Garth has secured are in reasonable condition, but all three will need considerable work before they'll perform in the manner to which we've become accustomed. All of them are 8-12 years out of date.

But of course, I naturally had spriglets when I saw we got our hands on a Starmark 94, which I hadn't flown since the Grykk Meteor Storm of '78. This will set no speed records, but talk about dependable!

There's also a Sklarian Silverlady (where did we get that?) that can match our cruisers in most departments and, once we tune her up, should top our guys in terms of speed and maneuverability. In less need of repair than the 594s and the 494, so it may be our workhorse initially.

Then there's a 2983 Osiris SP Patrol Ship (thanks, Gim), seats up to 15 comfortably, which should be useful, has six laser blasters (none currently operational). Condition is currently pretty poor.

All of the ships so far (except the 94) will have the capacity to get us to any corner of the United Planets within three or four days once they're brought up to specs.

The Carggite-Shwar Freighter looks to give us the speed, range, and capacity of a standard United Planets freighter. . . when slow-but-steady will do.

Probably my personal favorite is the SP "Blitzer" Gim dug up for us—one-person, single ray-cannon, trans-suit required.

The facility itself came with four shuttles and four salvage tugs, all kinetic drive. This will do for local activities and transportation between here and Erkenhom, but little else.

And then there's Cham's Aphrodite-8 Light Cruiser, which can run circles around anything else we've got up here, but then I'm assuming nobody but ol' Cham gets his mitts on this mama.

Does that cover it, Rokk? Let me know.

THE LEGIONNAIRES HAVE ACCESS TO THE FOLLOWING VEHICLES:

2983 OSIRIS SP PATROL SHIP [DEX: 4, STR: 10, BODY: 16, INT: 16, WILL: 6] Energy Blast: 10 (when functioning), Extended Hearing: 7, Flight: 28, Force Field: 5, Full Vision: 7, Radar Sense: 30, Radio Communications: 30, Recall: 20, Sealed Systems: 30, Skin Armor: 4, Super Hearing: 20, Telescopic Vision: 8, R#: 4

APHRODITE-8 LIGHT CRUISER [DEX: 7, STR: 8, BODY: 13, INT: 16, WILL: 7] Energy Blast: 10, Extended Hearing: 7, Flight: 37, Force Field: 5, Full Vision: 7, Radar Sense: 30, Radio Communications: 30, Recall: 30, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 2

CARGGITE-SHWAR FREIGHTER [DEX: 4, STR: 9, BODY: 15, INT: 14, WILL: 6] Energy Blast: 7, Extended Hearing: 6, Flight: 26, Force Field: 3, Full Vision: 7, Radar Sense: 25, Radio Communications: 20, Recall: 10, Sealed Systems: 30, Skin Armor: 4, Super Hearing: 15, Telescopic Vision: 6, R#: 3

MARK 594 LEGION CRUISER (x2) [DEX: 4, STR: 8, BODY: 12, INT: 11, WILL: 6] Energy Blast: 7, Extended Hearing: 7, Flight: 34, Force Field: 3, Full Vision: 7, Radar Sense: 20, Radio Communications: 23, Recall: 20, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 2

MARK 494 LEGION CRUISER [DEX: 3, STR: 7, BODY: 11, INT: 9, WILL: 5] Energy Blast: 6, Extended Hearing: 6, Flight: 30, Force Field: 3, Full Vision: 6, Radar Sense: 17, Radio Communications: 20, Recall: 18, Sealed Systems: 25, Skin Armor: 3, Super Hearing: 17, Telescopic Vision: 6, R#: 3

SALVAGE TUGS (x4) [DEX: 4, STR: 10, BODY: 14, INT: 11, WILL: 6] Energy Blast: 7, Extended Hearing: 7, Flight: 25, Force Field: 3, Full Vision: 7, Radar Sense: 30, Radio Communications: 23, Recall: 20, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 4

SHUTTLE (x4) [DEX: 4, STR: 10, BODY: 15, INT: 12, WILL: 7] Energy Blast: 7, Extended Hearing: 7, Flight: 18, Force Field: 3, Full Vision: 7, Radar Sense: 30, Radio Communications: 23, Recall: 20, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 3

SKLARIAN SILVERLADY [DEX: 5, STR: 10, BODY: 16, INT: 16, WILL: 7] Energy Blast: 10, Extended Hearing: 7, Flight: 35, Force Field: 3, Full Vision: 7, Radar Sense: 30, Radio Communications: 23, Recall: 20, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 3

SP BLITZER [DEX: 8, STR: 10, BODY: 16, INT: 13, WILL: 5] Energy Blast: 11, Extended Hearing: 6, Flight: 30, Force Field: 5, Full Vision: 5, Radar Sense: 20, Radio Communications: 18, Recall: 10, Skin Armor: 5, Super Hearing: 11, Telescopic Vision: 8, R#: 3

STARMARK 94 [DEX: 4, STR: 7, BODY: 15, INT: 15, WILL: 5] Energy Blast: 8, Extended Hearing: 7, Flight: 25, Force Field: 3, Full Vision: 7, Radar Sense: 25, Radio Communications: 23, Recall: 16, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 2

Weaponry and Personal Equipment

INTERNAL MEMO: From Oylii Perii-3, United Planets Assistant to the Undersecretary of Defense, to Sabah Beqaa, Undersecretary of Defense, May 5, 2995.

Mr. Undersecretary:

I have received a tardy report from this so-called Legion of Super-Heroes as to the arsenal being collected at their Talus fortification, and I think you'll agree that they're assembling potentially destructive firepower at an alarming rate.

They now possess about two dozen hand-held blasters and six blaster-rifles, as well as the remnants of their martial arts paraphernalia preserved from the previous headquarters.

More alarmingly, their fleet of craft apparently contains a total of 39 gun batteries of varying caliber and technology. That includes a full complement of weaponry standard to a Science Police Patrol Ship, plus a Blitzter. They have access to six operational and four damaged Sklarian sonic blasters.

Furthermore, the Talus planetoid itself contains countless ancient wrecks that give these alleged heroes access to technology from many past ages and the potential weaponry to be found there is frightening to think about. Included in the planetoid are the remnants of warships of the Khund, Dominion, Sklarian, Citadel and Sorcerers' World fleets.

Beyond that, their fortification includes an electro-tower, a freon projector, and Class-2 armor in the walls. Frankly, sir, I'd say this sounds more like a chemical stronghold than a super-hero clubhouse.

Their equipment also includes about one dozen distorters, which as you know, have no practical purpose other than espionage.

Perhaps most disturbing of all, Brainiac 5 admits to possessing a wide array of time-travel components, including the key circuitry of the hazardous and currently unsanctioned Dominion "Chronal Howitzer."

Brainiac 5's lab also includes the potentially apocalyptic combination of the Dominators' BION creature and the Computo matrix, to which none of us needs any introduction.

Additionally, this once-mad scientist appears to have the intellect and equipment there in the Legion fortress to

accomplish virtually anything that enters his possibly unstable mind, a rather unappetizing vision. I think you'll agree.

Each Legionnaire possesses a transuit that can act as body armor to protect against hostile environments and the vacuum of space. It is important to remember these suits allow the Legionnaires to continue to use their powers and to communicate amongst one another by use of telepathic earplugs.

Fortunately they have no flight rings at this time, as Earthgov measures rendered them useless at the time of the Legion's earlier disbandment.

Even so, I think you'll agree that there is cause for concern here. After examining this litany of potential disaster, we certainly must ask ourselves how much destructive firepower this Legion really needs to do . . . whatever it is that they do.

— OP3

THE LEGIONNAIRES HAVE ACCESS TO THE FOLLOWING EQUIPMENT:

Chronal Howitzer [BODY: 6, Time Travel: 40, R#: 2]
Limitation: Time Travel is Usable on Others only.

The Chronal Howitzer is a bomb-like device that sends victims through time.

Blaster Rifles (x6) [BODY: 7, Energy Blast: 10, R#: 2]
Distorters (x12) [BODY: 6, Illusion: 10, R#: 2]

Limitation: Illusion merely changes the physical appearance of the user.

Dominator Blasters (x5) [BODY: 5, Energy Blast: 7, R#: 2]

Hand-Held Blasters (x24) [BODY: 5, Energy Blast: 8, R#: 2]

Khund Blasters (x10) [BODY: 6, Energy Blast: 8, R#: 2]

Sklarian Blasters (x6) [BODY: 5, Energy Blast: 8, R#: 2]
TELEPATHIC EARPLUGS [BODY: 4, Telepathy: 8, R#: 2]

TRANSUITS [BODY: 5, Sealed Systems: 30, R#: 2]
Bonus: Transuits allow wearers to use their abilities through the fabric.

THE 'SW 6' LEGION

PERSONAL LOG EXCERPT: SW6 Brainiac 5, May 20, 2995.

Since emerging from the Dominators' nutrient pods, I have given the matter of our existence here in 2995 and the integrity of our biological heritage a good deal of thought.

Information gleaned from the malfunctioning computers and McCauleyComs has been of little use, and our recollections provide no definitive clue. Everyone's memory appears to end in a haze sometime after our original encounter with Universo in 2978. This led me for a time to suspect some manner of post-hypnotic suggestion, but I have since concluded that Universo's presence here seems entirely coincidental and his astonishment at our existence genuine.

I believe our memories all end roughly at or before the time we donated cell samples to the Legion cell banks. The question then arises: Are we some sort of genetic growth elicited from these cells or were we kidnapped at that time and "frozen" by some unknown force?

These are both viable hypotheses, considering the adult Valor's discoveries in Dark Circle territory. Records I've been able to access point to the Dark Circle as possessing the synapse-imprint technology to duplicate memory in arti-biological subjects and to "sand over" any "seams" in that reconstructed memory. Thus, this adult Legion could have been artificially grown to replace the "SW6" Legion at the time of our possible abduction in 2978. The "uninterrupted memories"

of the adult Legionnaires are not conclusive evidence one way or the other.

I have also accessed Dominion databanks that indicate we were being housed in the pods for later use as part of a Dominator scheme, possibly as an unbeatable mind-controlled army of Legionnaires that would spawn generations of future Dominion warriors. A frightful prospect, indeed.

However, this, too, is inconclusive, since the Dominion is known to possess technology making such a scheme feasible both with fetally original subjects and with arti-biological subjects. Further, there is currently no indication as to how the Dominion and Earthgov would have come into possession of the SW6 Legion if our original abduction and replacement was engineered by the Dark Circle.

The solution as to which Legion is fetally original also evades us thus far in laboratory testing. There is no detectable flaw yet in the primal integrity of either the SW6 Legion or the adult Legion.

Despite the risks, the most obvious avenue toward resolution would seem to be investigation into the past through the Time Stream. If we are indeed the original Legionnaires, abducted from our role in history against our wills, our ultimate place is in that time and we would eventually have to risk a journey back.

However, we must prepare ourselves for the very real possibility that we are not who we believe ourselves to be and that there is in truth no place for us in the past.

**OFFICIAL DOCUMENT:
NewEarthgov Charter deputizing The Legionnaires,
June 13, 2995.**

Let it be known that this provisional government of New Earth does hereby recognize and deputize the hero and law-enforcement agency known as "The Legionnaires."

That group is hereby authorized to identify and address emergencies, disputes, criminal activities, threats to the public peace and safety, environmental threats, natural disasters, and invasions. In these activities it will report to the chief of Science Police New Earth and the President of New Earth.

The Legionnaires will maintain a staff to be kept on constant alert and available for assignment to emergency duties as determined by the SPNE chief and the President. In exchange for this service, NewEarthgov will provide a portion of the funding necessary for operations of The Legionnaires not to exceed the lower of the following two figures—50% of the group's total budget or 35 million credits per year.

The Legionnaires and its members hereby receive all the benefits, protections, and exemptions of deputized officers of the New Earth government and of Science Police New Earth.

PERSONAL LOG:

Reep Daggles, June 13, 2995.

It's difficult to contain my enthusiasm for this bright, young Legionnaires group. The building blocks I've got to work with here are pretty damn incredible, and now I've got the dream assignment of taking the cream of the Legion crop in their formative years and giving them all the benefit of the intervening years of experience and technological advancement.

I dearly love my contemporary Legion teammates and wish them all the best, but I must confess I'd take some pride if the accomplishments of these kids were to exceed those of their elders.

Overall, we've got an excellent blend of powers and personality types, with plenty of enthusiasm and spirit.

All but three are now well-trained and accustomed to working as a team, and the newcomers, April Dumaka, Xao Jin, and Danielle Foccart, show lots of promise.

Let's see. Let's rough out the team as it's now shaping up, and see if we can't come up with some passable code names...

Alchemist, Jan Arrah: Transmutation of elements. Seems more spontaneous than older Jan, a bit quicker and more natural with his powers. Could be most powerful and

dangerous Legionnaire but is even at this age impressively self-disciplined. Remains to be seen how he gets over the deaths he inadvertently caused during the war.

Andromeda (she's always needed a code name and I like this one—we gotta whip up some kind of real eye-popping getup that fits the name), **Laurel Gand:** Daxamite invulnerability, flight, vision powers, ultra speed, and strength. Outwardly, our most physically powerful member and a bravado and spirit that are infectious. Confident in her abilities. Continues to be deeply committed to her principles.

Apparition, Tinya Wazzo: Phantom abilities. It's wonderful to see her again, just as sharp and creative and fiery as ever. Great to see her keeping the rowdy guys in line. Possibly lead Espionage Squad? Blunt her rebellious tendencies by giving her a little responsibility.

Brainiac 5, Querl Dox: That ever-lovin' 12th-level intelligence. Here's the general stage at which he really seemed to start losing it socially. Maybe we can help him relax a little. Perhaps he'll feel less of a burden in a universe that now has two Brainiac 5s.

Catspaw, April Dumaka: Enhanced agility and speed. A hunter and tracker. Good combat skills. Charmingly naive and self-accepting, in a possibly bestial way. Seems on the sexually aggressive side, which perhaps requires a warning to the boys, since her control of those claws is a bit suspect.

Computo (can't think of a better name . . . we'll see if **Brainy** sues), **Danielle Foccart**: Something of a human computer terminal. Seems able to access virtually any computer at anytime. Stubborn and self-reliant. Definitely Jacques' little sister, though quite a bit prettier. I see her as a tremendous help in terms of bridging the 17-year-gap for the rest of the group.

Cosmic Boy (lots of great magnetism names, but **Rokk**'ll never go for any of them), **Rokk Krinn**: Braalian magnetic faculties. Rokk hasn't changed much, it seems. Dedicated and principled. Good control of magnetic abilities. Charismatic. Leadership qualities.

Dragonmage (hmm, see if that one clears copybrand search), **Xao Jin**: Mystical abilities that manifest themselves in dragon-like holograms. Quiet and unassuming. Needs more self-confidence to be effective in battle. Easily rattled, but not alarmingly so, given his youth. Extensive training required, which will undoubtedly reinforce the confidence that now seems lacking.

Ferro, Andrew Nolan: Can change body to iron, with concomitant strength and reduced vulnerability. A real daredevil. Hadn't really remembered him that way. Guess we romanticized him a bit as the legend grew. But a fun guy who knows how to enjoy his near-invulnerability. He'll help to keep the gang loose, I think.

Gossamer (that's kind of pretty, just like **Ayla**—I like it), **Ayla Ranzz**: Can make objects light. **Brainy** theorizes it may be possible to restore her original lightning powers, but she was always damn good with these powers, and now that we've got a **Garth**, what the heck?

Gotta make sure **Ayla** stays in the right frame of mind, because when she's on, nobody keeps our spirits up better than this **Winathian** pixie.

Inferno (yeah, that's **Dirk**!), **Dirk Morgna**: Human solar furnace. Must watch young **Dirk** very closely. Fate of older **Dirk** has taken a very serious toll. Could be just the wakeup call young **Dirk** needs. His bravado and intensity are a valuable part of the mix, but we can't let this **Dirk** "burn himself out." Note: Definitely warn him about **Catspaw**.

Invisible Kid, Lyle Norg: Invisibility. It's strange and wonderful to have **Lyle** back. Forgot how valuable he was to the team. Second only to **Brainiac 5** in intelligence. A natural leader who isn't out to boss anybody around. Wow, the **Espionage Squad** back to full strength!

Leviathan, Gim Allon: Super-growth to a maximum of about 25 feet. Generally a loyal bear scout, but we'll have to work a little on his self-esteem.

Live Wire, Garth Ranzz: Lightning powers. What is it with this guy? I don't remember **Garth** being this brash or impulsive or vindictive. I guess I can live with the new name, since he likes it so much. But it's bringing out maybe the wrong side of the guy. Guess **Imra** will have to settle him down again.

Matter-Eater Lad, Tenzil Kem: Can eat matter in all forms, hence the name. What's there to say about **Tenzil**? Remember to keep **Planetary Chance Machine** locked up.

Saturn Girl, Imra Ardeen: Telepathy. Can provide a link to all **Legionnaires**. Disciplined and dedicated. Irreplaceable.

Shrinking Violet, Salu Digby: Can shrink to microscopic size. Shy and unassertive. Seems fearful. Hard to believe our **Vi** used to be this shy, but there you are. Needs a lot of work on self-esteem. Willingness to go her own way independent of **Devlin** a very good sign.

Triad (for some reason that "Triplicate Girl" name always stuck in my craw—finally the chance to ditch it for good), **Luornu Durgo**: Can split into three. Now realize in retrospect how distinct the three personalities are. But having all three seems to give her a nebulous "wholeness" the other **Luomu's** had to live without in recent years.

Ultra Boy, Jo Nab: Ultra strength, invulnerability, vision powers. Second to **Laurel** in strength powers. Has proven to be not as thick-headed as I'd assumed he was back then. Hope this **Jo** and **Tinya** have better luck. They're very good for each other. . .

CONFIDENTIAL MEMO:

From Marla Latham, Acting Chairman, Brande Industries,
to Reep Daggle, The Legionnaires,
June 14, 2995.

BI

Brande Industries: Rebirth is our Business
Interoffice Memo

Subject: Facilities for "The Legionnaires."

Reep, my boy, you haven't lost your ability to shake up this gullible old pencil-pusher. I thought I'd finally reached the point where nothing you could come up with would ever surprise me again, but I didn't know you very well, did I?

An entirely new Legion to fund. One composed of reborn teen Legionnaires, no less. I stared at your memo for a good hour before I was sure you weren't pulling my leg.

So you *are* serious, right? You know, if you're just making this up, I swear to heck, I'm going to kill you. But assuming you *are* serious . . .

Enclosed is a checklist of items BI has on hand that are available to you immediately. Please go over it and make any additions or subtractions you've come up with in the meantime.

Hmm. Sounds like that old clubhouse will need an entire automation makeover. The models you have are so obsolete, replacement parts would be very difficult to come by and more expensive than a revised system.

As for what you'd like to stock the clubhouse with, we can come through in most instances: communications system, check; security system, check; electro-shield tower, check; freon projector, check; martial arts paraphernalia, check; two dozen customized laser hand-weapons, check; one dozen distorters, check . . .

Whoops. My list of checks comes to a screeching halt when we hit what young master Brainy is requesting. Hmm-boy. What he's describing is essentially a complete multi-lab assembled from scratch. You know, many of those modules can only be procured from Colu, and Colu is not exactly in an open-market mode right now.

Sigh. Don't say it, I'll get them—it'll just take some doing.

New uniforms? Well considering how smoothly things went with the last batch . . . Okay, okay, we'll give it a try. The sketches you've sent are very impressive—many of them are reminiscent, if I'm not mistaken, of the old Kid Quantum design, which was one of the better early Legion uniforms, I thought. Our designer department is already on the job, so we should have everything together within a day or two. And yes, they'll all come with full transuit capability, telepathic ear plugs, comlinks and, hallelujah, flight rings.

Can't come through immediately on ships. BI has nothing to spare at the moment (your first Legion pretty much cleaned out our surplus), and we'll have to do a little more juggling to procure something new. Let's spend some time skulling this one out.

In the meantime, we can spare 10 jet platforms and 10 one-man speeders.

Time spheres? You really do want the impossible, don't you? I'm afraid that one's probably beyond anything I can do for you. Check back with me later.

Then there's the question of where we're going to get all the dinero, mi amigo. Your account, you see, is not going to cover all of this. Do you have any suggestions? Is this something the board can know about? The investors? If so, no problema. "Community service" or something. Let me know.

Anyway, my friend, I wish you luck in this new venture, and bring these kids by some time. It would be a real experience to meet them.

Marla

APPARITION

See Tinya Wazzo/Phantom Girl entry on page 18.

ANDROMEDA

See Laurel Gand entry on page 23. Andromeda does not have the Married Drawback.

ALCHEMIST

See Jan Arrah/Element Lad entry on page 39. Alchemist has no Limitations on his Power and no Advantages.

BRAINIAC 5

See Brainiac 5/Querl Dox entry on page 25.

CATSPA

DEX: 13 STR: 7 BODY: 5
INT: 4 WILL: 7 MIND: 7
INFL: 5 AURA: 5 SPIRIT: 5
INITIATIVE: 26 HERO POINTS: 40

- Powers: Claws: 9, Jumping: 4, Running: 6, Ultra Vision: 9
- Skills: Acrobatics: 13, Martial Artist: 8, Military Science (Tracking): 12, Thief (Stealth): 13
- Advantages: Lightning Reflexes
- Drawbacks: Serious Irrational Attraction to Attractive Men
- Motivation: Thrill of Adventure
- Wealth: 5

COMPUTO

DEX: 5 STR: 4 BODY: 4
INT: 8 WILL: 8 MIND: 8
INFL: 3 AURA: 2 SPIRIT: 2
INITIATIVE: 16 HERO POINTS: 40

- Powers: Control: 8, Mind Probe: 8, Telepathy: 8
- Skills: Scientist (Computers): 8
- Limitations: Powers are usable on computers only.
- Advantages: Connection: Anti-Earthgov Resistance (High)
- Motivation: Upholding the Good
- Wealth: 5

COSMIC BOY

DEX: 7 STR: 4 BODY: 5
INT: 8 WILL: 6 MIND: 6
INFL: 6 AURA: 5 SPIRIT: 7
INITIATIVE: 23 HERO POINTS: 60

- Powers: Flight: 8, Magnetic Control: 16
- Skills: Charisma: 4, Martial Artist: 4, Vehicles: 4
- Advantages: Leadership; Scholar (ancient Earth history)
- Motivation: Upholding the Good
- Wealth: 6

DRAGONMAGE

DEX: 4 STR: 4 BODY: 4
INT: 6 WILL: 6 MIND: 7
INFL: 7 AURA: 8 SPIRIT: 8
INITIATIVE: 19 HERO POINTS: 40

- Powers: Sorcery: 10
- Skills: Martial Artist: 5, Occultist: 5
- Limitations: Dragonmage's Sorcery always manifests itself in some sort of "dragon" pattern. For instance, if he wanted to use his Sorcery for Ice Production, it would appear as a dragon that breathed frost.
- Drawbacks: Uncertainty
- Motivation: Responsibility of Power
- Wealth: 5

FERRO

See the Andrew Nolan/Ferro Lad entry on page 44.

GOSSAMER

DEX: 6 STR: 3 BODY: 5
INT: 6 WILL: 6 MIND: 5
INFL: 5 AURA: 4 SPIRIT: 5
INITIATIVE: 17 HERO POINTS: 40

- Powers: Gravity Decrease: 12
- Skills: Acrobatics: 7, Charisma (Persuasion): 6, Martial Artist: 5, Vehicles: 5
- Advantages: Attractive
- Motivation: Responsibility of Power
- Wealth: 5

INFERNO

See Dirk Morgna/Sun Boy entry on page 34. Inferno does not have the Strange Appearance or Psychological Instability Drawbacks. He does not have a Low-Level Connection with Earthgov.

INVISIBLE KID

See Lyle Norg/Invisible Kid entry on page 21.

LEVIATHAN

See Gim Allon/Collosal Boy entry on page 21. Leviathan has no Limitations to the use of his Power. He has no Drawbacks and has no Connections to the Science Police.

LIVE WIRE

DEX: 6 STR: 4 BODY: 5
INT: 5 WILL: 5 MIND: 6
INFL: 5 AURA: 6 SPIRIT: 7
INITIATIVE: 16 HERO POINTS: 45

- Powers: Lightning: 12
- Skills: Gadgetry: 4, Medicine: 4, Science: 4
- Motivation: Thrill of Adventure
- Wealth: 6

MATTER-EATER LAD

See Tenzil Kem/ Matter-Eater Lad entry on page 37. SW6 Matter-Eater Lad has no Advantages.

SATURN GIRL

See Imra Ardeen Ranzz/Saturn Girl entry on page 14. SW6 Saturn Girl has no Drawbacks.

SHRINKING VIOLET

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

- Powers: Shrinking: 20
- Skills: Acrobatics: 6, Gadgetry: 3, Martial Artist: 4, Scientist: 3, Vehicles: 5
- Advantages: Area Knowledge (Imsk); Connection: Legion of Super-Heroes (High)
- Alter Ego: "Vi"
- Motivation: Upholding the Good
- Wealth: 5

TRIAD

DEX: 7 STR: 6 BODY: 6
INT: 7 WILL: 7 MIND: 7
INFL: 6 AURA: 5 SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 40

- Powers: Split: 2
- Limitations: Triad can only form two extra bodies for a total of three bodies.
- Skills: Martial Artist: 7, Vehicles (Space): 5
- Motivation: Responsibility of Power
- Wealth: 6

ULTRA BOY

See Jo Nah/Ultra Boy on page 29. SW6 Ultra Boy has no Thief Skill or Advantages.

Every SW6 Legionnaire has access to the following equipment:

Blasters [BODY: 5, Energy Blast: 8, R#: 2]

Distorters [BODY: 6, Chameleon: 10, R#: 2]

LEGION FLIGHT RINGS [BODY: 5, Flight: 8, Telepathy: 8]

ONE-MAN SPEEDERS (x10) [DEX: 8, STR: 10, BODY: 16, INT: 13, WILL: 5, Energy Blast: 11, Extended Hearing: 6, Flight: 20, Force Field: 5, Full Vision: 5, Radar Sense: 20, Radio Communications: 18, Recall: 10, Sealed Systems: 20, Skin Armor: 5, Super Hearing: 11, Telescopic Vision: 8, R#: 3]

JET PLATFORMS (x10) [STR: 8, BODY: 16, INT: 1, Flight: 13, Magnetic Control: 20, Sealed Systems: 14]

TELEPATHIC EARPLUGS [BODY: 4, Telepathy: 8, R#: 2]

TRANSUIT [BODY: 5, Sealed Systems: 30, R#: 2] Bonus: Transuits allow wearers to use their abilities through the fabric.

THE SW6 LEGION CLUBHOUSE:

THE SW6 LEGION CLUBHOUSE: [Body: 15 (exterior), Lab Rating: 18, Security System: 15]

ELECTRO-TOWER [BODY: 8, Lightning: 15, R#: 2] The Electro-Tower is a surface-to-space protection system that fires on attacking spacecraft.

FREON PROJECTOR [BODY: 8, Ice Production: 12, R#: 2] The Freon Projector is a perimeter protection system for the headquarters. It freezes all intruders within a 10-AP radius.

VILLAINS

The Dark Circle



EXCERPT: "The Great Beliefs of the Galaxy: An Introduction to Religions," page 28, updated June 30, 2992.

THE DARK CIRCLE

Far out on the rim of the Aral Region of the Galaxy is found the sacred home of the Dark Circle, modern day descendant of what is probably the galaxy's oldest and most widespread family of religions.

A disparate array of virtually countless religions have been influenced by the Circle or can directly trace their lineage to the original teachings of the Circle, but to be considered a core Dark Circle church of today, a religion must emphasize the sanctity of "darkness," "the blood" or "blood emotions"—that is, intensely emotional, highly subjective feelings. Likewise, demons are thought to reside in "the light" or "sophistry"—intellectualized, objective, rational thought.

The deity of most Dark Circle beliefs is the cold darkness of space—perceived as a source of life on worlds where intense levels of solar radiation have been regarded as more of a threat to life than its source. It's believed that the religion started on just such a world toward the galaxy's core perhaps 7.5 billion years ago.

Most of us fear the dark to some degree and find that our emotions may tend to lose control when we're deprived of sight, and Dark Circle opponents say this family of religions exploits just that sort of fear. The Circle believes this reaction to darkness is a step toward divinity.

The wisdom and will of this Universal God is revealed to an "Inner Circle," five leaders from the Aral planets that now serve as the base worlds of today's Dark Circle.

A life of dedication to the Darkness brings the reward of a hereafter in the dark, cool void, unencumbered by the intellect and its satanic light of reasoning and objective thought. Those who surrender to the temptations of individual thought and objectivity are believed to be damned to the hellfires of the stars, which burn away all caring, passion, and soul.

Some skeptical religious scholars see more opportunism than religion in Dark Circle dogma. They charge that highly sophisticated science and technology are used unhesitatingly to advance the designs of the Inner Circle, yet the objective rationality and independent

thought needed to create and operate this technology is deemed satanic when followers use it without approval.

The Circle's religious tenets seem to be most avidly adhered to and perhaps most usefully exploited in the charismatic cults that spring up on non-Circle worlds experiencing upheaval and social trauma. Critics charge that many of these cults are directly instigated by Dark Circle agents bent on the spread of their faith through violence and subterfuge.

Specific dogma seems of little consequence in the Circle-influenced rings of conspirators known to exist on most advanced, prosperous worlds in the United Planets. Members of these rings have acknowledged in anonymous interviews that Circle beliefs represent for them more of an anti-social ideal or rationale for sadistic and depraved behavior than an actual doctrine. Devout Dark Circle followers would probably be appalled to discover that many Circle conspirators based in the United Planets equate their Circle affiliation with Devil Worship...

**INTERNAL COMMUNIQUE: Circle
World Information Agency,
Sept. 11, 2978.**



FROM: Dolminae Council Secretary.

TO: Agency Central Command.

IN REGARDS TO: The Doppelganger Operation.

Pleased are we to inform you of our discovery of a satisfactory stabilizing technique for the cell-spawned substitutes you desire. Invaluable has proven your covert procurement of updated "Project Unkillables" specs in clearing of final hurdle and making feasible creation of Doppelganger Legion.

Time remains short but satisfactory subjects' growth by projected 10/78 invasion of Earth remains plausible. New "Unkillables" techniques should provide substitute Legionnaires in full possession of what will seem true memories, and no conscious knowledge of their allegiance to and control by agency. Difficult step remains substitution during invasion and in that we wish your field staff best of fortune.

May our efforts result in glorious success for all possessors of the Divine Darkness. May the Demonic Light betray its slaves and lead them to slaughter.



INTERNAL COMMUNIQUE: Information Agency, Worlds of the Dark Circle, Aug. 17, 1992.

FROM: The Secretary for the United Planets Sector.

TO: Agency Central Command.

IN REGARDS TO: Target: United Planets Sector. Update.

Our pleasure it is to update you on the progress of "Target: United Planets Sector." Sanguine are we about developments on that front, now seeing the greatest potential in recent tens of decades for Circle control of this key segment of the galaxy.

No more important planet is there in this sector than Earth, and we have successfully infiltrated the most promising resistance movement to the Dominion-influenced government there. Working with Vidar (Universo) are we, in anticipation of major influence when the corrupt, inept government there inevitably falls.

Active we remain throughout the remainder of the United Planets as well. Most promising are our activities on Carggg, which will apparently serve as a major base of insurgency activities if United Planets membership remains lapsed. Our influence increases on several other populous worlds, including Hykraius and Tharr.

Cult movements are being instigated by agents in all former and current United Planets worlds undergoing social upheaval, particularly those most threatened by Khundish advances. Now receiving are these agents considerable support from our "Pagan" Circle rings of sympathizers and conspirators from advanced United Planets worlds.

Optimistic are we, given this combination of forces working in our favor, that we may see Divine Darkness descend upon this sector within the decade.

TYPICAL DARK CIRCLE AGENT

DEX: 4 STR: 4 BODY: 5

INT: 4 WILL: 4 MIND: 3

INFL: 4 AURA: 4 SPIRIT: 4

INITIATIVE: 14 HERO POINTS: 30

•Skills: Martial Artist: 7, Military Science: 5, Weaponry: 5

•Advantages: Scholar (brainwashing)

•Drawbacks: Catastrophic Irrational Attraction to converting others to the Cult of the Dark Circle

•Equipment:

Blaster [BODY: 5, Energy Blast: 7, R#: 2]

•Motivation: Power Lust

•Wealth: 5

Darkseid



DEX: 10 STR: 22 BODY: 16

INT: 18 WILL: 26 MIND: 20

INFL: 17 AURA: 17 SPIRIT: 18

INITIATIVE: 45 HERO POINTS: 250

•Powers: Continuum Control: 30, Dimension Travel: 8, Invulnerability: 20, Regeneration: 8, Warp: 65

•Skills: Charisma: 18, Scientist: 15

•Bonuses: Miscellaneous: Through his Continuum Control Power, Darkseid can exercise the Omega Effect, which is to obliterate an opponent and reform him later.

•Limitations: Miscellaneous: Darkseid's Continuum Control, Warp, and Dimension Travel Powers are all powered by X-Element, which he absorbs into his body.

•Advantages: Area Knowledge (Apokolips); Leadership

•Drawbacks: Catastrophic Irrational Attraction to discovering the Anti-Life Equation.

•Motivation: Power Lust

•Wealth: N/A

TRANSCRIPT: "Tyrants of the 30th Century," UPV-12, Jan. 11, 1987.



NARRATOR: All indications are that Darkseid was awakened in this century quite by accident. But once he arose from his ancient dormancy, he showed no hesitation. Starting in early 1984, his "Servants of Darkness," macabre, twisted versions of some of the Universe's greatest legends, began to plunder the galaxy, accumulating power for their master.

And what power was accumulated! Ultimately the Dark Lord transported Daxam to a yellow-sun system, creating for himself millions of ultra-powered slaves.

It was only through the combined efforts of the Legion of Super-Heroes and mystically conjured versions of Darkseid's 20th Century opponents that the Dark Lord's mad dreams were thwarted. . . .

PERSONAL LOG: Querl Dox, April 20, 1995.



Questions continue to perplex me regarding Darkseid and this "Quiet Darkness" affair. I have been forced to discard my initial and admittedly impulsive assumption that Darkseid sought some sort of power in this matter. There is no evidence to suggest his intentions were anything other

than what was accomplished—the sudden, complete, and inexplicable elimination of his existence as we understand it.

Brief interviews with Francis Campbell confirm his collaboration in a long-term project with Darkseid to isolate and make manifest a supposed Gemini Matrix or Life Equation. Empirical evidence suggests their success in a process, which still escapes my comprehension, involving Ari and Coda, Campbell's children, and his late (and very charming) wife, Carole.

While I am at a loss to explain or understand precisely what transpired, there can be no doubt in my mind that the Gemini he/she/it entity did, at Darkseid's request, cause the Dark Lord to suddenly and totally cease to exist by any quantifiable measure.

His whereabouts and circumstances remain a clueless mystery.

I must add that his motives for this transformation escape me, and I prefer not to dwell on the rather disturbing possibilities.

Prince Evillo



DEX: 5 STR: 4 BODY: 4
INT: 9 WILL: 8 MIND: 7
INFL: 7 AURA: 5 SPIRIT: 5
INITIATIVE: 21 HERO POINTS: 100

- Powers: Energy Blast: 9
- Skills: Charisma: 10
- Advantages: Connection: United Planets Governments (High)
- Drawbacks: Married (several times over), Serious Irrational Attraction to evil; Strange Appearance: when he is angry, Evillo grows small horns from his head.
- Motivation: Power Lust
- Wealth: 12

PRESS RELEASE: Issued by Tartarusgov, Nov. 7, 2991.

ski TARTARUS!

Tartarus: A Proud United Planets Member
Since 2991

For Immediate Release.

Contact: Lucifa Hamner, 2-01-478-133-07026

Tartarusgov is pleased to announce the return as Supreme Ruler of the most accomplished and beloved monarch in the history of our great planet, Prince Evillo.

Prince Evillo served previously as sovereign ruler of Tartarus from 2965 until 2978, when a misunderstanding with the Legion of Super-Heroes led to a brief

incarceratory hiatus and an interruption in Prince Evillo's benevolent rule of this world.

As reappointed Supreme Ruler of Tartarusgov, Prince Evillo succeeds Baron Jonathan L. Flagitious, a land-owner elected Tartaran President in 2987 by a Council of Barons not recognized as a legitimate governing body by the United Planets. Prince Evillo's sovereignty has been recognized by the United Planets, and Tartarus now becomes a United Planets world for the first time.

In addition to being an experienced head of state, Prince Evillo possesses the ability to grow massive horns out his forehead. His hobbies include hypnosis, the occult, and antique torture devices.

TRANSCRIPT: "The Alberto Caracas Show," INV-67, Jan. 19, 2995.



... ALBERTO CARACAS: So you're proud of what you did on Tartarus?

FORMER SEN. TENZIL KEM (BISMOLL): Well, shucks, it weren't really nothin'...

CARACAS: "Weren't really nothin'?" Well, Mr. Kem, I know of somebody who thinks it really *was* something. The legal sovereign of Tartarus seems to think it was something.

KEM: Oh, yeah, you mean Evillo. Not really a bad guy, you know, once you get past the name... The name and the horns.

CARACAS: Not really a bad guy? Indeed, the United Planets doesn't seem to think he's such a bad guy. The United Planets has recognized him as the legal ruler of Tartarus.

KEM: Oh yeah, he's a hell of a guy. Snappy dresser, great conversationalist, sort of a Renaissance kind of guy...

CARACAS: And yet, Mr. Kem, we understand that you have in effect deposed him from power. Is that not true?

KEM: Correct.

CARACAS: Then you admit it?

KEM: Yes, I admit it is not true.

CARACAS: Now wait a minute Mr. Kem, let's get this straight. Did you not incite a full-fledged revolt among Tartarus' criminal population—its felons and plunderers and rapists?

KEM: Correct.

CARACAS: Correct, you did?

KEM: Correct. I did not.

CARACAS: Then you're denying it.

KEM: Correct. Unless of course you consider his 12 previous wives to be felons. They do have considerable skin-care problems, but I don't believe that yet constitutes a felony, even on Tartarus.

CARACAS: Nevertheless, because of your wanton interference in the internal affairs of Tartarus, Prince Evillo was effectively deposed.

KEM: No, I don't think there were any internal affairs. Well, okay, now that you bring it up, Prince Evillo *did* want to have an internal affair with my assistant, but she has a way of deflecting such overtures, so nothing really happened there, I don't think.

CARACAS: You're ducking the question, Mr. Senator. Aren't you ducking the question? Is it not true that you assisted in an illegal coup that has put a council of Evillo's former wives in control of the planet and left a United Planets-recognized sovereign, in effect, a political prisoner on his own planet.

KEM: Correct.

CARACAS: So wait a minute, is that a yes or a no?

KEM: A yes.

CARACAS: Okay, but you're trying to say you didn't do it, right?

KEM: Wrong.

CARACAS: You did do it?

KEM: Do what?

CARACAS: What I asked. Come on, you know what I mean. That thing about assisting the wives.

KEM: Oh yeah, that. Yes, right, I did that. I let them free, if that's what you mean.

CARACAS: Ah ha. Now we're getting somewhere. You did indeed free the wives. And tell me, is it not also true that you have a little secret infatuation with Evillo's current wife, the beautiful Saturn Queen.

KEM: Correct.

CARACAS: Correct, what?

KEM: Correct. It is not true.

CARACAS: So you don't have an infatuation with Saturn Queen.

KEM: Correct. It's raving, bonkers, head-over-heels in love, if you want to be accurate.

CARACAS: Oh I see, Senator, I see. Then you admit you would like to steal away Evillo's wife?

KEM: Well, I don't know . . . I guess I'd be willing to admit that . . . if you'll admit your real name isn't Alberto Caracas.

CARACAS: That's got nothing to do with . . .

KEM: That your *real* name is "Albert Kroc."

CARACAS: Mr. Kem, I think you're evading the issue here . . .

The Fatal Five

EXCERPT: "Real Valor: Real Crime Stories for the Men of the '90s," June 27, 1995, Page 25.



Where Are They Now?

The Strange and Often Grisly Fates of the Ruthless Mercenaries Who've Plundered the Galaxy Under the Fearsome Name of The Fatal Five

Mano: This Fatal Five original has been jailed repeatedly by the Legion and has apparently been reduced these days to serving as a lackey to reputed crime boss Molock (Starfinger) Hanscom.

Nyuen Chun Ti (The Persuader): Armed with the unstoppable Atomic Axe, Nyuen has long been one of the galaxy's highest-paid hired killers. Only his underworld connections and his psychic link to the axe have saved him from torturous years in prison. Still, that's exactly where Nyuen finds himself now after botching his attempt on Quarantine to murder the son of an organized crime chief.

Ray Sah (Flare): This hot lady was born with the ability to fry anyone, literally, who stood in her ruthless way. She was captured by the Legion in 2987 and sent to Labyrinth to be subjected to the sub-human conditions there. She disappeared during the post-Collapse chaos in 2990 and turned up earlier this year as a mercenary for the Dominators. She was captured by resistance forces there and will no doubt be shown no slack during her coming imprisonment.

Sarya (The Emerald Empress): Wicked, voluptuous Sarya wielded the deadly power of the Emerald Eye and used it to seize control of the Fatal Five in the mid '80s. But when she was finally and utterly beaten by the Legion in 2989, it was discovered that the eye had literally and gruesomely sucked the very life out of her, leaving the once-stunning Sarya a wizened, rotting monstrosity. True justice for this despicable perversion of womanhood.

Chi Tsan (Caress): This sexy, ruthless killer was given an "acid touch" by Khundish warlords. She was captured by the Legion in 2987 and spent four torturous years on Labyrinth before mysteriously disappearing. Mercenary circles believe she was duped into traveling to Earth, where the Dominators subjected her to unspeakably gruesome experiments in their underground chambers. It is not yet known if she survived the June 4 cataclysm there.

Tharok: The warped, sick brain behind the original Fatal Five, Tharok gained his great mental powers after being hideously maimed by Science Police. He could only be saved by being converted into a repulsive freak that was half human, half robotic. But his combined human/computer brain gave him the brilliance to command the original Fatal Five until Tharok's insane obsession to

clone an unmutated version of himself produced a monster that mentally dominated Tharok and ultimately destroyed both original and clone.

Validus: This horrible, mutated and completely insane goliath was mentally enslaved by Tharok until Darkseid transformed Validus back into his original form, the infant son of Legionnaires Saturn Girl and Lightning Lad. But the curse of Validus lives on: the young boy carries a horrible disease that brings a lingering, torturous death to natives of his home planet Winath. The boy must now be forever quarantined from his people.

MANO

DEX: 9 STR: 4 BODY: 7

INT: 5 WILL: 5 MIND: 5

INFL: 5 AURA: 4 SPIRIT: 5

INITIATIVE: 21 HERO POINTS: 60

•**Powers:** Disintegration: 16, Energy Blast: 9

•**Skills:** Martial Artist: 6

•**Limitations:** Miscellaneous: Mano's Powers are directed through his right hand only.

•**Advantages:** Connections: Fatal Five (High), Underworld (High)

•**Drawbacks:** Fatal Vulnerability: Mano must remain in his containment suit or he will die. All atmospheres, save that of his home world, are poisonous to him.

•**Equipment:**

CONTAINMENT SUIT [BODY: 9, Sealed Systems: 18]

•**Motivation:** Psychopath

•**Wealth:** 6

PERSUADER

DEX: 8 STR: 7 BODY: 8

INT: 4 WILL: 6 MIND: 6

INFL: 4 AURA: 3 SPIRIT: 7

INITIATIVE: 20 HERO POINTS: 60

•**Skills:** Martial Artist: 8, Thief: 7, Weaponry: 12

•**Advantages:** Connections: Fatal Five (High), Underworld (High); Lightning Reflexes

•**Drawbacks:** Minor Rage

•**Alter Ego:** Nyuen Chun Ti

•**Motivation:** Mercenary

•**Wealth:** 9

•**Equipment:**

Atomic Axe [EV: 20, BODY: 18, Energy Absorption: 20]

The Atomic Axe is an ancient relic from one of Earth's World Wars. The axe is so potent, it can cut through any known substance. It can even slice through raw energy.

To use the axe's Energy Absorption Power in combat, Persuader must make an Action Check using his Weaponry skill as the AV and the axe's APs of Energy Absorption as the EV against an OV/RV equal to the AV/EV of the energy attack. One or more RAPs indicate that Persuader has successfully interrupted the energy attack. Resolve the energy attack normally, and reduce the RAPs earned on the attack by 25 (see the *Character*

Handbook, page 25).

BAITLE ARMOR [BODY: 15]

At the present time Persuader doesn't always wear his battle armor.

FLARE

DEX: 5 STR: 4 BODY: 5

INT: 4 WILL: 4 MIND: 4

INFL: 4 AURA: 3 SPIRIT: 4

INITIATIVE: 13 HERO POINTS: 60

•**Powers:** Flame Project: 8, Flash: 8, Flight: 8

•**Skills:** Thief: 7

•**Advantages:** Connections: Fatal Five (High), Underworld (Low)

•**Drawbacks:** Serious Irrational Attraction to Stealing

•**Motivation:** Thrill Seeking

•**Wealth:** 5

THE EMERALD EMPRESS

DEX: 6 STR: 6 BODY: 6

INT: 8 WILL: 8 MIND: 7

INFL: 8 AURA: 6 SPIRIT: 7

INITIATIVE: 22 HERO POINTS: 70

•**Skills:** Charisma: 8

•**Advantages:** Connections: Fatal Five (High), Underworld (High); Leadership

•**Equipment:**

The Emerald Eye [DEX: 13, BODY: 16, Force Manipulation: 24]

Limitation: Miscellaneous: The Emerald Eye drains life force from the user at a slow rate.

•**Motivation:** Power Lust

•**Wealth:** 8

CARESS

DEX: 7 STR: 8 BODY: 8

INT: 5 WILL: 4 MIND: 3

INFL: 4 AURA: 3 SPIRIT: 5

INITIATIVE: 16 HERO POINTS: 60

•**Powers:** Acid: 9

•**Limitations:** Miscellaneous: Acid is Range of Touch only.

•**Skills:** Thief: 6

•**Advantages:** Connections: Fatal Five (High), Underworld (Low)

•**Motivation:** Power Lust

•**Wealth:** 5

THAROK

DEX: 9 STR: 9 BODY: 9

INT: 18 WILL: 15 MIND: 12

INFL: 4 AURA: 3 SPIRIT: 2

INITIATIVE: 25 HERO POINTS: 65

•**Skills:** Charisma (Intimidation): 9, Gadgetry: 16, Medicine: 10, Scientist: 18

- Advantages:** Connections: Fatal Five (High), Underworld (High); Sharp Eye
- Drawbacks:** Serious Irrational Attraction to trying to make his mechanical half look normal; Strange Appearance; Miscellaneous: Tharok can use his full STR with his left arm only. His STR with his right arm is only 4.
- Motivation:** Power Lust
- Wealth:** 5

VALIDUS

DEX: 9 STR: 30 BODY: 22
INT: 1 WILL: 14 MIND: 14
INFL: 8 AURA: 4 SPIRIT: 9
INITIATIVE: 18 HERO POINTS: 50

- Powers:** Mental Blast: 17
- Drawbacks:** Age (young); Serious Irrational Attraction to throwing tantrums when he doesn't get his way or when he's lonely
- Motivation:** N/A
- Wealth:** N/A

Glorith



DEX: 4 STR: 2 BODY: 5
INT: 6 WILL: 7 MIND: 7
INFL: 14 AURA: 11 SPIRIT: 9
INITIATIVE: 24 HERO POINTS: 75

- Powers:** *Mystic Linked
Cell Rot: 20*, Power Drain: 19, Spirit Drain: 20*, Suspension: 20*, Time Travel: 40*
- Skills:** Occultist: 12
- Limitations:** Miscellaneous: Cell Rot only allows Glorith to age a victim. The percentage of the BODY lost in RAPs is the percentage of the victim's lifespan that he or she ages; Miscellaneous: Spirit Drain allows Glorith to make a victim younger. The percentage of BODY lost in RAPs is the percentage of the victim's lifespan that he or she devolves; Miscellaneous: Suspension is only Usable on Others; Miscellaneous: Power Drain works only on Time Travel.
- Advantages:** Attractive; Scholar (all areas of history, politics)
- Motivation:** Power Lust
- Wealth:** 5

EXCERPT: "Our Times, A Review of Contemporary News," Sept. 22, 1973, page 8.



GLORITH: Where She Comes From and Where She's Going

Behind the tumult and upheaval on the Oomari Frontier has been the return to political prominence of Baaldur under the leadership of Empress Glorith. As this young ambitious monarch absorbs neighboring worlds into the Baalduran Realm, the United Planets watches, wondering what to make of this new figure on the political scene. Here's an *Our Times* profile:

Name: Glorith, Empress of Baaldur.

Training: Marginal formal education as a commoner. Married Emperor Nendez XII shortly before his death. Intensive training in administrative methods, military sciences, and galactic politics since then by hand-picked staff.

Rose to Power: March 11, 1973, with the death of Nendez XII, whom she'd married 17 days earlier.

Major Accomplishments: Extension of Baalduran Realm to all populated worlds of three regional star systems, rise in efficiency and formidability of Baalduran armed forces, creation of a popular image for herself and Baaldur in United Planets mass culture.

Political Philosophy: A seemingly self-contradictory mix of socialism and autocracy influenced by her humble beginnings and current desire for centralized power.

Personality Profile: Observers of this fascinating newcomer disagree, some dismissing her as being frivolous and a lightweight, others describing her as cunning, ruthless, and formidable. Considered prone to dangerous risk-taking.

Strengths: Personality and striking Baalduran looks give her widespread popularity; pursues her goals with unmatched aggressiveness and tenacity; possibly possesses mystical time-related abilities.

Weaknesses: Considered reckless; regarded by many as a lightweight; drawing much criticism and review for extension of Baalduran Realm without United Planets approval.

Prospects: Must curtail annexation binge if she wishes to avoid confrontation with United Planets. Appears capable of running peaceful, prosperous Realm if her intentions are nonaggressive.



PERSONAL WRITINGS: Glorith of Baaldur, Feb. 8, 2976.

The Legion. The Legion . . .

See, what nobody ever understood back then was what I could do. How I could shift things around in the Time Stream. How I could see through the Time Stream and just understand what a change here or a change there would do. It almost felt like somebody had messed up what was meant to be, and I was put here to somehow make it right because I could just see what I had to do and how it would put me in the driver's seat.

So I intuitively understood I was the only one who was going to stop Mordru from rising up, conquering every last thing in sight and parking that bony butt on his tacky throne for the next millennium.

I had to find a way to stop him, but I wasn't about to take on the buzzard myself. I mean, how did I know I could actually beat the guy one on one? And come on, why risk this beautifully pampered derriere when some other more expendable posterior could be put on the line in its place.

So I just did a little cosmetic surgery on the old Time Line. Poof! The legend of Valor is born! Poof! The Durlan merchant gets popped into this century! It was almost predestined that the Durlan would build his huge fortune and then, inspired by Valor's legend, create the Legion of Super-Heroes.

Now all I had to do was wait for them to take on Old Man Mordru and do enough damage so I could crush the old fossil and squash anything that might be left of the little Legion cuties. The galaxy would be mine for the taking.

Course, the old bag somehow got on to me, and we bad it out before those Legion hunks could wear him down. Now neither of us is sitting where we want to sit, but I'm still on my way, and that pathetic carnival magician, he's the has-been I always knew he'd be.

been a bastardization of the original, necessary course the Time Line had taken. It is being speculated with increasing credibility that the Time Line is capable of reasserting itself without sentient intervention, and perhaps Glorith was somehow an agent of such self-repair . . .

PERSONAL WRITINGS: Glorith of Baaldur, date inapplicable.



Those Legion brats. Those hideous, insufferable, interfering little brats.

I had it all within my grasp. My own unmatched powers, plus the Time Trapper's powers, combined to make me the most unstoppable force in galactic history! The Khund armies at my disposal, weaponry from throughout time, squashing anyone who dared stand in my way!

But those intolerable, muck-sucking sons of dirjes, they realized my one weakness. They knew I couldn't transport myself, my own temporal essence, through the Time Stream without sacrificing my godhood. So what do they do? They pull out some mother-forsaken Dominator technology, one of those "Chronal Howitzer" abominations, to send me here—here . . . wherever "here" is. The end of time? The end of life?

They know the cost I must pay every time I journey through time. They know I cannot return to the 30th Century without sacrificing my godhood. They knew exactly what they were doing.

And they will pay for it. All I have to do now is figure out how . . .



EXCERPT: Chrononomy: A Journal of the Science, March 7, 5844, page 3598.

. . . There is increasing evidence to suggest that the notorious time-bandit Glorith was in fact an unwitting instrument of some Time Stream-rectifying force. While many time scholars have postulated that the Time Stream was somehow tampered with to avoid a "destined" rise of Emperor Mordru to rule the galaxy for a millennium, such theories have yet to accommodate recent spectrum readings that suggest any such rise by Mordru would have itself

Molock Hanscom/ Starfinger III



DEX: 4 STR: 5 BODY: 4
INT: 9 WILL: 8 MIND: 7
INFL: 9 AURA: 6 SPIRIT: 6
INITIATIVE: 24 HERO POINTS: 60

•Skills: Charisma: 8, Detective: 8, Martial Artist: 7, Military Science: 6, Scientist: 6, Thief: 7, Vehicles: 5, Weaponry: 7

•Advantages: Connection: Underworld (High); Leadership; Omni-Connection

•Motivation: Power Lust

•Wealth: 8



**EXCERPT: Interstellar Press
Service, Headline News/Service
2, April 10, 2993.**

**BURRANE MURDERED,
REPUTED EXTORTIONIST**

JANDA—Char Burrane, sought by authorities in connection with numerous extortion schemes, was found by Science Police Janda officers today gruesomely murdered.

Burrane, reportedly known in underworld circles as "Starfinger," had been secretly vacationing at this world's exclusive Cognac Rim, according to an SPJ spokeswoman. A maid at the co-op where Burrane was staying alerted authorities when she heard cries for help from Burrane's suite. The maid did not see the victim's assailant.

Burrane was found decapitated and his body brutally hacked by an unknown weapon. Police declined to comment on rumors that reputed underworld hit man Nyuen Chun Ti (The Persuader) may have been involved.

The SPJ spokeswoman said police are investigating a reputed feud between Burrane and the Hanscom family, headed by industrialist and convicted racketeer Molock Hanscom. Hanscom's brother, Lars, the original "Starfinger," was murdered in 2987, and police acknowledged that Burrane was a suspect in that unsolved homicide.

Burrane had been at large since late last year. SP investigators believe he'd been effectively confined by the Legion of Super-Heroes inside their Metropolis headquarters but was able to escape when that facility was seized by Earthgov after the Legion's July disbandment.



**TRANSCRIPT: "Between the
Headlines," UP-V-1,
March 16, 2984.**

ROBB DAVIDSON: Tonight we're going to tell you a story about Molock Hanscom, but we're going to tell it without his cooperation. Mr. Hanscom agreed to talk to us about his thriving financial empire, about his famous charitable efforts, about his loving family, and about his passionate interest in sports.

But we wanted to talk to him about his past—his criminal conviction on attempted murder, racketeering, conspiracy, espionage, and treason charges.

GLENN LLOYD, MR. HANSCOM'S PERSONAL ASSISTANT (pre-recorded): Mr. Hanscom is unavailable to discuss that matter.

DAVIDSON: We wanted to talk to him about his reputed investments in the independent worlds of Darzyl, The Haven, Modo, and Oomar, all believed to be hives of illegal activity.

LLOYD (pre-recorded): Mr. Hanscom is unavailable to discuss that matter.

DAVIDSON: We wanted to talk to him about investigations into his business practices—charges of extortion, intimidation, blackmail, and violent retribution against his rivals.

LLOYD (pre-recorded): Mr. Hanscom is unavailable to discuss that matter.

DAVIDSON: It seems Mr. Hanscom is available to discuss anything about himself except what's newsworthy.

**TRANSCRIPT: Science Police
Interrogation of Suspect Nyuen
Chun Ti (The Persuader),
Dec. 11, 2995.**



ARRESTING OFFICER GIM ALLON: Okay, Nyuen, let's make this quick and easy. You know you were working for Hanscom, and we know you were working for Hanscom, so let's just make things easy on ourselves and just admit that right from the start.

NYUEN CHIN TI: Uh, is that supposed to be a joke?

ALLON: No, Nyuen, this isn't a joke. I don't think it's a laughing matter. Do you know how many people you murdered on Quarantine? You're going to do some serious time on this one. The hardest time. Unless you start cooperating.

NYUEN: Hey, I'm always happy to cooperate, man.

ALLON: Okay, sure. Then give us a statement right now. Spell out for us what you were doing. We want it in writing, Nyuen—Hanscom hired you . . . you were on Quarantine to kill the Burrane kid . . . Revenge against Burrane Sr. for killing Hanscom's brother. And while you're at it, we could use a confession on the Burrane Sr. killing too.

NYUEN: Anything else?

ALLON: It's for your own good, Nyuen. I mean, look — why should you take the big tumble for Hanscom? What

do you owe him? C'mon, Nyuen, you're too smart to take the fall while Hanscom sits back on Darzyl getting fatter and fatter.

NYUEN: Y'know, you are so very funny. You think this frightens me. You think you can finally put me away.

ALLON: Listen, mister, we got you good this time, no joke.

NYUEN: Yeah, well, I'm real scared, cop. Just shivering in my boots. Before I go down, let me tell you, pal, I'll start talking about every crooked S.P. cop on the force, and every crooked judge on the bench and every crooked prosecutor out there. There won't be anybody left to put me away.

ALLON: There'll be a few of us left, and you'll have done us all a big favor.

NYUEN: Or maybe I'll just wait till my axe shows up, and I'll just carve my way out of here. Hey, I'll make sure the blade is nice and sharp for you, cop.

ALLON: Get him out of here. And add threatening an officer to his charges.

The Infinite Man



DEX: 8 STR: 15 BODY: 20
INT: 15 WILL: 10 MIND: 10
INFL: 8 AURA: 7 SPIRIT: 10
INITIATIVE: 31 HERO POINTS: 60

- Powers:** Control: 20, Force Manipulation: 16, Growth: 10, Invulnerability: 20, Time Travel: 35
- Skills:** Scientist: 10
- Bonus:** Miscellaneous: Infinite Man can use his Time Travel Power to summon creatures out of time.
- Limitations:** Miscellaneous: Control is only usable on individuals or creatures he summoned with Time Travel; Miscellaneous: Infinite Man cannot use Time Travel on himself without becoming caught up in the unescapable infinite loop of time.
- Drawbacks:** Catastrophic Psychological Instability
- Motivation:** Psychopath
- Wealth:** N/A

EXCERPT: Legion Trading Card
#LV-37-12/11/82, issued 4/8/84.



The Infinite Man

REAL NAME: Jaxon Rugarth.

HOME PLANET: Earth.

POWER: Power over time and space, control of and access to the Time Stream.

ORIGIN: Empowered while trapped in the Time Stream.

LEGION FACT: Jaxon volunteered for the fateful Time Stream-exploratory mission that gave him his powers but cost him his sanity.

PERSONAL JOURNAL EXCERPT:
Brainiac 5, April 17, 2995.



It occurs to me today, with some regret, that our friend Jaxon Rugarth must have been among the billions who died with the destruction of Luna.

This is not a pleasant matter to consider. Jaxon surely represents one of Rond's and my greatest failures. At least we were eventually able, with Mysa's aid, to exorcise the "Infinite Man" demon back into the Time Stream, but Jaxon's psyche apparently never recovered.

I have no information to suggest he was not still a patient at Medicus One at the time of its complete destruction.

I have made more serious errors in my life, but I don't suppose there's a more tragic victim of any of those errors than Jaxon. Brave explorer and scientist, may you have found true peace at last.

Lobo



DEX: 10 STR: 20 BODY: 15
INT: 4 WILL: 6 MIND: 7
INFL: 4 AURA: 4 SPIRIT: 10
INITIATIVE: 20 HERO POINTS: 60

- Powers:** Invulnerability: 20, Jumping: 2, Regeneration: 10
- Skills:** Acrobatics: 10, Animal Handling: 4, Charisma (Intimidation): 11, Life Sense: 9, Martial Artist: 8, Military Science (Tracking): 7, Vehicles (Space): 10, Weaponry (Melee): 10

- Limitations:** Miscellaneous: Lobo's Life Sense is only used for tracking opponents.
- Advantages:** Iron Nerves; Lightning Reflexes
- Drawbacks:** Catastrophic Irrational Attraction to fighting; Catastrophic Irrational Attraction to keeping his promises; Catastrophic Rage; Serious Psychological Instability
- Equipment:**
Hook and Chain [STR: 10, BODY: 10, Claws: 8]
SPACE HARLEY ("SPAZFrag" 666) [STR: 7, BODY: 7, Flight 39, Radar Sense: 15, Sealed Systems: 20, R#2]
- Motivation:** Psychopath
- Wealth:** N/A
- Note:** Lobo is often able to determine the weakness of an opponent and act on it. In that instance he is using a Critical Blow or Devastating Attack.



PERSONAL LOG ENTRY: Brainiac 5, April 20, 2995.

RE: The Lobo subject.

Resolving my initial curiosity about this matter was the prompt discovery that this creature was not the original Lobo of infamy, nor another of the seemingly cloned "Servants of Darkness" we saw in '84, but rather some manner of Probe.

That, of course, raises interesting questions as to why Darkseid would resort to Probe technology. And since the Dark Lord seems to no longer exist on this plane, the following speculations will apparently have to suffice on this matter.

Three theories immediately suggest themselves—Darkseid did not have access to genetic material with which to produce a Lobo clone; Darkseid found that the Czarnian race (of which Lobo was apparently the last survivor) could not be cloned; or Darkseid found Probe technology to have advanced to the point that he could produce a superior servant through Probe methodology.

It is unclear if this Probe subject had actual memories of the original Lobo. Therefore, it could have been the sort of "designer being" for which this dubious technology was specifically created, programmed with the skills and personality deemed most effective while lacking any tendencies that would weaken its loyalty and obedience.

Its effectiveness as a killer is unquestioned, though this Probe reproduction may not have matched the original in efficiency. Either that or the grotesque playground rhymes of antiquity are a bit exaggerated.

In any case, I feel little regret that Darkseid saw fit to dispose of this subject.

Mordru



DEX: 8 STR: 6 BODY: 8
INT: 12 WILL: 15 MIND: 13
INFL: 13 AURA: 17 SPIRIT: 20
INITIATIVE: 33 HERO POINTS: 150

- Powers:** Awareness: 14, Magic Sense: 18, Sorcery: 30
- Skills:** Occultist: 16
- Advantages:** Leadership
- Drawbacks:** Minor Psychological Instability; Catastrophic Fear of being buried alive; Loss Vulnerability: Mordru instantly falls into a catatonic state (all of his Powers, Mental, and Physical Attributes are reduced to 0) if he is totally encased in a solid, airless space or buried alive.
- Alter Ego:** Wynn of Gemworld
- Motivation:** Power Lust
- Wealth:** 20

EXCERPT: "Our Times: A Review of Contemporary News," April 12, 2971, page 16.



MORDRU: Where He Comes From and Where He's Going

No figure on the interstellar political scene is rising as fast or causing more concern throughout the United Planets as Mordru, Lord Emperor of the Sorcerers' World. Here then, is a pocket profile on this feared and fearsome galactic leader.

Name: Mordru.

Training: Rigid instruction as an apprentice within the Sorcerers' Community on Zorox. Currently most powerful sorcerer in the recorded history of Zorox.

Rose to Power: October, 2969 through military/mystical coup, displacing ruling Council of Teachers.

Major Accomplishments: Consolidation of power within Sorcerers' Community, creation of one of the galaxy's largest, most formidable militaries, annexation of dozens of unaffiliated worlds in his region.

Political Philosophy: Vague, espouses a form of Social Darwinism in which his strength makes him rightful ruler of all he conquers.

Personality Profile: Regarded as a classic megalomaniac with overtones of possible psychosis. Details of upbringing and early adulthood masked in propaganda, but indications are he comes from a traumatic, hostile background. Considered unlikely to negotiate honestly or to back down when he has the advantage.

Strengths: Extensive, possibly unlimited mystical abilities; charismatic speaker and leader within growing empire; strong cult appeal to insurgents outside empire; seemingly unlimited drive.

Weaknesses: Arrogance, harshness of rule, provoking spirited opposition; lack of formal military training; no official recognition within political community due to extralegal tactics.

Prospects: Direct conflict with the United Planets appears inevitable. Could pose a greater threat to the United Planets than Zaryan.



PATIENT RECORD: Labyrinth Penal Institute, Updated Aug. 12, 1986.

Patient: Mordru of Zerox.

Readmitted: Sept. 25, 1982 (Takron-Galtos).

... Some rehabilitative progress reported, but patient retains considerable megalomaniacal tendencies. Moderate resistance to techniques, moderate discomfort at each release of age-old slight, injustice and cruelty. Seems to fear handling life unless propelled by driving fears, hatreds.

Progress has been steady since unknown event during Great Darkness dramatically reduced powers, but resistance remains formidable.

Currently considering plan proposed by Sorcerers' Community to purge patient of all mystical powers and traumatic memories. Such radical treatment not authorized by this institution, but permissible through authorized rehabilitative system of patient's native world.

Wisdom of eliminating rather than overcoming scarring memories is suspect plan of treatment. Advise against this course, but obliged to leave patient's welfare as the responsibility of native world.

TRANSCRIPT: "United Planet Current Affairs," UP-V-10, Aug. 9, 1992.



LAR ROGERS: ... Thank you, Shela. I'm talking to you from the incredible Palace of Lord Emperor Mordru, and as you can see, this is an absolutely magnificent structure. With me this evening are a couple of equally impressive giants of 30th Century affairs, the Lord Emperor himself, Mordru, who was recoronated here just about a month ago, and a good friend of his, Mysa Nal, whom many of you will remember from her days in the Legion of Super-Heroes as the White Witch. Your Majesty, Miss Nal, welcome to "Current Affairs."

BOTH: Thank you.

ROGERS: And we understand that you two have a very special announcement for us this evening.

MYSA NAL: That's right, Lar. We wanted everyone in the galaxy to know that Mordru and I are very much in love and that we plan to get married on Aug. 28.

ROGERS: Well, that's wonderful. Congratulations. When did you come to this wonderful decision? How did he pop the question?

MORDRU: Well, I didn't exactly ...

NAL: It was really my little scheme, actually. I just could really see how difficult Mordru's new duties were turning out to be and how much of a toll they were going to be taking on him. I just wanted to do everything I could to make his life as joyous and fulfilling as I could, and I knew the best way to do that would be as his wife.

MORDRU: I think what we discovered was that we really have shared a wonderful love for a long time. And now that things are changing so quickly and dramatically, we both realized if we didn't make a commitment to each other now, we might lose forever the wonderful thing that's grown between us.

ROGERS: Uh-huh. You know, this big announcement may come as quite a shock to many of our viewers, who are used to thinking of you two as being on opposite sides of some rather celebrated battles.

MORDRU: (Laughter) Our younger, more foolish days. (Laughter) Perhaps one of the reasons we fought each other with such vigor is that we loved each other from the start.

NAL: I have to say, I think I always loved him. Even when I hated him. Love is like that sometimes.

ROGERS: But, with all due respect, Lord Emperor, what about the protests from the United Planets and elsewhere about your past actions? About the fear that, in restoring your full powers, the Council of Teachers may be inviting the return of the kind of abuses we've seen in the past?

NAL: We've put that kind of thing behind us. Those demons are gone. We couldn't ever see that sort of thing again.

MORDRU: I think this interview has taken an unfortunate turn.

ROGERS: But...

NAL: Um, you see, it's just that with the Khunds threatening, we need a leader with that kind of...

MORDRU: I think this interview is over...

man enough to admit that change and growth were necessary for me to be worthy of your devotion, and change I have. I swear things will be different this time, if only you would return to me.

I can't live without you.

Yours for all time,

Mordru

OFFICIAL CORRESPONDENCE:
Mordru, Lord Emperor, Sorcerers' World, to The United Planets Council, May 16, 1993.

Esteemed Rodents and Assorted Vermin,

It is with the lowest regard and deepest loathing that I dismiss your contemptible and cowardly protests over the performance of my duties as sovereign of the Sorcerers' World.

My dear spineless and conspiratorial parasites, I have ascended to this throne legally and ethically. How I choose to administer the affairs of this world is no business of yours, particularly as your pathetic, cancerous Federation rots to the bone.

Also, your inquiries as to my treatment of my beloved first wife Mysa are beneath contempt. By my hand or another, I vow that you will suffer unspeakable horrors for daring such an affront.

I look forward to the day when the Sorcerers' World stands proud and free, and your detestable, cowardly United Planets has been completely overrun by the animals of the Khundish Empire—when your vile, repulsive heads are paraded on bloody poles before masses of screaming Khund savages.

Remaining humbly and sincerely yours,

Lord Emperor Mordru

Roxxas



DEX: 4(8)STR:4(10) BODY:4
INT: 6 WILL: 7 MIND: 5
INFL: 9 AURA: 7 SPIRIT: 7
INITIATIVE: 21(25)HERO POINTS: 60

- Powers:** Mind Over Matter: 10
- Skills:** Martial Artist: 7, Military Science: 9, Vehicles: 4, Weaponry: 9
- Bonuses:** Miscellaneous: When Roxxas is in a Rage, his DEX and STR are raised to the level in the parentheses.
- Advantages:** Connection: Underworld (High)
- Drawbacks:** Catastrophic Psychological Instability; Catastrophic Rage
- Equipment:**
Blaster [BODY: 5, Energy Blast: 7, R#: 2]
Bombs (2)[EV: 15]
Chronal Howitzer [BODY: 6, Time Travel: 40, R#: 2]
Limitation: Time Travel is Usable on Others only.
The Chronal Howitzer is a bomb-like device that sends victims through time.
- Grenades [EV: 8]
Nerve Toxin Grenades [EV: 6, Fog: 5]
- Motivation:** Psychopath
- Wealth:** 5

PERSONAL CORRESPONDENCE:
Lord Emperor Mordru to Mysa Nal, March 19, 1995.

My Precious and Delicate Flower,

Not a day goes by that my soul does not yearn for your company. My love for you is deep beyond mortal comprehension.

That is why WE should never have allowed ourselves to be separated. I blame myself for driving you away. I am

INTERNAL CORRESPONDENCE:
Covert-Operations to Dominion Embassy, Earth, June 21, 1992.

Security Level Gold, Covert-Operations Clearance Only.

Report: Potential Agents.

We have identified certain officials within the Labyrinth Penal System who are exceedingly cooperative in terms of delivering patients to us as part of their Early Release program. With the loss of most United Planets

funding, this facility is in a crisis state and welcomes any opportunity to reduce its population of carnivorous ape-malforms.

Among the most promising patients is Kivun Roxxas, reviled in United Planets space as Roxxas the Butcher for his near extermination of the Trommite race in 2975.

Patient has reportedly made considerable progress toward a cure of his psychoses, but recovery is described as extremely fragile, suggesting that previous levels of efficiency and ruthlessness can be restored. In fact current state of recovery makes Roxxas, in effect, an open furrow into which we can plant whatever seeds we desire.

Certain Labyrinth contacts are willing to release this patient into our custody confidentially. . . .



PATIENT RECORD: Labyrinth Penal Institute, Dec. 21, 2994.

Patient: Kivun Roxxas of Murgador (alias "Roxxas the Butcher")

Readmitted: Dec. 21, 2994.

. . . Prospects for psychological rehabilitation are unfortunately quite remote at this time. Patient's psychoses have always been formidable under ideal circumstances, now dramatically multiplied by traumas and atrocities committed since previous release.

Apparently during his time as a ward of Earthgov, patient's psychoses were aggravated and exploited, unraveling years of earlier progress toward a viable cure.

Heavy scarring to left side of face appears to have severe psychological impact, given the vanity that surfaced during patient's previous incarceration. Otherwise, devastating physical injuries have mostly healed. Psychological scars will take much, much longer.

Positives upon which to build: humanity displayed by Legion in saving his life. Key role of Trommite survivor Jan Arrah in decision to save patient could be crucial.

The Time Trapper



DEX: 7 STR: 4 BODY: 10
INT: 25 WILL: 22 MIND: 28
INFL: 6 AURA: 4 SPIRIT: 6
INITIATIVE: 38 HERO POINTS: 75

•**Powers:** Comprehend Languages: 10, Control: 15, Telepathy: 20, Time Travel: 40

•**Limitations:** Miscellaneous: Control only works on those individuals he summons through time to serve as his warriors.

•**Skills:** Gadgetry: 20, Scientist: 20

•**Advantages:** Scholar (all eras of history, and time travel physics)

•**Motivation:** Power Lust

•**Wealth:** N/A

PERSONAL WRITINGS: Glorith of Baaldur, Dec. 31, 2994.



The Time Trapper, the Puppet Master, Lord of Time. . . Ha! Lunchmeat.

I don't suppose in all the eons of this or any other existence there is a greater fool nor a more exquisitely humiliated character than this pathetic Time Trapper.

Ah, the waves of pleasure I feel contemplating his eternities of frustration as he stewed, desperately hoping to conquer a populated universe. But so interwoven with the flow of time were his powers that he needed to strike in the 30th Century and there always stood Mordru, too powerful to overcome.

How many times must the Trapper have tried to outmaneuver the old goat, only to fail delightfully. Finally, after the goddesses know *how* many incompetent failures, he hit upon a plan that worked—creation of an artificial legend, delivery of an organizer-financier through time and—Voilà!—the Legion of Super-Heroes.

Mordru is weakened by the Legion, a balance of power is struck, and the Trapper can plot and maneuver toward dominance in a populated era.

But the incompetent moron—so powerful was his creation, his Legion, that one of them, Mon-El, mortally wounded the Trapper, causing all his wonderful manipulations to fall apart. The inspiration, the financier, the *Legion*—poof! Gone forever!

Fortunately for justice, righteousness, and good taste everywhere, I was **ahem** able to step in. I took the Trapper's place in the Time Line and, damn it, showed the

moron how it should have been done in the first place. Back came the inspiration, the financier—back came the Legion.

Okay, okay, the fit wasn't perfect. Hell, this isn't some little fanny tuck, this is complicated surgery. My creation misplaced a key piece of history—a meeting of the Legion with the Trapper's inspirational figure in a mock universe back in the 20th Century. Cornerstone historical events spring from this meeting, as it turns out.

So what the hell, I inserted the piece back into my time line. No big deal. Things fell back into place before the whole pile of manure could come tumbling down on me. The mock universe . . . the meeting between my Legion and the Trapper's inspiration . . .

Only I never noticed the pathetic little dying shell of the Trapper, still knocking around in that mock universe. His power lived on . . . He might have even been able to use it somehow to pull himself up out of the grave he'd dug for himself.

So what does the fool do? Invades my mind! Comes up with some logic about how I owe him something or other, like some doddering old copyright attorney or something. We should work together, he says. Together we could rule everything.

Honey, *alone* I can rule everything.

I hadn't had this much fun since Daxam. To crush the life out of his rotting essence—to literally devour the remnants of his power—the taste was sweet. A sensation I intend to savor many times in the future.

And now, with my powers and his combined, it's time to claim what is mine.

. . . Hmm . . . the Khunds seem a promising race. I wonder what they could accomplish with a little inspired leadership . . .

Vrykos



DEX: 10 STR: 22 BODY: 16
INT: 9 WILL: 7 MIND: X
INFL: 10 AURA: 12 SPIRIT: 10
INITIATIVE: 31 HERO POINTS: 70

•Powers: *Mystic Linked

Animal Control: 6*, Dispersal: 10*, Hypnosis: 6*, Invulnerability: 18*, Power Drain: 18*, Regeneration: 10*, Self Link (Fog): 7*, Shape Change: 3*, Vampirism: 20

•Skills: Charisma (Intimidation): 11, Martial Artist: 7

•Bonuses: Miscellaneous: By using Power Drain, Vrykos is able to use the Power he drains at the APs equal to the RAPs earned during Power Drain.

•Limitations: Miscellaneous: Power Drain only works in conjunction with Vampirism; Miscellaneous: Shape Change is limited to a bat or a wolf.; Miscellaneous: Dispersal only works while Self Link (Fog) is active.

•Advantages: Connection: Mordru (High)

•Drawbacks: Attack Vulnerability: -2 Column Shifts vs. wooden stakes; Fatal Vulnerability: Vrykos takes 1 point of Physical Killing Damage each phase he is exposed to direct sunlight; Miscellaneous: holy symbols may be used to attack Vrykos with an EV of 4 provided the attacker truly believes in the symbol he is brandishing; Miscellaneous: Vrykos must use Vampirism once per week to survive; Serious Irrational Fear of garlic.

•Motivation: Power Lust

•Wealth: 8

PERSONAL LOG ENTRY: Reep Daggles, Dec. 2, 2994.



Re: Vrykos.

Gives every appearance of being the classic vampire of mystic lore, with a few distinctions worth noting —

•He can and does operate during the day, although he appears to avoid direct sunlight.

•He possesses remarkable strength, nearly at a Daxamite's level.

•He seems to acquire the strength and perhaps some of the attributes of the victims whose blood he drinks.

Vrykos appears to be loyal to Mordru, but not without reservation. His comments during battle suggest he's capable of pursuing an independent agenda.

Intelligence indicates Mysa did not kill him at the conclusion of the skirmish—that he is being mystically reassembled by Mordru's staff. This is fortunate for Mysa and her chances of a full recovery, perhaps not so fortunate for future foes of Mordru.



SUPPORTING CAST

Don and Dawn Allen/ The Tornado Twins

DON ALLEN

DEX: 7 STR: 4 BODY: 6
INT: 4 WILL: 5 MIND: 4
INFL: 3 AURA: 4 SPIRIT: 4
INITIATIVE: 24 HERO POINTS: 30
•Powers: Superspeed: 10
•Skills: Scientist: 3
•Motivation: Thrill of Adventure
•Wealth: 4

DAWN ALLEN

DEX: 6 STR: 3 BODY: 6
INT: 5 WILL: 6 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 24 HERO POINTS: 30
•Powers: Superspeed: 10
•Skills: Charisma: 4
•Motivation: Thrill of Adventure
•Wealth: 4

groups. She's coauthored a series of articles establishing Dominion involvement in the government of Earth and of gross misconduct by Earthgov and its Dominion allies.

At the time of their deaths, the Allen twins were members of the Barry Allen Memorial Institute's Board of Directors. They are survived by their mother, Donald is survived by his wife, Carmen Johnson, and 2-year-old son, Barry II.

Marte Allon



DEX: 3 STR: 2 BODY: 3
INT: 6 WILL: 6 MIND: 6
INFL: 7 AURA: 7 SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 60

•Skills: Charisma: 10
•Advantages: Connections: United Planets Governments (High), Science Police (High); Leadership; Scholar (politics, law)
•Motivation: Upholding the Good
•Wealth: 8



EXCERPT: Interstellar Press Service, Obituaries/Service 3, March 27, 2995.

Donald Wallace and Dawn Jae Allen, both 29, died today, executed for their alleged involvement in the terrorist destruction of the Quebec City powersphere. Their arrest and trial generated widespread controversy on this dissent-racked world and drew numerous protests from civil libertarian groups throughout the United Planets.

The Allens, twin brother and sister, gained fame as "The Tornado Twins" when they briefly imbued themselves with superspeed abilities in 2979 as a publicity stunt to promote the Barry Allen Memorial Institute.

The Allens are the children of Barry Allen, the legendary 20th Century hero "The Flash," and of Iris West, currently an Earth-based news editor for the Interstellar Press and its affiliates there.

West charged today that the executions of her son and daughter were politically motivated, an accusation supported by numerous civil-libertarian and humanitarian

OFFICIAL DOCUMENT: Announcement by Queen Projectra to Orandi Council of Orakills of appointment of Marte Allon as First Advisor, Dec. 19, 2991.



... I have known Marte Allon personally for many years, both as a respected, effective President of Earth and as the caring, supportive mother of a fellow Legionnaire. She brings with her years of administrative experience, as well as an unparalleled knowledge of and ability to work smoothly with the United Planets hierarchy. This experience could prove invaluable as our struggling world attempts to reassimilate into the United Planets.

She has also always exhibited the sensitivity and judgment that will allow us to participate in the galactic community without sacrificing the culture and traditions that make Orando unique...

BION



DEX: 11 STR: 25 BODY: 15
INT: 8 WILL: 8 MIND: 8
INFL: 8 AURA: 7 SPIRIT: 4
INITIATIVE: 39 HERO POINTS: 60

- Powers: Directional Hearing: 6, Dispersal: 15, Extended Hearing: 6, Flight: 14, Growth: 9, Heat Vision: 8, Invulnerability: 18, Lightning: 8, Microscopic Vision: 8, Mind Probe: 10, Mind Shield: 6, Post-Cognition: 16, Recall: 18, Sealed Systems: 10, Shrinking: 9, Super Hearing: 7, Superspeed: 8, Systemic Antidote: 15, Telepathy: 10, Telescopic Vision: 8, Thermal Vision: 8, Transmutation: 8, X-Ray Vision: 8
- Skills: Martial Artist: 9, Military Science: 8, Scientist: 8
- Advantages: Lightning Reflexes, Sharp Eye
- Motivation: N/A
- Wealth: N/A
- Note: Bion is a mechanical being and is not truly alive.

The unit's shell has been redesigned, as per your instructions, to combine a healthy Dominion appearance with an idealized human look that will enhance his stature as a champion to true Terran Patriots.

We anticipate completion of phase-one testing by the end of the Terran year and anticipate a request for use of the Russen subject at that time for phase-two testing.

MEDICAL LOG EXCERPT: Brainiac 5, April 24, 2995.



Subject: "BION" being.

... Experiencing dramatically mixed emotions about this patient, which inflicted serious injuries to Laurel and lesser injuries to RD, SD, AR, and myself in its apparent attempt to abduct us all and return us to Earth. Yet this being was clearly grown from the Computo matrix, for which I feel a touch of what I may someday be able to confirm as "fatherly pride."

I must accept all responsibility for any damage ever done by this matrix, but, in this case, feel some justification in shifting the burden of responsibility to whatever damnable Earthgov agency decided to tear through the matrix and rip out whatever backups and safeties they felt were inconvenient. I try to avoid sentimentality in my work, but I poured my soul into the creation of a balanced Computo psyche and now they have damaged it almost beyond repair.

I currently lack the time or the strength to address its rebuilding but hope to establish that as a high priority when Laurel and Brin's situations have stabilized.

INTERNAL CORRESPONDENCE: Weisinger Laboratories Administration to Dominion Embassy, Earth, Oct. 17, 2994.

Security Level Gold, Covert-Operations Clearance Only.

Report: Project Champion.

We are pleased to report success in the growth of the latest Biological Intelligence Organic Nexus unit. A protoplasmic body of substantial capacities has been grown, incorporating the genetic and modified-genetic abilities of each of the Batch SW6 specimens, effectively giving the BION unit the powers of the entire Legion of Super-Heroes, with some modifications, enhancements and combinations (including telepathic tracking, form-elongation, compounded Daxamite strength merged with ultra-energy-derived strength, etc.).

Equally important, the mental/nervous systems have been grown from the Computo Matrix, the state-of-the-art artificial intelligence developed by Legionnaire Brainiac 5 and secured through Earthgov's seizure of the Legion's Weisinger Plaza facilities. This will allow the BION unit to make more efficient and dispassionate use of his dramatic powers and follow his programming without complaint. Mindwipe technology has been used to eliminate the undesirable elements of the matrix, but periodic rewipes are recommended to ensure permanence.

R.J. Brande



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

- Skills: Charisma: 7, Scientist: 8
- Advantages: Omni-Connection; Scholar (business, nuclear physics)
- Drawbacks: Physical Restriction (for Durlans): R.J. Brande is no longer able to Shape Change.
- Motivation: Upholding the Good
- Wealth: 10



PRIVATE JOURNAL ENTRY: R.J. Brande, Jan. 26, 2973.

I see "My Kids" are starting to attain some measure of fame and respect. As I watch them standing there so nobly in their uniforms, I must say I feel a pride as deep as anything this silly old star-birthing business has ever given me.

Somehow this is like the completion of some grand plan. This is what I was put here to do, by damn! The sense of satisfaction is quite intoxicating, particularly considering where I came from.

As the memory treatments create some picture of my 20th Century days, I marvel at how this life has changed. Those dark bitter memories from the 20th Century almost seem as if they happened to somebody else—my excruciating torment on Colu, the unholy alliance with Vril Dox, sad case that he was, and the burden of my debt to him.

Of course, things did not improve significantly when I found myself inexplicably deposited in the 30th Century. The exile on Durla, the Yorggian fever, the quarantine camp, the death of my beloved Zhay, the decision to leave Reep behind forever if I was to escape that noxious world.

Perhaps I overcame these trials to accomplish what I have, or perhaps they gave me the strength and conviction I needed to *become* R.J. Brande and build this empire. Or maybe I'm just a damn lucky fool for having ultimately discovered so much enjoyment in the pursuits of my life.

But I remain bound by my Durlan heritage and this overwhelming sense of debt my society places on its members. I thus allowed my debt to Dox to rule me in the 20th Century and now I feel a comparable debt to the Universe for the riches and joy it has brought me. For some time this weight has diminished the satisfaction I've been able to derive from my varied activities.

But just as the universe has a way of asking, it also has a way of making clear exactly what it is asking for. It was this admiration (bordering on obsession) that I've always felt for Valor that has finally lit the path. His ideals, his incorruptibility and his insight into the universal truths, as well as the undeniable excitement generated by his youth, his great powers and his star-spanning adventures . . . It suddenly became so obvious—what could benefit this galaxy more than a new Valor? Or better yet, a whole Legion of Valors?

If only "My Kids," my Legion of Super-Heroes, can even scratch the surface of this potential, then I will have paid back the universe handsomely for the limitless gifts it's bestowed upon me.

REPORT: McCauley Industries Internal Security and Special Projects Division, Update on Activities of R.J. Brande, May 17, 2995.



Sources indicate R.J. Brande, together with six Antaran shape-shifters and Legionnaire Reep Daggle (known to be his son), have left Yod together with a being from that world known as Rouvin.

It is now believed that this Rouvin individual is indeed the fabled Soul of Antares, and it is evidently Brande's intention to return the Soul to that world in order to restore the sentience of the Protean race there.

This would explain his nine-year absence and his ongoing covert association with Proteans, including Mr. McCauley's former pet.

There is no indication at this time if Mr. Brande will return to his position as head of Brande Industries.

CHAIRMAN'S RESPONSE: *Why do I spend good money to maintain a department that tells me less than I already know?*

Circe



DEX: 4 STR: 5 BODY: 3
INT: 8 WILL: 8 MIND: 4
INFL: 7 AURA: 4 SPIRIT: 4
INITIATIVE: 21 HERO POINTS: 70

•Skills: Martial Artist: 6, Military Science: 6, Scientist: 6, Vehicles: 6, Weaponry: 6

•Advantages: Connection: Earthgov (High)

•Equipment:

Blaster [BODY: 5, Energy Blast: 7, R#: 2]

•Motivation: Mercenary

•Wealth: 8

CONFIDENTIAL DOCUMENT:
SECRET
Dominion Earthgov Embassy
Personnel Evaluation Report,
Nov. 5, 2989.

Earthgov Embassy

of the Dominion of Elia

Subject: Circe.

We believe this human female has the potential to serve as our key contact within the Earth's Science Police Agency.

She is undervalued and underutilized by the current hierarchy, due apparently to her earlier unwise allegiances and sexual indiscretions with a corrupt former chief.

This has contributed to the desirable psychological profile—resentment, cynicism, hatred, low opinion of humanity, little belief in or support of current system, belief in efficacy over morality, material comforts over character achievement, self-advancement at cost of others, etc.

Records indicate intelligence and efficiency scores among highest in the department. Subject appears to be a desirable combination of ability, attitude, and lack of loyalty to current S.P. hierarchy and philosophy.

Dominion personnel are reminded at all times in dealing with human females to remember that, contrary to the order ordained by the eternal one, human females frequently display intelligence, ambition, and drive superior to that of their male counterparts and should not be underestimated.

Dev-Em



DEX: 13 STR: 22 BODY: 16
 INT: 5 WILL: 8 MIND: 7
 INFL: 6 AURA: 6 SPIRIT: 6
 INITIATIVE: 38 HERO POINTS: 60

•Powers: Directional Hearing: 6, Extended Hearing: 6, Flight: 14, Heat Vision: 11, Invulnerability: 18, Microscopic Vision: 11, Recall: 10, Sealed Systems: 10, Super Hearing: 7, Superspeed: 10, Systemic Antidote: 15, Telescopic Vision: 11, Thermal Vision: 11, X-Ray Vision: 11

•Skills: Martial Artist: 6

•Advantages: Lightning Reflexes

•Drawbacks: Serious Psychological Instability

•Motivation: Psychopath

•Wealth: 4

REPORT: Interstellar
Counterintelligence Corps,
Internal Security Division,
Oct. 19, 2994.



Subject: Dev-Em.

Priority One Advisory: Former agent Dev-Em is reported escaped from Drake VI "Safe World." Is considered unstable and extremely dangerous.

Recovery is Priority One. Former agent presents only minor security risk to Corps. but in current unstable condition, poses severe threat to innocents. Risk of embarrassing incident is considerable. Immediate recovery is vital, by any means necessary.

Daxamite powers remain at full force, and appear to be fortified by absence of mental stability. . . .

Shvaughn Erin



DEX: 4 STR: 5 BODY: 5
 INT: 7 WILL: 5 MIND: 5
 INFL: 4 AURA: 3 SPIRIT: 3
 INITIATIVE: 17 HERO POINTS: 60

•Skills: Charisma: 7, Martial Artist: 6, Military Science: 8, Scientist: 6, Vehicles: 5, Weaponry: 4

•Advantages: Connection: Science Police (High)

•Drawbacks: Minor Psychological Instability (depression)

•Equipment:

Blaster (BODY: 5, Energy Blast: 8, R#: 2)

•Alter Ego: Shvaughn Erin

•Motivation: Upholding the Good

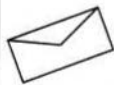
•Wealth: 5

EXCERPT: Cadet Records, Science
Police Academy, Subject:
Shvaughn Erin, Date:
May 22, 2979.



Queries into Erin's background ordered ceased by Academy Instructor General Harbaugh. After private conference with cadet, Instructor General offers personal assurance Erin not a security or integrity risk, reasons for incomplete background information deemed justified.

Cadet Erin continues to exhibit exceptional commitment, even if results are sometimes mediocre.



PERSONAL CORRESPONDENCE:
Shvaughn Erin to Jan Arrah,
June 12, 2986.

My Love,

I think about you every day, every moment we're apart. I can't wait till this conference ends and we can spend time together again. I've never been happier in my entire life than I've been since we "discovered" each other.

Jan, I so much appreciate your willingness to open up and talk with me about what you've gone through. Nobody should have to carry their burdens alone, especially someone with the kinds of burdens life has given you. It's so wonderful to be the one you choose to open up to. I've dreamed of it for as long as I can remember.

So I've been thinking, Jan, and I'd like to travel with you back to Trom. I really want to see where you grew up and what kind of world your beautiful people built. Let's do it the next time we can both get the time, hokey?

Counting the minutes till we're together,
 Shvaughn

But oh my soul, how we deceivers allow ourselves to be deceived. Here I was believing I was the pretender in our relationship, never suspecting that Shvaughn Erin was in truth Sean Erin. That the physical reality I saw before me was generated by that chemical lie Profem. And most absurdly of all, she . . . or rather he, did it all for me.

This will take a great deal of sorting out. I was haunted for years by the instinct that our relationship was built on an unhealthy basis, a feeling that, unfortunately, my three years of solitude did not dispel. To have these suspicions confirmed in such an overwhelming way, to now have such dramatic, palpable evidence that we had never been honest with each other, places everything about us in doubt.

Only time now can tell me what sort of future lies ahead for Sean and I.

Grinn



DEX: 6 STR: 6 BODY: 5
 INT: 4 WILL: 7 MIND: 4
 INFL: 7 AURA: 4 SPIRIT: 4
 INITIATIVE: 19 HERO POINTS: 60

•Powers: Invisibility: 10

•Skills: Charisma (Intimidation): 10, Martial Artist: 5, Military Science: 7, Vehicles: 7, Weaponry: 6

•Limitations: Miscellaneous: Grinn is entirely invisible except for his smile, which gives him an unnerving appearance. Grinn's Invisibility is Always On.

•Advantages: Connection: Underworld (High); Sharp Eye

•Drawbacks: Strange Appearance

•Equipment:

Blaster Rifle [BODY: 7, Energy Blast: 10, R#: 2]

•Motivation: Mercenary

•Wealth: 7



PRIVATE JOURNAL ENTRY:
Jan Arrah, May 1, 2995.

It's time to write something down. I've gone too far these last few days to risk letting the emotions I've experienced dissipate forever into the mists of my subconscious.

Shvaughn. I probably did love her sexually at one time, despite our incompatibilities. I've always loved her as a friend (and I always will), and I certainly counted on her for years to be my mate, my confidante, my partner.

I always sensed, though, that there was something wrong. I couldn't allow myself to enjoy the inequality of our relationship—she in uncontrollable love while I dispassionately calculated how she would fit into my spiritual journey.

But there was something else—some unspoken tension, some hidden reality that was coming between us. I always assumed it was me, and in part it must have been. There I was, pretending to be stimulated sexually at a time when my journey required that I deny my own sexuality, much less hers.

PRIVATE JOURNAL ENTRY:
Vidar/Universo, May 21, 2993.



. . . This mercenary Grinn, I believe, will provide invaluable service to our just cause before he inevitably turns on me or I on him. This is exactly the sort of alliance I must seek out to exterminate the evil that infests this world—allies willing to do what is necessary to eradicate the devil that we face, and allies that can justifiably be disposed of when a more desirable order is restored.

This Grinn has an impressive record of mercenary activity, having fought with the Khunds under Zaryan, the Toonari in opposition to Mordru, the Dark Circle during Earthwar, and the Sorcerers' World during the Magic Wars.

His mystical appearance and appellation, acquired during the Magic Wars, only increase his effectiveness in motivating my troops and giving the enemy pause. . .

Dr. Gym'll



DEX: 2 STR: 2 BODY: 2
INT: 8 WILL: 4 MIND: 3
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 12 HERO POINTS: 60

- Powers: Extra Limb (x2): 2
- Skills: Medicine: 10, Scientist: 10
- Advantages: Connection: Legion of Super-Heroes (High)
- Equipment:
MEDICUS ONE [Body: 10, Lab Rating: 16]
- Motivation: Upholding the Good
- Wealth: 5

Ivy



DEX: 4 STR: 2 BODY: 2
INT: 2 WILL: 3 MIND: 4
INFL: 2 AURA: 5 SPIRIT: 5
INITIATIVE: 8 HERO POINTS: 60

- Powers: Plant Growth: 1, Speak With Plants: 8
- Advantages: Connection: Kent Shakespeare (High)
- Drawbacks: Minor Psychological Instability (behavioral problems)
- Motivation: Thrill of Adventure
- Wealth: N/A

PSYCHIATRIC/MEDICAL RECORD EXCERPT: Nov. 6, 1994.



EXCERPT: Interstellar Press Service, Obituaries/Service 3, April 17, 1995.

Dr. Gym'll, one of the galaxy's most respected medical minds and the one-time personal physician to the Legion of Super-Heroes, has been officially declared one of the victims of the destruction of Medicus One during "Moonfall," April 11, 1995. Gym'll was perhaps that facility's most prominent resident, given his many past dealings with prominent Earthgov officials and the Legionnaires.

From the planet Jaquaa, Gym'll came to Medicus One in 1968 as an intern and established residency in general and family medicine there. He became Legion physician in 1981.

Gym'll is survived by his mother, Il Gym'll.

Patient: Ivy (Note, patient's birth name ordered suppressed by birth parents).

Ivy admitted to Quarantine 16 months ago at age of 6 Earth years. Social worker stated then Ivy experiencing hallucinations and displaying aberrant behavior, making it difficult to place her with foster family. Records indicate natural parents and foster parents were alarmed and disturbed by child's persistent stories about conversations with plant life. Patient was also prone to spells of uncontrolled anger and inconsolable crying. Lack of consistent environment through formative years possibly contributed to difficulties. Patient has been placed with four foster families and each time returned to the state.

Examination at time of admission revealed withdrawn child whose responses generally involved hostility and anger. Continued to insist could talk with plant life and expressed confusion as to why others act as though they cannot. Patient impressed examiners as articulate and demonstrated an 11-year-old's vocabulary and reading level.

Patient did not object to relocation to Quarantine, indicating she felt unloved in all locations. Given the absence of significant physical problems, she was placed in Well-Children unit, primary attendant Dr. Spengler.

Though traditional treatments seem ineffective, patient has nevertheless exhibited marked improvement, perhaps due to apparent attachment developed to paramed Kent Shakespeare and time and attention paramed has invested in case. Incidents of anger and depression declining, though patient continues to simulate conversations with plant life.

Paramed suggests behavior may not be aberrant and that patient may be in actual communication with plant life. Paramed seeking funding and reduction in workload in order to study this possible phenomenon more thoroughly.

Behavior with other children remains troublesome. Patient seems unwilling or unable to extend friendship to most, and while Garridan Ranzz has become consistent playmate, patient has expressed incongruously cynical, calculated attitude toward friendship with this son of influential parents.

Patient continues to pose discipline problem, but less so than previously, particularly in paramed's presence.

Lydda Jath/Night Girl



DEX: 9 STR: 3(20) BODY: 3(16)
INT: 3 WILL: 6 MIND: 4
INFL: 2 AURA: 2 SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 60

- Skills: Martial Artist: 5, Vehicles: 4
- Limitations: Miscellaneous: STR and BODY are raised to the APs in parentheses only at night.
- Advantages: Connection: Legion of Super-Heroes (High)
- Drawbacks: Married
- Motivation: Responsibility of Power
- Wealth: 5

EXCERPT: The Braal Tribune, wedding announcements, June 19, 2991.



Wedding bells are ringing for Braal's most famous citizen. Rokk Krinn has confirmed to *The Tribune* that he plans to marry longtime sweetheart Lydda Jath of Kathoon within the next six days.

Krinn, son of Hu Krinn and the late Ewa Krinn, is best known as Legion of Super-Heroes member Cosmic Boy and was also a champion Magno-Ball player in the early '70s. For the past 18 months he's worked as a volunteer on Braal, coordinating relief efforts during the planet's worst depression to date.

Jath, daughter of Dr. J. Brendon Jath and Ming Jath, was a member of the Legion of Substitute-Heroes as Night Girl. She has most recently been assisting Krinn in his relief efforts.

Krinn has been drafted to serve in the Braalian armed forces during the conflict with Imsk. The couple plan to marry privately between now and Krinn's scheduled June 25 date of induction. Best man and matron of honor will be Krinn's fellow Legion founders Garth Ranzz and Imra Ardeen Ranzz . . .

King Jonn



DEX: 3 STR: 3 BODY: 3
INT: 8 WILL: 7 MIND: 6
INFL: 8 AURA: 6 SPIRIT: 5
INITIATIVE: 22 HERO POINTS: 60

- Skills: Charisma: 10, Martial Artist: 5, Military Science: 9
- Advantages: Connections: United Planets Governments (High), Legion of Super-Heroes (Low); Leadership
- Motivation: Responsibility of Power
- Wealth: 12

EXCERPT: "The Legion Groupie," Oct. 26, 2976, Page 98.

Friends of the Legion: Night Girl

NAME: Lydda Jath.
BIRTHDAY: March 25, 2957.
POWER: Enhanced strength, but only in the dark.
RELATIONSHIP TO THE LEGION: Member of the Legion of Substitute-Heroes.
HAIR: Midnight black.
EYES: Deep, romantic blue.
HEIGHT: 5'8".
HOME PLANET: Kathoon.
HOBBIES: LSH memorabilia, holovids, reading.
FAVORITE LEGIONNAIRE: Cosmic Boy.
THE LEGION GROUPIE SCOOP ON NIGHT GIRL: Lucky Lydda grew up on the perpetually dark "Honeymoon World" of Kathoon, but she was one girl who had more than romance on her mind. After receiving her powers, Lydda journeyed to Earth and a possible berth in the Legion of Super-Heroes. But when her weakness to light was discovered, she was rejected, and instead she accepted a charter membership in the Legion of Substitute-Heroes.



EXCERPT: "Our Times, A Review of Contemporary News,"
Nov. 19, 2989, page 118.

KINGJONN: Where He Comes From and Where He's Going

The United Planets Council earlier this month selected little known King Jonn of Pasnic to head the Militia being organized to beat back Khundish invaders. *Our Times* examines the background and qualifications of this leader on whose shoulders may rest of the fate of the union.

Name: King Jonn of Pasnic.

Training: Extensive military schooling during Pasnic's lengthy Civil War. Also has acquired several advanced degrees in the arts and sciences.

Rose to Power: Rose to King of Lrptur Nation July 31, 2964, upon death of his mother, Queen Mara. Achieved planetwide cosovereign status with King Lillt Jan. 3, 2981.

Major Accomplishments: Helped bring end to decades-long Civil War with Kryofy rivals, establishment of planetwide government, peaceful coexistence between planet's two major cultures, increased social emphasis on humanities, education, and social reform.

Political Philosophy: An unlikely combination of republican values mixed with a strong belief in the stability and traditions of Pasnic's monarchy. He sees his royal status as a creation of the people that can be rescinded if it does not serve the people.

Personality Profile: Pasnic-watchers agree Jonn has undergone some dramatic personality changes. Regarded as somewhat of a war-monger in his younger days, he's now seen as a literate spokesman for peaceful resolution of conflicts. He shows no reservation in calling for swift and decisive military response to the Khund invasions, however.

Underlings regard him as demanding of himself and others, but ultimately fair and compassionate.

Strengths: A seemingly workable mesh of military prowess and dedication to freedom and self-determination, highly self-confident, hard-working.

Weaknesses: Was considered a war-monger in earlier years, must now deal with fractured, faltering United Planets, unproven in warfare beyond his home world.

Prospects: May be qualified for the position, but it's doubtful United Planets currently has the resources and unity to drive back Khunds.

Loomis



DEX: 6 STR: 5 BODY: 4
 INT: 11 WILL: 10 MIND: 5
 INFL: 4 AURA: 4 SPIRIT: 4
 INITIATIVE: 23 HERO POINTS: 65

•Powers: Recall: 10

•Skills: Charisma (Persuasion): 8, Gadgetry: 10, Martial Artist: 6, Military Science: 8, Scientist: 8, Vehicles: 8, Weaponry: 6

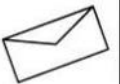
•Advantages: Connection: Legion of Super-Heroes (High); Genius; Gift of Gab; Sharp Eye

•Drawbacks: Physical Restriction (to Braalians): Loomis no longer has magnetic abilities; Physical Restriction: Loomis is missing his left arm and wears a prosthesis.

•Motivation: Responsibility of Power

•Wealth: 5

PERSONAL CORRESPONDENCE: Rokk Krinn to Lydda Jath, July 20, 2991.



Dear Lydda,

... Did I mention this guy "Loomis" before?

I didn't like him at first. He was always saying something just to give me the needle, you know? Or making statements that seemed just stupid or off-the-wall or designed to make you wonder what he really meant. He's one of those guys you want to ignore because you know all he wants is to get a rise out of you.

But one night on a weekend pass, these two goons jumped me—the kind of guys who want to brag about how they kicked the stuffing out of a Legionnaire—and out of nowhere came this madman Loomis, jumping on the goons and screaming like a lunatic. Well I probably could have handled them in my sleep, but I had to admit that when the chips were down, this Loomis was an okay guy.

Then I started thinking about why it was that I hadn't liked him before. It was pretty painful to admit, but the biggest gripe I had against the guy was that he refused to be impressed by my past accomplishments. It wasn't easy to admit that here I was telling everyone I wanted to be treated no different than any other grunt in the trenches and yet I was resenting the one guy who was really doing just that.

So I realized that in his own loopy way, this Loomis character really understands me and what I need here to stay on an even keel. He knows I need somebody who doesn't give two hoots about what I've done in the past, and he also knows I spend too much time looking for the cut-and-dried, provable answers. That's what all the non sequitur goofy wisdom is about—sometimes the world isn't cut-and-dried,

the answers aren't clearly defined, and reality, when scrutinized rationally, can prove to be pretty damn irrational.

So this guy who used to really get under my skin is suddenly the one guy who's helping to keep me sane. And the one guy who's really getting me to start wondering what exactly we're doing out here.

Oh, and there's something about his off-kilter approach that makes this Loomis guy a real master of improvisation. I mean, he could probably build a fusion sphere out of starcruiser scrap. Remember how everything Brainy cooked up was so carefully calculated and premeditated? Well, Loomis is the polar opposite. Spontaneous, almost impulsive. He gets an idea and acts on it without considering anything—total trust in instinct. If it pops into his mind, it's, by definition, good. And if it doesn't work, then five more ideas will pop into his mind within the next 30 seconds anyway, so who cares? Brainy could sure learn a lot from him. Hell, I could sure learn a lot from him . . .

SECRET

CONFIDENTIAL MEMO: From Marla Latham, Acting Chairman, Brande Industries, to Reep Daggle, Legion of Super-Heroes, Dec. 31, 2994.

Brande Industries

Interoffice Memo

Subject: Loomis.

This is a rather interesting character you've run across. His record in the Braalian Army is respectable—the few blemishes are all of a fairly harmless variety. It doesn't appear his superiors were ever comfortable with him or his style, but he always seemed to get the job done. Rokk's report of his engineering and improvisational wizardry are apparently accurate.

He was honorably discharged after being wounded at Venado Bay. His injuries are consistent with exposure to the Imskian Damper Field and include the loss of his left arm and magnetic faculties. Military records indicate cellular damage is too great to regrow the arm at this time. He was fitted with a prosthesis but generally doesn't wear it.

As you know, he appeared to be living as a "street person" after his return to Braal.

Childhood and education are unremarkable. No indication of any problems other than a considerable eccentricity. It's my judgment that you've found a capable, trustworthy mechanic/engineer/handyman who's equal to the considerable task of gearing up your new facility and keeping it operational.

LEGION-CO-LEADER JOURNAL

**ENTRY: Reep Daggle,
Jan. 5, 2995.**



Subject: Loomis, Personnel Evaluation.

I've got to admit, the guy seems to know what he's doing. At least he enjoys all the kinds of maintenance and engineering and salvage work that I'd just as soon not know about, and the gods know this place needs as much as he's willing to do.

I just hope Loomis is as dependable and trustworthy as Rokk seems to think he is. I get the feeling you can never truly appreciate this strange egg's wisdom until you've sat in a trench with him with water up to your waist and enemy blaster-fire singing overhead. In other words, ol' Rokk thinks he hears a punchline, but the rest of us are just left scratching our heads.

Taryn Loy/Calorie Queen



DEX: 6 STR: 4-8 BODY: 6
INT: 4 WILL: 4 MIND: 3
INFL: 3 AURA: 4 SPIRIT: 2
INITIATIVE: 15 HERO POINTS: 60

•**Powers:** Acid: 18, Systemic Antidote: 18

•**Skills:** Charisma: 8, Martial Artist: 6

•**Limitations:** Miscellaneous: The more mass Taryn eats, the more her STR rises. If she eats something with a mass of 0, her STR is 5; if she eats something with a mass of 1, her STR is 6; if she eats something with a mass of 2, her STR is 7; and if she eats something with a mass of 3+, her STR is 8. The affects of eating an object in this fashion last approximately one hour (10 APs); Miscellaneous: Acid represents her digestive juices. She must eat objects to dissolve them; Miscellaneous: Systemic Antidote is only for those toxins that are imbibed.

•**Advantages:** Connections: United Planets Governments (High), Tenzil Kem (High); Scholar (politics)

•**Motivation:** Thrill of Adventure

•**Wealth:** 5



TRANSCRIPT: "Legislative Horizons," W-BIZ Channel 94, April 4, 1995.

This week's Parliamentary Spotlight features Quartzboro Senator Taryn Loy, one of the fastest rising stars of Bismollian politics.

Most people don't remember Loy's career as the costumed Calorie Queen or realize that she applied for membership in the Legion of Super-Heroes in September, 2981. Oddly, the Legion rejected her, even though experimentation by her father allowed Loy to transform caloric energy into exceptional strength.

Shortly thereafter, Bismollian Legionnaire Tenzil Kem, Matter-Eater Lad, returned to his home planet to campaign successfully for a Senate seat. Once in office, Kem quickly recruited Loy for his staff, where she came to be known as one of the hardest working and most effective behind-the-scenes figures in Bismollian politics.

Her years of yeoman service to Kem were rewarded last December when Kem was temporarily killed and his seat in the Senate vacated. Loy's Igneous Party, of which her husband is vice chairman, eagerly named this intelligent, hard-working woman to the vacancy.

But if her fellow party members or her opposition were hoping for a break from the whirlwind of activity and accomplishment they saw during Kem's time in office, they were in for a bit of a surprise. . . .

Grev Mallor/Shadow Kid



DEX: 8 STR: 4 BODY: 6
INT: 5 WILL: 7 MIND: 6
INFL: 5 AURA: 4 SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 60

- Powers: Darkness: 10, Ultra Vision: 4
- Skills: Martial Artist: 6, Military Science: 2
- Advantages: Connections: Legion of Super-Heroes (High), Government of Talok VIII (High), United Planets Governments (Low); Leadership; Scholar (politics, law)
- Drawbacks: Authority Figure
- Motivation: Upholding the Good
- Wealth: 5

EXCERPT: "TLG," July 9, 1984, Page 16.



Allies & Companions: Shadow Kid

I AM CALLED: Grev Mallor.

I WAS BORN: Jan. 2, 2969.

MY UNIQUE ABILITY IS: Shadow-casting.

MY RELATIONSHIP WITH THE LEGION IS:

Cousin to Shadow Lass and student at the Legion Academy.

HAIR: Black.

EYES: Black.

HEIGHT: 5'10".

I AM FROM: Talok VIII.

THE LEGIONNAIRE I MOST ADMIRE IS:

Shadow Lass.

THE STORY OF SHADOW KID: Shadow Kid gained his powers alongside cousin Shadow Lass, when the genetic trait they share for shadow-casting was activated. Both are considered planetary protectors of their home world.

**PERSONAL CORRESPONDENCE:
Grev Mallor to Tasmia Mallor,
April 20, 1993.**



Dear Tasmia,

I can no longer forestall my appointment as official planetary protector. My promises of your return fall on increasingly deaf ears, and the Lord Mayor insists that I now replace you on a permanent basis. Indeed, the people need a leader, not just a figurehead.

This is not a welcome development, cousin. You are better-suited to this position than am I.

But you are still urgently needed here, Tasmia. The prognosis for Talok is not an optimistic one. Poverty and starvation continue to spread, and the Khunds draw ever closer. But the most frightening aspect is that some among us are ready to welcome the Khunds in hopes that they can at least feed our population.

Tensions with the Hill People are at a critical point, and another war seems nearly inevitable. Thus, some sort of

a bonding of the two tribes could potentially ease the tensions. Therefore—these are difficult words to write—I have agreed to wed Lady Memory. The ceremony is set for Aug. 14. We will live as a model of marital bliss and inter-societal understanding. Any children of this bonding will be the first of mixed blood to wield the Shadow of our people or the Racial Memories of the Worshippers of Maakas.

I attempt to see the good in this but truthfully feel only anguish. I can sense the disapproval of the ancestors.

Tasmia, your presence here and support would be such a great comfort. Please come home. Talok VIII needs you, and I need you.

Grev

Leland McCauley IV



DEX: 2 STR: 3 BODY: 3
INT: 7 WILL: 4 MIND: 4
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 13 HERO POINTS: 60

- Skills: Charisma: 8
- Advantages: Omni-Connection; Scholar (business)
- Drawbacks: Serious Psychological Instability
- Motivation: Power Lust
- Wealth: 10



PSYCHIATRIC RECORD EXCERPT: April 26, 1978.

Subject: Leland McCauley IV.

STRICTEST PERSONAL CONFIDENCE:

Patient's psychoses appear to have worsened since last treatments. Unusual "split-personality" behavior has increased, with patient now frequently and violently claiming to be his own father. Obsession regarding R.J. Brande has intensified, with patient exhibiting inordinate knowledge of Brande's activities, accomplishments and possessions, and constantly contrasting them to his own and/or his father's. Patient's behavior toward his pets continues to be alarming, and we again recommend that patient be counseled on proper treatment of animals.

We must agree with previous firms to have handled this case—patient's psychoses are largely reflective of anxieties, hostilities and injuries he has experienced or perceived to have experienced in his relationship with his father. Patient frequently expresses extreme resentment of his minor role in the running of McCauley Industries and seems alternately disdainful of and desperate for respect, approval and acceptance from his father. . . .

OFFICIAL MINUTES: McCauley Industries Board of Directors Meeting, Aug. 9, 1994.

10:00: Chairman absent, meeting opened by Vice Chairman.

10:01: Minutes of previous meeting read. Old Business addressed.

10:02: New Business Addressed. Director Lenni-Lenape questions absence of chairman.

10:03: Vice president for special-projects, chairman's son, enters meeting, is recognized. Produces signed resignation from chairman with request that V.P.-special projects be promoted to fill vacancy. Questions from directors, heated discussion follows.

10:05: Director Hirsch moves that matter be tabled until chairman can be consulted personally. Director Lenni-Lenape seconds. V.P.-special projects protests vigorously.

10:07: V.P.-special projects delays vote and distributes confidential report on members of Board of Directors, prepared by Internal Security branch. Directors examine report. Report contains highly sensitive matters to be addressed only in Executive Session. Director Ahsanuddin protests existence and contents of report vigorously. Is joined by Director Hirsch.

10:19: V.P.-special projects calls for vote on Director Lenni-Lenape's motion. Motion is defeated.

10:20: Director Proudhon moves that chairman's resignation be accepted and V.P.-special projects be named new chairman. Director Stehling seconds. V.P.-special projects calls for discussion to be tabled and immediate vote.

10:21: Motion is carried. V.P.-special projects, Leland McCauley IV, is named chairman, replacing outgoing chairman Leland McCauley III.

10:22: New chairman moves that board request the resignations of directors Lenni-Lenape, Hirsch, and Ahsanuddin. Director Stehling seconds. Chairman tables discussion and calls for immediate vote. Motion passes. Resignations are submitted and accepted. . . .

Sussa Paka/Spider Girl



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

- Powers: Extra-Limb (hair): 8, Omni-Arm: 7, Stretching: 2
- Limitations: Miscellaneous: Omni-Arm is limited to using hair to mimic very simple objects; Miscellaneous: She is only able to Stretch her hair.

- Skills: Charisma: 6, Detective: 3, Martial Artist: 6, Thief: 5
- Advantages: Attractive; Connections: Legion of Super-Villains (High), Science Police (Low), Street (High)
- Drawbacks: Minor Irrational Attraction to Attractive Men
- Alter Ego: Sussa Paka
- Motivation: Thrill of Adventure
- Wealth: 6

CRIMINAL FILES: Science Police, June 30, 2994.

NAME: Sussa Paka of Earth.

ALIASES: Spider Girl.

BACKGROUND: Gained ability of rapid-growth prehensile hair through mutagenic experiments of Double-X Liberators on Taltar. Applied for Legion membership, was rejected for lack of control. Recruited into Legion of Super-Villains by Laevar Bolto. Currently thought to possess excellent burglary skills.

CRIMINAL ACTIVITIES: Captured 9/8/81 and 11/12/85. In latter instance convicted and served time on multiple charges (terrorist acts, war crimes, assault, conspiracy, attempted murder) related to Legion of Super-Villains coup on Orando. Treatments on Labyrinth considered partially successful, due to elimination of emotional and chemical dependencies, though release 10/27/87 was motivated as much by underfunding and overcrowding as genuine rehabilitation.

Subject suspected of numerous minor crimes, particularly theft, since release, but has thus far evaded attempts to detain and question.

STATUS: At large.

Mekt Ranzz/ Lightning Lord



DEX: 5 STR: 3 BODY: 5
INT: 7 WILL: 6 MIND: 5
INFL: 6 AURA: 5 SPIRIT: 6
INITIATIVE: 20 HERO POINTS: 60

- Powers: Lightning: 8
- Skills: Martial Artist: 4, Science: 5, Vehicles: 5
- Advantages: Connections: Legion of Super-Heroes (Low), Ranzz family (High)
- Drawbacks: Guilt; Mistrust
- Alter Ego: Mekt Ranzz
- Motivation: Upholding the Good
- Wealth: 7

CRIMINAL FILES: Science Police, July 23, 2985.



NAME: Mekt Ranzz of Winath.

ALIASES: Lightning Lord.

BACKGROUND: Received lightning abilities in same accident that imbued Legionnaire siblings Garth and Ayla with powers. Subject turned to criminal activities, early recruit into Laevar Bolto's criminal Legion. Considered very dangerous. Has potential to kill with lightning abilities. Do not approach. Notify watch commander.

CRIMINAL ACTIVITIES: Wanted for attempted murder, extortion, kidnapping, torture, theft, conspiracy, racketeering, terrorist activities, and other offenses.

STATUS: At large. S.P. Ten-Most-Wanted List.

TRANSCRIPT: Labyrinth Rehabilitative Institute Parole Hearing, Patient: Mekt Ranzz, May 26, 2991.



PSYCHOTHERAPIST RUTH ELIZ: Mekt has done extremely well under conventional treatment. He's achieved every goal we want to see a patient achieve, and his attitude seems very good. It looks to us very much like he's ready to move on to the next stage of his rehabilitation.

PAROLE BOARD CHAIRMAN HORNING BRADFORD: In other words, you feel Mr. Ranzz is ready to be discharged from this facility?

ELIZ: That's correct.

BRADFORD: So what kind of program are we recommending here?

ELIZ: Well, Mekt has what I would call an excellent support mechanism in his family, and I would recommend that he be discharged into the custody of his younger brother, Garth, and his wife, Imra, on Winath. I don't think we could find an environment or culture more conducive to Mekt's continued recovery than Winath's. Under those circumstances, I think a Schedule Green Out-Patient program would be sufficient.

BRADFORD: What about the attitudes on Winath toward non-twins? As I recall, that was part of Mekt's difficulties in the first place.

ELIZ: Yes, that's correct. But we've worked extensively on that, and it looks to us like the Winathian attitudes are really a relatively minor pressure that was intensified by the more central, deeper-seated difficulties Mekt was dealing with. Our hope is certainly that Mekt is now equipped to handle whatever special treatment he gets there as a non-twin. We've had every indication that he's

accepted his non-twin status and now feels, if anything, that it's part of what makes him unique.

BRADFORD: Okay. All right. Now, Mr. and Mrs. Ranzz, before we go any further, it's important that we know how you feel about all this. Are you willing to take in Mekt? Do you want to take in Mekt? Are you going to worry for your children's safety, given the hatred and violence he's directed toward you in the past?

GARTH RANZZ: No, Mr. Bradford, not at all. We aren't worried at all, and in fact, we'd be very pleased to have Mekt stay with us. We very much hope your decision will be to allow us to do that.

We've spent a lot of time with him during this period, and we have no qualms whatsoever about his recovery. He went through so many things with the chemical dependencies, the real tough time he had dealing with his relationship with our parents, and even his relationship with me. But as Dr. Eliz will tell you, he's genuinely put these things behind him, and he's really just happier and more at-ease and in-control than I've ever known him.

BRADFORD: Mrs. Ranzz, how do you feel about this? Do you agree with what your husband is saying?

IMRA ARDEEN RANZZ: Oh yes, absolutely, Mr. Bradford. As you know, I'm Titanese and on a number of occasions Mekt has agreed to share his thoughts with me, and I can tell you, the breakthroughs in his treatment, they are genuine and quite remarkable. I know and understand a lot about the work you do here and have a good deal of training in it myself, and I must say your staff has done excellent work.

BRADFORD: Well, I'm quite encouraged by what I'm hearing, ladies and gentlemen. Everybody seems to be on the same wavelength here, and I'd have to say this is one of the pretty clear-cut cases. Assuming this is what Mekt wants, let's officially release him to the custody of his brother, Garth Ranzz, and let's institute an ongoing, permanent program of outpatient therapy, Schedule Green, which Dr. Eliz can explain to you.

And I think that will do it, other than to thank you all and commend you on the excellent contributions you've made to what we're trying to do here. . . .

Anton Relnic



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

- Skills: Charisma: 8
- Advantages: Connection: United Planets Governments (High); Omni-Connection; Scholar (politics, law)
- Motivation: Responsibility of Power
- Wealth: 8

EXCERPT: Interstellar Press Service, News Features/Service 8, March 3, 2994.



WHO/WHAT/WHERE/WHEN?

WHO: Anton Relnic of Earth. Career diplomat highly regarded for his ability to defuse earlier confrontations with Khunds, Dominators; instrumental in fending off "Earthwar" Consortium, weeding Dark Circle conspirators out of United Planets hierarchy; credited with salvaging shattered United Planets structure in recent years. Regarded as brilliant, unassuming, "by-the-book," possessing unimpeachable integrity.

WHAT: Has been named Chairman of the United Planets Council, by a 13-2 vote. His mandate is to revive the moribund United Planets, lure back seceded worlds, more effectively combat Khundish encroachment, continue modernization, restructuring, streamlining of United Planets bureaucracy, reach accord with "outlaw world" Earth.

WHERE: At UPC Chambers, Weber's World.

WHEN: This morning at 10:11 a.m.

TRANSCRIPT: United Planets Council Executive Session, March 3, 2994.



CHAIRMAN ANTON RELNIC: . . . Ladies and gentlemen, let me make it clear. If I'm expected to run in some sort of popularity contest around here, you can just vote me out right now, because the United Planets does not currently need easy answers, it needs to face some hard realities.

If we want the United Planets to survive and do any good, our member worlds are going to have to make some sacrifices and dig deep. We're going to have to prove to the doubters that we live what we preach, that what we preach really, truly works better than the alternatives, and that joining us and our ways is provably, quantifiably going to bring them security and prosperity.

I'm tired of the moralizing and the whining and the rhetoric. These worlds are fighting for survival, and they don't want to hear about what they "ought" to do. They want to hear about improving their chances of survival.

That means the absolute end of deficit consumption on member worlds, now and forever. Self-sufficiency has to stop being a slogan and start becoming a reality. That means those pet weather-control systems, planetary shields and other environmental manipulations have got to go. We have no choice but to establish that a United Planets culture lives within the rules of its ecosystem, not the other way around.

Acceptance, diversity, and free exchange can no longer be viewed as luxuries to be enjoyed when there are no clouds on the horizon, but rather as the oxygen of any healthy, surviving societal organism. We must no longer tolerate any planetary government that will not defend to the death its people's right to disagree with that government.

Finally we are going to have to puzzle out some serious funding mechanisms if we're ever going to get the Khunds out of our space, and we'll never have any credibility if we can't accomplish at least that. . . .

Ron-Karr



DEX: 5 STR: 5 BODY: 5
INT: 6 WILL: 4 MIND: 4
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 50

- Powers: Two Dimensional: 8
- Skills: Military Science: 3
- Limitations: When in Two Dimensional form, Ron-Karr's DEX becomes 3.
- Advantages: Connection: Anti-Earthgov Resistance (Low)
- Drawbacks: Serious Irrational Fear of Combat; Uncertainty
- Motivation: Responsibility of Power
- Wealth: 5



CRIMINAL FILES: Science Police, Oct. 13, 1980.

NAME: Ron-Karr of the Neptune Colonies.

ALIASES: Paper Boy, Flat Boy, Razor Ron, Pancake Pete, Flapjack Lad, The Buckwheat Kid.

BACKGROUND: Apparently born with ability to transform his body into a two-dimensional entity. Movement abilities appear limited in that form. Rejected for Legion membership, recruited into Laevor Bolto's Super-Villain Legion.

CRIMINAL ACTIVITIES: Captured and charged with conspiracy, racketeering, terrorist activities. Rehabilitative workers have found criminal tendencies to be minor.

STATUS: Serving sentence on Takron-Galtos.

CONFIDENTIAL

CORRESPONDENCE: Underground Resistance Squadron Commander Grinn to Universo, March 19, 1994.



. . . And while evaluating manpower are we, on the subject of this Ron-Karr, I must say of relatively little use are his supposedly metahuman abilities. In communications may be his ideal role, seeing as how theoretically he could fold himself up and rocket-mail himself back to headquarters.

Display does he a lack of confidence that borders on cowardice. Lacking in the necessary aggressiveness of a true soldier is he. Known him to behave insubordinately have I as well.

In this one's estimation, assigned to extremely hazardous duty should be this Ron-Karr. Perhaps inspire us all in death he might, more so than could he alive. . . .

Sade



DEX: 7 STR: 6 BODY: 8
INT: 7 WILL: 5 MIND: 4
INFL: 5 AURA: 5 SPIRIT: 4
INITIATIVE: 23 HERO POINTS: 60

- Powers: Teleportation: 9
- Skills: Charisma (Intimidation): 7, Martial Artist: 8, Military Science: 6, Vehicles: 6, Weaponry: 8
- Advantages: Connections: Anti-Earthgov Resistance (Low), SW6 Legion (Low); Lighting Reflexes
- Drawbacks: Minor Psychological Instability; Minor Rage
- Equipment: Blaster [BODY: 5, Energy Blast: 8, R#: 2]
- Motivation: Mercenary
- Wealth: 6

EXCERPT: Dominion Weisinger Chambers, Experimental Subject records, Feb. 4, 1995.



Subject: Sade.

Apprehended 12/15/94 for suspicion of conspiracy to assassinate Dominion Ambassador to Earthgov. Twelve ECC agents, two SPEs and six Dominion soldiers lost during her apprehension. Had evaded capture on previous visits to Earth and is suspected in successful assassinations

of several Earthgov officials. ECC suspects Universo link and possible Dark Circle funding.

ECC immediately turned subject over to Embassy. Subject was admitted to Weisinger Chambers 12/17/94. Apparent teleportation abilities and brilliant combat and assassination skills make her a most promising specimen.

NOTE: Suspect's full name unknown. Listed first name of "Monica" apparently one of numerous aliases.

- Powers:** Hypnotism: 10, Mind Blast: 8, Mind Probe: 9, Telepathy: 10
- Skills:** Charisma: 8, Martial Artist: 5
- Limitations:** Hypnotism, Mind Blast, and Mind Probe have a maximum range of 4 APs.
- Advantages:** Attractive; Connections: Tartarusgov (High), United Planets Governments (Low), Underworld (Low)
- Motivation:** Power Lust
- Wealth:** 8



LEGION INCIDENT REPORT: Filed by Jacques Foccart, June 15, 1995.

According to accounts relayed to me by SW6 Legionnaires Lyle Norg, Garth Ranzz, and Gim Allon, Sade acted in some semblance of self-defense in her battle with Bounty. Though no one witnessed the beginning of the confrontation, Sade claimed that Bounty attacked her, intending to claim the billion-credit bounty on Sade. According to Sade, Bounty also indicated her preference for bringing in Sade dead.

However, it is important to note that after Norg, Ranzz, and Allon became involved, Sade was clearly seeking out Bounty and consciously rejected the option of allowing the Legionnaires to handle the threat. Instead, Sade chose to continue seeking out her "pursuer."

Dawnstar's seemingly confused, unbalanced state prevents us from obtaining a clear account of the incident from the perspective of the Bounty entity, but given the actions of the Dawnstar/Bounty tandem in the days just prior to this incident, it appears quite plausible that the entity's behavior was as threatening as Sade claims.

In any event, I believe we should deal most carefully with this Sade individual, who reportedly has a long, successful record as an assassin and who did, in front of several witnesses, kill her fellow soldier Grinn (admittedly with some provocation). Her power, which appears to be some limited form of teleportation, makes her an extremely imposing hand-to-hand combatant, meaning virtually all of us are at risk in her vicinity. It is practically impossible to protect oneself from an attacker when she can shift her location from instant to instant.

Eve Aries/Saturn Queen



DEX: 4 STR: 2 BODY: 3
INT: 9 WILL: 10 MIND: 9
INFL: 3 AURA: 3 SPIRIT: 4
INITIATIVE: 18 HERO POINTS: 65

CRIMINAL FILES: Science Police, Aug. 9, 1981.



NAME: Eve Aries of Titan.

ALIASES: Saturn Queen.

BACKGROUND: Member of traditional Titanese Royal Family. Heir to ceremonial throne. Possible mutant possessing weak telepathic skills but formidable hypnotic abilities.

CRIMINAL ACTIVITIES: Known to associate with Laevor Bolto and his criminal "Legion," but no evidence yet links her with any of Bolto's crimes. Upon each arrest, Bolto has accused Aries of participation and betrayal but has yet to produce evidence. Bolto attributes failure of investigators to gather evidence against Aries to use of her hypnotic abilities.

STATUS: No charges outstanding.

PRIVATE JOURNAL ENTRY: Prince Evillo of Tartarus, Sept. 12, 1994.



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Since 1991

PERSONAL JOURNAL OF THE SUPREME RULER

Tomorrow she is mine. My twelfth wife, and perhaps the most beautiful of them all—Eve Aries, the celebrated Saturn Queen. A Queen of genuine royalty at last, the venerable Aries family of Titan, no less!

Ah, I can hardly wait to begin the sexual combat. I do hope she's more of a challenge than the others. She does seem to despise my wickedness, which is an encouraging foundation.

It is with delight that I note she almost certainly enters into this unholy union with ulterior motives—the Hypno-Stone. She knows as well as I that it has been deposited on this world by Merg Gattera, the legendary Magpie, and would now be mine if not for that unfortunate misunderstanding regarding his delightful female

companion. Gattera's jealous rage will subside, and he will eventually identify the Stone's location to me, but if my lovely new wife is able to lead me to it in the meantime, all the better.

What a marvelous specimen is this Eve! How she has alone among Laevar Bolto's comical band of "Super-Villains" escaped detection and capture in all of their misadventures! How she overcame Bolto's charismatic and chemical influence to leave him rotting on Labyrinth while she remains free to adventure!

Oh how exhilarating will be my triumph over a woman of such mettle!

The Science Police

TYPICAL SCIENCE POLICE OFFICER

DEX: 5 STR: 4 BODY: 4

INT: 5 WILL: 3 MIND: 3

INFL: 4 AURA: 3 SPIRIT: 2

INITIATIVE: 16 HERO POINTS: 10

•Skills: Detective: 5, Martial Artist: 5, Military Science: 5

•Advantages: Connections: Science Police (High), United Planets Governments (Low)

•Equipment:

Blaster [BODY: 5, Energy Blast: 8, R#: 2]

•Motivation: Upholding the Good

•Wealth: 5

elderly veteran seldom seen in public in recent years. His top aide is Commissioner Kimball Zendak of Earth, though this position is believed to be somewhat ceremonial. Next in line, and generally considered the guiding hand of today's S.P. operation, is Chief Gigi Cusimano of Earth. Dynamic, aggressive and efficient, Cusimano has risen quickly and impressively through the ranks. Her assistant chief is the outspoken, by-the-book Dar Smyt.

Organization: The Science Police Central hierarchy on Weber's World coordinates operations among relatively autonomous agencies on the roughly 100 most advanced and most populous United Planets worlds. The S.P. Central station also administers or coordinates law enforcement on United Planets worlds not currently supporting their own S.P. agencies.

Staffing: Numbers of S.P. officers have increased dramatically since the Collapse, given the shortage of funding for high-tech automation and the large available workforce (as well as sweeping new restrictions on surveillance and other such "preventive" enforcement measures). Thus staffing has ballooned from about one officer per 150 million inhabitants in the most advanced agencies to an average today of one officer per 500,000 inhabitants.

Weaponry: S.P. officers are forbidden from using deadly force unless their lives or the lives of others are threatened. Each officer carries a Force-2 Blaster, which must be kept on the stun setting until an emergency arises. Each agency also maintains an armory of special-circumstance weaponry, such as blaster rifles, tranquilizer and disarm guns, stun-sticks, and battle-suits.

Equipment: The S.P. continues to rely primarily on two-person flyers for intraplanetary patrol. Also available to most agencies are jet platforms, atmospheric airships, starships, and battle cruisers. This equipment is generally based on 5- and 10-year-old designs but is still close to state-of-the-art given general design stagnation since the Collapse.

Most agencies have dramatically increased the armor featured on standard patrol uniforms, as hazards of the job have mounted and the use of high-tech monitoring has declined.

Communications sophistication has increased with powerful audio and holographic systems built into the majority of current uniforms.

Public Perception: Hard times have increased tensions between the population and the law, but enlightened leadership has built a perception of the S.P. umbrella and many of its agencies as servants of the people rather than antagonists. A top priority for Cusimano is to extend this approach and perception to all S.P. agencies. Significant damage is being done by the unaffiliated Science Police Earth, notorious for abuses and corruption since its split from S.P. Central in 2990.



EXCERPT: "Our Times, A Review of Contemporary News," Feb. 8, 2995, page 118.

THE SCIENCE POLICE: An Overview of a Key Agency in the Troubled Times of 2995

The surviving worlds of the United Planets rely for their security on no agency more than the Science Police, but in the malaise of the post-Collapse galaxy, the S.P. has suffered as much tumult and trauma as any other major institution.

Here's *Our Times'* look at today's Science Police—how it's handling its tough mission and where it's going:

Mandate: Enforcement of United Planets law on U.P. worlds and in U.P.-controlled space.

Reporting to: The United Planets Council and the Law-Enforcement Subcommittee of the U.P. Assembly.

Chain of Command: The department is headed by Commander Edvard Ahbernethy Hagbard of Earth, an

Sugyn



DEX: 6 STR: 5 BODY: 6
INT: 5 WILL: 3 MIND: 3
INFL: 3 AURA: 2 SPIRIT: 2
INITIATIVE: 16 HERO POINTS: 50

- Powers: Air Control: 10, Super Breath: 13, Systemic Antidote: 15, Water Control: 10
- Skills: Martial Artist: 6, Military Science: 5, Vehicles: 7
- Limitations: Miscellaneous: Air Control is limited to spewing gases he has inhaled; Miscellaneous: Water Control is limited to spewing liquids he has consumed.
- Advantages: Connection: Tenzil Kem (Low)
- Motivation: Mercenary
- Wealth: 3



**OFFICIAL DOCUMENT: Tartarusgov
Employment Office Record,
Jan. 21, 1995.**

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Since 1991

Employment Assistance Application

Filing Agent: Tert Willer.

Applicant's Name: Sugyn.

Age: 47.

Skills: Can swallow or inhale massive amounts of gases and liquids and either consume them or spew them out forcefully. Class-III Pilot's license. Shorthand, 80 wpm. Can drink platoon of grenadiers under table.

Previous employment: Experienced petty criminal as member of Devil's Dozen, musical performer on Bags of Eternity in Realm of Darkness, temporary work as flood-control engineer, volunteer fire-fighter.

References: Former Employer: Evillo. Palace of the Supreme Ruler, Inferna. Former co-worker: Tenzil Kem, Legion Headquarters, Talus.

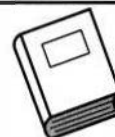
What do you see as your greatest strengths: I am quite strong, physically, I am a self-starter, I fit into the group well and get along with authority figures.

Evaluation: Subject's attitude and enthusiasm are commendable. Appearance and grooming are a bit on the rough-edged side. Skills are somewhat eclectic. Placement difficult.

NOTE: Supreme Ruler indicates his intention to broil entreats of any official who offers assistance to this subject. No employment leads at this time.

The United Planets Militia Academy

**EXCERPT: "Handbook of the
United Planets Militia Academy,"
page 11, updated, May 7, 1995.**



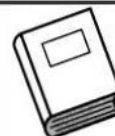
HISTORY

The United Planets Militia Academy was founded in July 1990 by Chuck and Luomu Durgo Taine, honored ex-Legionnaires and retiring heads of the revered Legion Academy.

Their goal was to take the methods they'd perfected during pre-Collapse days in the instruction of hyper-powered peacetime protectors and employ them in the training of officers for the vital post-Collapse mission of defending United Planets space against Khundish invaders.

The Taines were asked to found the Academy by King Jonn, Supreme Commander of the Militia and supervisor of operations here. Xolnar was selected because of its central location, existing facilities, tradition of the finest in military training and seeming insulation from Khundish attack (an illusion shattered during the campaign last March).

**EXCERPT: "Handbook of the
United Planets Militia Academy,"
page 3, updated, May 7, 1995.**



THE ACADEMY TRADITION

The United Planets Militia Academy follows in the proud tradition of the Legion Academy, which trained many accomplished, famous heroes and soldiers, some of whom will serve as your instructors here.

The distinguished alumni of the Legion Academy include CONDO ARLIK (Chemical King), widely revered Legionnaire, killed in action; DAWNSTAR, galaxy-famous Legionnaire; DELYA CASTIL (Mentalla), posthumously honored by the Legion after dying during an attempt to infiltrate the Fatal Five; GRAVA (Comet Queen), reported killed shortly after the Collapse; BERTA SKYE HARIS (Nightwind), who gave her life during the Khund attack on Xolnar in March; BOBB KOHAN (Crystal Kid), who achieved Legion membership and later opposed Earthgov tyranny; BRIN LONDO (Timber Wolf), celebrated member and one-time leader of the Legion of Super-Heroes; GREV MALLOR (Shadow Kid), who serves as planetary protector of Talok VIII; MYG (Karate Kid), who achieved Legion

membership and later opposed Earthgov tyranny; JED RIKANE (Power Boy), who gave his life during the Khund attack on Xolnar in March; TIMOTHY SANTOZA (The Westerner), well-known for his holo commercials, who is currently operating schools on the Baalduran frontier; TAYLA SKOTT (Lamprey), a distinguished instructor at the Academy; RHENT USTIN (Visi-Lad), who achieved Legion membership and later opposed Earthgov tyranny; and TARI WAHLMUNN (Mandalla), also a distinguished instructor here.

Vidar/Universo



DEX: 6 STR: 3 BODY: 5
INT: 11 WILL: 16 MIND: 15
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 21 HERO POINTS: 60

- Powers: Hypnotism: 12
- Skills: Charisma: 5, Gadgetry: 9, Scientist: 7
- Limitations: Miscellaneous: Universo's Hypnotism only affects those in his direct line of sight.
- Advantages: Connections: Anti-Earthgov Resistance (High), Dark Circle (High), Legion of Super-Heroes (Low); Headquarters; Iron Nerves; Leadership
- Drawbacks: Authority Figure; Mistrust
- Motivation: Power Lust/Responsibility of Power
- Wealth: 6



CRIMINAL FILES: Science Police, April 7, 2980.

NAME: Vidar.

ALIASES: Universo.

BACKGROUND: Former Green Lantern, expelled due to greed, insubordination. Possesses apparently innate hypnotic abilities, which he has dramatically enhanced after theft of Titan Royal Family's Hypno-Stone. Exhibits strong megalomaniacal tendencies.

CRIMINAL ACTIVITIES: Arrested and convicted for special-circumstances murder, attempted murder, gross civil-liberty violations, high treason against Earthgov, capital endangerment, kidnapping, terrorist threats, and many other charges. Successfully seized control of Earthgov, duped population through chemical means before being arrested. Also attempted to seize control of United Planets Council. Rehabilitative treatments suggest Vidar believes he acts morally as most-qualified leader.

STATUS: Serving sentence on Takron-Galtos.

PRIVATE JOURNAL ENTRY: Vidar/Universo, Feb. 1, 2992.



... this contemptible, presumptuous Earthgov, filled with its posturing, two-faced monuments to mediocrity, who dare to usurp my prerogative to think for myself, behave as I see fit and decide for myself from whom and what I need protection.

I will not tolerate a regime in which incompetence holds sway over brilliance, in which social order is cynically paraded about as a disguise for immoral and cowardly leadership, in which loathsome rot-eating diskheads are welcomed as saviors and lavished with privileges while superior human and humanoid leadership is persecuted and hunted down.

I can do nothing but fight this mockery of a leadership with every gram of my resolve. No means can be deemed inappropriate when fighting a social outrage as unforgivable as this Earthgov order.

Though they have robbed me of my precious hypno-stone and greatly reduced my powers, I still possess some not-inconsequential hypnotic abilities, as well as the undeniable persuasiveness of my beliefs. Dissent runs deep among the humans, so it has not been difficult to assemble an army of resistance.

Capital is another matter, and as always, the material necessities of a just cause lead to unfortunate compromise. But I do believe the overtures of this despicable Dark Circle could solve my difficulties in an acceptable manner. One can deal with the devil and ultimately refuse the accommodations he offers in Hades. . . .

Rond Vidar



DEX: 4 STR: 4 BODY: 5
INT: 9 WILL: 13 MIND: 13
INFL: 4 AURA: 3 SPIRIT: 4
INITIATIVE: 17 HERO POINTS: 70

- Powers: Iron Will: 14
- Skills: Charisma: 6, Gadgetry: 8, Scientist: 9
- Advantages: Connections: Anti-Earthgov Resistance (High), Legion of Super-Heroes (High); Scholar (temporal physics)
- Drawbacks: Married
- Equipment:
POWER RING [BODY: 25, INT: 10] Comprehend Languages: 20, Flight: 40, Force Manipulation: 20, Invulnerability: 18, Life Sense: 40, Omni-Power: 10, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50
Power Battery [BODY: 25, 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 if he so desires (Invisibility of 15).

Note: At this time, the Power Ring has been destroyed by Mordru.

•**Motivation:** Responsibility of Power

•**Wealth:** 5



**EXCERPT: "The Legion Groupie,"
Dec. 10, 1978, Page 22.**

**Friends of the Legion:
Rond Vidar**

NAME: Rond Vidar.

BIRTHDAY: May 29, 1964.

POWER: None.

RELATIONSHIP TO THE LEGION: Honorary Legionnaire.

HAIR: Wavy, shiny black.

EYES: Thoughtful, deep blue-green.

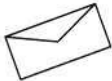
HEIGHT: 5'8".

HOME PLANET: Earth.

HOBBIES: Reading, inventing, research.

FAVORITE LEGIONNAIRE: Brainiac 5.

THE LEGION GROUPIE SCOOP ON ROND VIDAR: Boy genius Rond is ironically the son of the treacherous Universo. But that hasn't stopped Rond from inventing the incredible Time Cube and aiding the Legion in defeating his father's mad schemes.



**PERSONAL CORRESPONDENCE:
Rond Vidar to Universo,
July 6, 1994.**

Dear Father,

I don't suppose you ever expected to hear from me again. We've had far from an idyllic relationship, and perhaps it's pure fantasy to think we could ever share any sort of genuine familial bond. But events can change us—alter our perspectives.

I have to tell you about a recent event that has more radically altered my perspective on you than I'd ever have thought possible.

I am a father. You are a grandfather. It happened nine days ago. The mother is Laurel Gand, a woman I love with

the fullness and depth of the universe, perhaps how you loved my mother.

The baby is Lauren, named for Laurel's late mother. She's a small little raven-haired girl who couldn't be more beautiful.

On that wonderful day I felt something within myself—a fulfillment, a carrying on of the generations, a kinship—that has put this insane galaxy in a whole new perspective. There is an order, a beauty, a cosmic procession of which we are all tiny, beautiful components.

For the first time in my life I honestly feel you and I share something. I have some small sense of what you must have felt those many years ago when you first held me in your arms. Some small sense of how important our bond was. Of how much it hurt you when I rejected you and your accomplishments.

I don't suppose any of this truly changes what I stand for, and the degree to which I must oppose the kind of schemes you've pursued in the past. Or the fact that you did everything in your power to kill me at one point.

Perhaps an understanding between us is not impossible. I genuinely hope your work on Earth is as altruistically motivated as some reports indicate—that you have overcome that drive for power and wealth that has blurred your vision in the past. There is no higher calling or greater reward than service to the common good and I truly hope you are discovering for yourself those rich rewards.

Since this is my first communication in many years, I suppose I owe it to you to also mention the Green Lantern ring. It is gone now, destroyed by Mordru. I did hold it for many years, having been sought out by the Guardians to replace you a few years after you were removed from the corps. The ring served me well on a few occasions, but I don't regret losing it. I now have a wonderful partner-in-life and a beautiful child, and I really don't need the power of the ring to distract me from what I hold most dear.

So let me close now with the hope that we both have grown and perhaps taken steps toward some sort of reconciliation someday. May both our journeys be ever more rewarding and more noble.

Your son,
Rond Vidar



THE GALAXY

Atlas



EXCERPT: "Our Times: A Review of Contemporary News," June 22, 2995, pp. 27-28.

WHERE THEY STAND:

A Guide to the Key Worlds of the Galaxy

After five years of tumult and the dramatic events of recent weeks on Earth, the galaxy is a far different place than it was in the 2980s. Here are capsule summaries of where the key worlds of the galaxy find themselves today.

WORLDS OF THE UNITED PLANETS

Amadus (Alpha Centauri 4): Thriving port that absorbed a great deal of merchant traffic during Earth's years out of the United Planets.

Antares II: Population and culture remain inexplicably stagnant, apparently unable to overcome the trauma of Baalduran occupation in '73.

Avalon: Isolated and underdeveloped world, little affected by the Collapse.

Bismoll: Relatively unaffected by the Collapse.

Braal: Occupied by Imsk after being routed in the Braal-Imsk war.

Carggg: Site of a divisive political fight over progressive pro-U.P. forces and Dark Circle-sympathetic factions. Circle instigators forcibly evicted in March.

Colu: Weathered Collapse well, reduced involvement in United Planets affairs as part of a noninterference initiative. Remains the United Planets' most technically advanced world.

Darzyl: A bustling mercantile center despite its proximity to the Khundish front. Powerful influence of reputed crime boss Molock Hanscom has drawn United Planets criticism.

Daxam: Population exterminated by Glorith in 2988. Planet ravaged. Minor colonization efforts initiated.

Deltwan: Reemerging as a favorite tourist stop.

Erkenhom: Barren world where colonies are taking root due to its favorable position in shipping lanes. Nearby location of the Legion on satellite Talus has increased interest in the region.

Femnaz: Has become a staunchly supportive, prosperous United Planets world seeing no contradiction between its matriarchal ways and United Planets tenets.

Imsk: Economy suffering from expenditures of Braal-Imsk war, costs of occupying Braal.

Janda: Continues to flourish as a playground for the wealthy and a pacesetter for the trend-conscious.

Kathoon: Recovering from economic difficulties as tourist trade resumes.

Labyrinth: Prison population has been reduced as enforcement has decreased around the United Planets. More humane and effective rehabilitative methods are returning.

Mars: Battered during the June 4 disaster. Total recovery may take a decade.

Medicus One: Destroyed by lunar fragments April 11.

Myar: Economy depressed since the loss of most magic in '89.

Naltor: One of the few planets adequately prepared for the Collapse, Naltor flourishes under the leadership of ex-Legionnaire Nura Nal.

New Earth: Temporarily a United Planets protectorate as it recovers from the disaster of June 4. Attempting to reestablish true democracy after the world's secret Domination and the rise of widespread xenophobia in the early '90s. Population now roughly 50 million, spread across the cities that survived and are now linked in space.

Nullport: Destroyed by lunar fragments April 11.

Oianus and the Grykk Confederation: Considerable assistance from more prosperous United Planets worlds has eased tensions with the once-antagonistic Jaguar Court of Grykk, now a committed player in the rebuilding United Planets.

Orando: Returned to United Planets space in May, 2991, but the population was since devastated by Khundish Red Terror last January. Recovery has been slow and difficult.

Paradise Planet: Economically staggered since the Collapse. Dramatic plunge in tourist trade.

Procyon 2: Non-humanoid natives weathered the Collapse well, have provided human-populated planets with generous relief efforts.

Quarantine: Conditions here have greatly improved since the intervention of the Ranzz family.

Rimbor: Despite its uneasy proximity to Khundish-occupied space, Rimbor continues to flourish with its free-wheeling frontier-style culture.

R-K528: Struggling with a significant drop in tourist trade.

Takron-Galtos II: New artificially created prison planet. Latest rehabilitative technology and methods now in use, with encouraging results.

Talok VIII: Encouraging prospects for unity between the Hill People and City People after the marriage of the

Cities' Shadow Champion Grev Mallor and the Hills' Lady Memory, Kahnya Nahtahnie.

Tartarus: Being watched warily since the reinstatement of Prince Evillo.

Tharr: Under pressure from the United Planets because of growing links to the Dark Circle. Circle influence within the population is subsiding after a surge during the height of the early '90s depression.

Thaun: Superstitious culture and loss of magic have kept this world far behind the times and its economy significantly depressed.

Titan: Moon of Saturn. Buffeted by the June 4 disaster, but advanced technology and the hard-working, cooperative population seem to have the problems well in hand.

Toonar: Has quickly recovered from the Collapse. A key player in the rebuilding of the United Planets.

Venegar: Now a constitutional monarchy that continues to administer the colony worlds of its region. Notorious Emerald Empress Sarya died in early 2989.

Ventura: Has slipped a few notches in prestige but survived the Collapse better than most tourist-based economies.

Weber's World: Capital of the regrouping United Planets and home to most major government bodies, such as the Science Police.

Winath: Has prospered as a breadbasket world during hard times. Has led relief efforts throughout the depression.

Xanthu: Impact of the Collapse minimal. Advanced world has taken a leadership role in the revival of the United Planets.

Xolnar: Home of the United Planets Militia Academy. Recovering from the Khund offensive there in March.

Zerox: Destroyed in the Magic Wars of 2989.

Zuun: Naturalist movement gaining influence as this highly polluted overexploited world approaches the possible destruction of its ecosystem.

Zwen: Suffering from high unemployment and a plummeting economy since the Collapse, causing much of the population to retreat into hibernation.

INDEPENDENT WORLDS WITHIN UNITED PLANETS BORDERS AND FORMER UNITED PLANETS WORLDS:

Altair 5: Radically non-human population remains mostly uninvolved in United Planets and humanoid matters.

Baaldur: Growing empire being administered by lieutenants of the absent Empress Glorith.

Durla: Reports indicate reduction in that culture's xenophobia and hostility, but no official change yet in belligerent, isolationist policies.

The Haven: Outlaw leadership refuses to cooperate with the United Planets or other official entities.

Hykrai: Has undergone charismatic revival in its

Dark Circle-descended dominant faith. Increasing formal ties with the worlds of the Circle.

Lythyl: Unwilling to conform to updated tenets of the United Planets. Remains independent, and most regular contact has been cut off.

Oomar: Illegal narcotics trade believed to be flourishing in the wake of Science Police cutbacks.

Shwar: Dropped out of the United Planets in '91, and with its sheltered central location, hasn't yet seen a compelling reason to reenter. Some Dark Circle influence reported recently.

Starhaven: Denounced the United Planets after the Collapse and has discouraged outside contact since then.

Taltar: Matriarchal rulers have refused to rejoin the United Planets, objecting to some updated tenets that may clash with traditional female superiority.

Tharn: Government acquiesced to Mordru to resist Khundish invasion. Now under his autocratic, repressive rule. Since near-destruction of magic in 2989, no sorcerer appears capable of challenging Mordru's power base.

WORLDS OF THE KHUNDISH EMPIRE AND KHUND-OCCUPIED SPACE:

Ankar: Believed to be a key location of Khundish military research.

Extal: Isolated, mineral-rich world being mined to help feed the Khundish war machinery. Active, effective resistance movement operates there.

Grath: Its agricultural output is being siphoned off to feed the vast Khundish army and its scattered sentries.

Ikros: Conquered in '91, now home to a growing movement of passive resistance that has, thus far, had little effect on the Khundish governors.

Khundia: Now the richest world in the known galaxy and capital of the largest political entity in explored space. Once again being ruled by Supreme Warlord Galmark after the brief submission to Glorith in early '95.

Lallor: Now deep within Khund-occupied space. Resistance movements there are reportedly highly active.

Pasnic: Site of brutal Khundish repression and staunch resistance. United Planets Militia Supreme Commander King Jonn hails from Pasnic.

Preztor: Occupied by Khunds since mid-2990.

Seeris: Now deep within Khundish boundaries, Seeris' population of incorporeal inhabitants is apparently unconquerable.

Sklar: Reportedly a major thorn in Khunds' side. Could be the spearhead of an eventual uprising in occupied region.

Trom: On the periphery of Khund encroachment, but of no use to the Khunds since the slaughter of its population in '75.

Tyrraz: Storehouse of military technology being scavenged by the Khunds.

Zirr: Mostly abandoned by native population. Taken by the Khunds early this year.

WORLDS OF THE DARK CIRCLE:

Arane II, Dolminus, Fresish, N'Cron, Tsaaron: Home worlds of the Circle grew dramatically in wealth and influence during the chaotic first half of the decade. Their power generally thought to be leveling off as the United Planets regroup.

Dark Circle influence on the far side of the galaxy and in outposts beyond the galactic rim appears to be widespread. Ultimately the Circle's resources recovered from these worlds could be vast.

THE WORLDS OF AETIA:

This triangle of space between the Khundish Empire, the Dominion and the United Planets will now most likely fall under Khundish control without some sort of U.P. intervention. Any U.P. assistance appears unlikely.

THE WORLDS OF THE DOMINION:

Elia (The Dominion): Apparently conquered by an unknown force, bringing an end to the eons-old empire that predates Terran history. Descendant races believed to be widespread over the far side of galaxy, but they are no longer loyal to the Dominion. Loss of the war for Earth was a devastating blow. Overcommitment of resources to Earth probably weakened Elia, opening the door for invasion.

Zyni'r: Collaboration with Dominators has apparently ended, and Zyni'r has presumably been overrun by the same forces that have conquered Elia.



EXCERPT: "Our Times: A Review of Contemporary News," June 9, 2995, page 115.

NEW EARTH:

Facts and Figures at the Dawn of a New World

CONFIGURATION: 94 domed cities, linked by pressurized tunnels.

POSITION: Roughly in the former position of Luna, orbiting the remnants of old Earth.

POPULATION: Approximately 50 million.

ETHNIC MAKEUP: A representative mix of human types, with a minority of about 20% various aliens.

GOVERNMENT: Currently an appointive United Planets Protectorate. Democratic elections planned.

HEAD OF STATE: Appointed President Jacques Foccart.

GRAVITY: Artificial, 1.0 G.

ENERGY: Solar collectors.

The Balance of Power

EXCERPT: "Our Times, A Review of Contemporary News," May 21, 2995, page 31.



THE GALAXY IN TRANSITION:

The Balance of Power

In the Aftermath of Earth's Liberation

Here's an *Our Times* summary of where the galactic balance of power stands after the historic events on Earth:

Who won?: The biggest winner is the United Planets, which gained immense credibility by prevailing so decisively and reclaiming one of its most important worlds. The Khunds also benefit, as does every other entity that stands to carve up pieces of the vanquished Dominion.

Who lost?: The Dominion has been dealt a huge and probably fatal blow. It now appears the home world of Elia has been taken by unknown forces and Khundish armies are believed to be rolling across Aetia to claim whatever Dominion territory is left.

The Dark Circle also stands to lose a bit of opportunity if stability returns to the Terran region and the United Planets continues to regroup.

Where do things now stand?: The Khunds are as strong as ever and will now probably control the largest empire in modern galactic history. The Dominion has been eliminated as a counterbalancing force, but whatever entity has overrun Elia must now be regarded as a threat to the Aetian sector and the inner United Planets regions.

Who controls what?: The United Planets is finally once again the dominant, in-control entity in the local quadrant. The Khunds must be considered entrenched in the outer arm for two neighboring quadrants, and their penetration into the inner arms will probably now accelerate.

What do we know about the far side of the galaxy?: Still very little. The regions beyond the Dominion remain a mystery to the United Planets, though the Dark Circle clearly has wide influence extending from its power base in the Aral Sector. Dominator-descended, Llom-descended, and Vegan-descended races are believed to be building strength in the remains of the ancient Dominion on the far side of the galaxy.

Who's running the United Planets these days?: The most influential United Planets worlds today tend to be the most productive and most philanthropic—Winath, Xanthu, Toonar, and Naltor. Colu remains in somewhat of an isolationist position. Time will tell if Earth reasserts its once-preeminent position.

Who's on the outs in the United Planets these days?: Worlds failing to abide by the Tenets of the Xanthu Conference—self-sufficiency, ecological inviolability,

constitutional self-determination, acceptance, diversity, non-hostility.

How are these uncooperative worlds brought into line?: United Planets aid, technical assistance, and defense have once again achieved such levels that their threatened elimination is persuasive. Direct intervention and interference by the United Planets is generally forbidden until a non-abiding world extends its abuses beyond its own atmosphere.

Earthgov



PRESS RELEASE: Issued by Human Rights Interstellar, Sept. 23, 2990.

FOR IMMEDIATE RELEASE

Contact: Feld Stephenstein, 5690-8-40-1818

RESTRICTIONS, ARRESTS, ABUSES PUT EARTH ON LIST OF HUMAN-RIGHTS VIOLATORS FOR FIRST TIME EVER

PINE GLADES, WINATH—Human Rights Interstellar (HRI) announced today that its latest list of Human Rights Violators includes the mother world of the United Planets, Earth. It's the first time in the nearly 75 years of issuing these lists that HRI has identified Earth as a major rights violator.

HRI chairman Larx Kenrik announced yesterday that Earthgov had been placed on the watchdog organization's list of "intermediate violators." He commented, "We should all remember that Earthgov is not yet approaching the reprehensible practices seen in the Khundish Empire or the Dominion, but abuses there are increasing at an alarming rate, particularly for a former U.P. world."

In placing Earth on its list of violators, HRI cited Earthgov's increasing interference with free expression, the onerous bureaucratic restrictions it's placing on the media, reports of rampant due-process violations by Science Police Earth, blatantly unconstitutional decisions being handed down in Earthgov courts, and the open encouragement by Earthgov of anti-Khund and anti-alien activities by the population.

Other former and current United Planets worlds drawing criticism included . . .

EXCERPT: Interstellar Press Service, Galactic News/Service 1, Dec. 5, 2994.



CAPTURED ROXXAS CLAIMS DIRECT EARTHGOV LINK; DEEP DOMINION INFLUENCE

Scandal Ties Earthgov, Dominion To Legion Assassination Plot

By Iris West and Devlin O'Ryan

METROPOLIS (IP)—Kivun Roxxas, the notorious Butcher of Trom, has told former members of the Legion of Super-Heroes that he was hired by Earthgov and its Dominion allies for the express purpose of assassinating the Legionnaires, according to sources among those ex-Legionnaires.

The notorious killer has also charged he was hired directly by Dominion ambassadors to Earthgov, suggesting Dominion involvement in the running of Earthgov affairs goes considerably deeper than any official has acknowledged to date.

Since its secession from the United Planets in 2990, Earthgov has worked closely with the Dominion, and unconfirmed reports have long suggested extensive, illegal Dominator participation in Earthgov matters. Roxxas' statements offer the strongest evidence to date to support those charges.

Meanwhile, Roxxas' description of an Earthgov-funded assassination plot contradicts the steady stream of Earthgov denials that followed earlier reports linking the government here to Roxxas and the Nov. 21 murder of ex-Legionnaire Blok (*Interstellar Press*, Nov. 27).

Three former members of that super-hero team today captured Roxxas after he attacked a gathering of former Legionnaires on Winath. The confrontation has left the former Ultra Boy, Jo Nah, presumed dead and the Earthgov-appointed investigators Celeste Rockfish and Bounty, as well as ex-Legionnaire Reep Daggles, in critical condition.

Earlier revelations linking Roxxas to an account funded by Earthgov touched off massive demonstrations here on Earth, and more protests are expected to follow these latest developments. The planet has been wracked by widespread unrest since its 2990 secession from the United Planets and the institution of repressive measures by Earthgov. . . .



**TRANSCRIPT: "Galactic View,"
United Mutual Audio-31, June 15,
2995.**

... MODERATOR IRIS WEST: So what role do you think New Earth is going to be taking in the United Planets of the coming months and years?

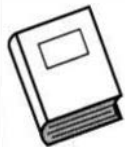
PANELIST UNITED PLANETS VICE CHAIRMAN APLYNN JERYL: Well, Iris, I think it's very hard to say. I mean, will the people restore and support a truly democratic, truly free society once again? Will their odd, impossible reconfigured world make it technologically and economically?

HUMAN RIGHTS INTERSTELLAR CHAIRMAN LARX KENRIK: I think the key is how these people will respond to the horrific trauma they've been through. If they learn from it and draw strength from their triumph over it, I think New Earth can take a leadership position in the United Planets once again. If they allow themselves to be consumed by the hatred and bitterness that has run so rampant there, well, I don't see much of a future for what's left of Earth, to be perfectly honest.

WEST: Well, to what extent can the United Planets step in and prevent something like that from happening?

JERYL: You have to remember, Iris, that the United Planets has declared New Earth a protectorate, and we intend to enforce the U.P. tenets during the recovery phase. Once things have stabilized, they'll hold free elections like any other world. The people may decide against U.P. membership, and the future course of their world would then be fully in their hands. ...

The Economy



**EXCERPT: "Needs & Desires: An
Introduction to Economics,"
Secondary Economics Text, Pp.
31-33, Updated Feb. 20, 2995.**

Understanding the Great Collapse

For the better part of the 30th Century, the economies of the Earth and most major worlds of the United Planets seemed virtually invulnerable. It appeared as if science and technology were reaching the point where production of the galaxy's essential goods could be easily accommodated by a fraction of the advanced society's potential output.

But something went wrong in 2989 and nearly every United Planets world ran head on into an economic

downturn the likes of which they hadn't known since the Implosion of 2911.

What happened? Why did a cosmopolitan culture that had flourished for nearly eight decades suddenly find itself unable to feed, cloth, defend, or employ its masses?

To begin with, surely the repeated batterings of numerous Khund invasions, the campaigns against Mordru in the early '70s, Earthwar, the devastation of the Great Darkness, and finally the complete technological failures during the Magic Wars had absolutely stretched the elasticity of the economy's "safety net" to the breaking point.

But throughout the century the United Planets had sustained comparable blows and always bounced back, seemingly more vibrant than ever. What was different this time?

For one thing, the problems wrought by the Magic Wars were not as easily addressed as previous postwar challenges, since the damage was so widespread and since it impacted so directly on the very technology that has always bailed out the United Planets in the past.

But more importantly, economists believe the Collapse largely reflected a "coming-due" of numerous "debts" that were built up by the United Planets and its key worlds. As opposed to earlier eras, when the concept of building up "debt"—spending more than is being taken in—was regarded as harmful and undesirable, the United Planets of the '80s began increasingly to spend, pollute, and tax global ecosystems as if any amount of debt could be wiped out by the next wave of technological leaps.

For example, massively expensive and resource-devouring weather-control systems sprung up around the United Planets throughout the '80s, disrupting global ecosystems and, rather than increasing productivity in any way, eroding productivity through environmental damage.

These and other seemingly ill-advised projects, such as planetary shielding and hyper-tech military fortifications, caused huge bills to pile up, putting governments in the business of paying interest on their debts rather than tending to the needs of the governed. Unemployment rose, and there were no resources to address it.

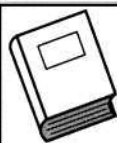
The United Planets economy became a runaway cruiser, careening toward a black hole, waiting for a series of technological miracles to somehow pull it out of its death-dive. But when technology instead collapsed during the Magic Wars, all of these problems, all of these "debts," came due at once, when there was no possible means of balancing the books. The out-of-control cruiser was sucked into that black hole.

The result has been years of poverty, warfare, starvation, and disease—certainly a horrible price to pay for the economic mistakes of past decades.

But in the long-term sense, it's difficult to view the Collapse as a "bad" event as opposed to simply an inevitable stage in the economic evolution of the United Planets. The social, economic, and environmental debts that had been mounting were going to come due sooner or later.

Now that the United Planets worlds have apparently weathered the worst of this storm of their own making, they can now rebuild the economy from the ground up, taking care to avoid the mistakes and excesses that led to the Collapse in the first place. . . .

History

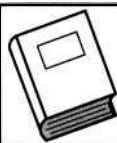


EXCERPT: The 2995 Galactic Almanac, page 665, Published Dec. 29, 2994.

Key Events of the Late 30th Century

- 2950: Rise of Zaryan, Khundish expansion.
- 2969: Mordru rises to power on Sorcerers' World.
- 2975: Zaryan dies at Earth, era of rapid Khundish expansion ends.
- 2976: Mordru defeated at Earth after conquering 15% of explored galaxy.
- 2979: Dominion-U.P. Accord reached, decades-old warring ends.
- 2980: The Kenrik Resolves bring new stability and peace to U.P. worlds.
- 2982: Mordru-Khund-Dark Circle Alliance defeated.
- 2984: The Great Darkness.
- 2989: Magic Wars, The Great Economic Collapse.
- 2990: The rapid decline of the United Planets and return of rapid Khundish expansion. Galactic stability ends.

Races of the Galaxy



EXCERPT: "Many Peoples, One Galaxy," A Child's Storybook, Published July 27, 2990.

The galaxy is a big, big place just full of all kinds of people. Here is a story that will tell you about many of these different kinds of people.

From Earth come the humans, pink and tan and brown. Humans have also traveled to many other worlds, such as Winath and Toonar and Braal, spreading their ways of peace and freedom.

From the world of the Dominion come the Dominators, tall and yellow, with bright red dots that tell them what their jobs are. All Dominators know what they're supposed to do and how they can fit in to make

their world better. Many faraway worlds are filled with the relatives and friends of the Dominators.

From Khundia come the Khunds, yellow and pink and tan, angry warriors who are still learning the ways of peace.

From Durla come Durlans, who can take almost any shape. To get along better with others, they often color themselves orange. On their home world, many Durlans are afraid and angry, but those who travel to other worlds are mostly happy and friendly.

From Colu come the handsome green Coluans, the smartest people we know.

From Sklar come the Sklarians, with yellow skin and blue hair. They believe women should be in charge and take care of their world, as do some human races. A few races believe men should be in charge, but most believe men and women should share in the running of things. What do you think is best?

In a place called Ara live many peoples who call themselves the Dark Circle. There are yellow-skinned Tsauros, who look something like lizards; there are gray-skinned N'Croni, who have many arms; there are tan-skinned Fresish, who remind humans of camels; and lots more. These peoples like the night and darkness, and believe that how we feel in our heart is more important than what we think in our head.

These and many other peoples make up our great big galaxy. And all of these peoples are learning more every day about living together to make it a better galaxy for everyone.

EXCERPT: "A Plan for Peace and Prosperity in the Galaxy," by James Cullen/Kid Quantum, March 28, 2995.



. . . We can't create a reality we can't envision, and since so many of us assume there is no peace to be had, there is not.

But peace is no more difficult to achieve than is bloodshed, no more unnatural a state than is bloodshed, and no less our destiny than is bloodshed.

We just have to remember that peace requires time, commitment, understanding, and self-love. Those who say they want peace and are not willing to make these investments are discussing a child's fairytale; they don't truly want peace.

If the commitment exists, however, there is a way. And it doesn't have to be as complicated as it's often made out to be.

Let's keep things simple. Let's picture each great race of the galaxy as a single being, possessing very natural characteristics, strengths and weaknesses, dreams and hopes, fears, and insecurities.

Look at the Dominators as an elderly, dying, embittered old being who long, long ago emerged from a

traumatic, unloving childhood to live out an unrewarding, selfish life and is now paying the price. He is surrounded by younger, more vibrant beings who neither respect him nor sympathize with his suffering.

Visualize the Khunds as a rebellious adolescent, abused and molested since infancy, given the burdens and weapons of adult life while still in childhood. To this adolescent, interaction with others has almost always equalled abuse.

Envision the Dark Circle confederation as an impossibly old being who has never found the strength to grow up, to acquire adult perceptions. Rather, this wizened being has careened through a tumultuous life armed only with a child's sensibility, leading to a torturous string of failed relationships. Now this elderly child is left alone, suspicious and utterly incapable of understanding how he has earned this fate.

Finally, imagine the United Planets and its key races as a bright, young, healthy adult with a strong, embracing philosophical foundation, but a continuing tendency to expect its neighbors to act, react, and believe as it does.

Now place these four beings in the same house, just as we share the same galaxy. Of these four, who is in a position—who has the personal strength and insight—to enlighten the others?

Of course it is the U.P. races. Only we currently have the opportunity and resources to teach, to uplift, and to instruct these suffering, struggling "housemates."

But will we ever do that if we respond to our housemates' hostilities in kind? Is our methodology truly superior to theirs if we resort to *their* methodology every time we're provoked? How can we expect them to learn from us and gain trust in our methods if we only adhere to them when we're in a position of power and they're in a position of subservience? . . .

The United Planets



TRANSCRIPT: "News on the Hour," Audio-65, July 24, 2990.

ANNOUNCER ANTON WIKE: As expected, Earthgov today formally resigned from the United Planets, in what's expected to be a staggering blow to the already-besieged interplanetary alliance.

Despite intensive last-minute lobbying by U.P. representatives and human-rights activists, Earthgov's Council of Governors voted 6-2 today to secede from the U.P. Earth president Tayla Wellington cited irreconcilable philosophical differences and the, quote, "failure of the U.P. to meet the challenges of the post-Collapse galaxy."

Earth's secession is only the latest blow against the beleaguered U.P., which has, in the the nine months since the Great Collapse, lost roughly 50% of its 1,000 worlds,

either to secession or Khund invasion. Of the approximately 500 U.P. member-worlds that remain, few are actively participating in the U.P. bureaucratic and technocratic mechanisms.

EXCERPT: "Our Times, A Review of Contemporary News," March 26, 2995, page 60.



THE UNITED PLANETS REGROUPS

. . . So with its stunning victory in the Orandi-Talokian Sector, the United Planets Militia has restored the somewhat entrenched boundaries as they existed at the start of the year. That is, the Khunds once again occupy roughly one-third of what was the United Planets territory at its farthest extent in late 2989.

With the lightning advances of earlier this year, the Khunds had taken over nearly 40% of United Planets space and stood poised to overrun the very heart of the interstellar union. By overcoming this latest surge and shattering the Khundish alliance with Glorith, however, the United Planets and the Legion have restored the relative stalemate that had existed for much of '94 . . .

EXCERPT: "Steps Forward, Steps Backward," An Intermediate Modern-History Text, Page 104, updated April 3, 2995.



The United Planets Today

It's too soon to tell, but as we enter the second half of the decade there's every indication the United Planets is on the rebound. Khund advances have been for the most part halted, if the dramatic United Planets victories of early '95 stand up. A new, streamlined, and philosophically more compelling United Planets is attracting worlds back to the fold (as of March 2995, the U.P. member-world count had reached 650 after a low in 2993 of 117), and the troublesome opposition of Earth has been put into a new light by revelations of Dominator manipulation of that government.

Indeed, the first half of the decade represented the sternest test ever faced by the United Planets. For several years the interstellar union's very survival was very much in doubt.

With the progress seen so far in 2995, and with the aid of several key worlds and the regrouping Legion of Super-Heroes, however, there's every reason to believe the free peoples of the galaxy can once again look to their future with hope. . . .

TYPICAL DOMINATOR

DEX: 2 STR: 2 BODY: 4
 INT: 8 WILL: 7 MIND: 6
 INFL: 4 AURA: 4 SPIRIT: 4

INITIATIVE: 14 HERO POINTS: 15-60

•**Skills:** Charisma: 6, Gadgetry: 13, Military Science: 11, Scientist: 13, Vehicles (Space): 3

•**Advantages:** Genius; Scholar (bioengineering)

•**Drawbacks:** Miscellaneous: All Dominators must obey the orders of other Dominators who belong to a superior caste.

•**Major Representatives:** None; Dominators have no individual identities

•**Motivation:** Power Lust

•**Wealth:** 15

•**Equipment:**

SPACECRAFT [DEX: 4, STR: 10, BODY: 16, INT: 16, WILL: 7] Energy Blast: 18, Extended Hearing: 11, Flight: 24, Force Field: 4, Full Vision: 12, Projectile Weapons: 23, Radar Sense: 40, Radio Communications: 43, Recall: 30, Sealed Systems: 30, Skin Armor: 4, Super Hearing: 22, Telescopic Vision: 8, Warp: 40, R#: 2 (R#: 4 on Projectile Weapons)

TYPICAL KHUND SOLDIER

DEX: 4 STR: 4 BODY: 6
 INT: 2 WILL: 4 MIND: 4
 INFL: 2 AURA: 2 SPIRIT: 4

INITIATIVE: 10

•**Skills:** Martial Artist: 5, Military Science: 5, Weaponry: 4

•**Drawbacks:** Minor Irrational Attraction to an honorable death

TYPICAL KHUND WARLORD

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

INITIATIVE: 17

•**Skills:** Charisma: 6, Martial Artist: 5, Military Science: 9, Weaponry: 4

•**Advantages:** Leadership

•**Drawbacks:** Minor Irrational Attraction to an honorable death

KHUND CYBER-WARRIOR

DEX: 8 STR: 9 BODY: 8
 INT: 2 WILL: 6 MIND: 6
 INFL: 2 AURA: 2 SPIRIT: 7

INITIATIVE: 12 HERO POINTS: 15

•**Powers:** Lightning: 9, Skin Armor: 4, Thermal Vision: 4

•**Skills:** Vehicles: 5, Weaponry: 8

•**Drawbacks:** Minor Irrational Attraction to an honorable death

•**Equipment:**

Blaster [BODY: 6, Energy Blast: 8, R#: 2]

Body Armor [BODY: 8]

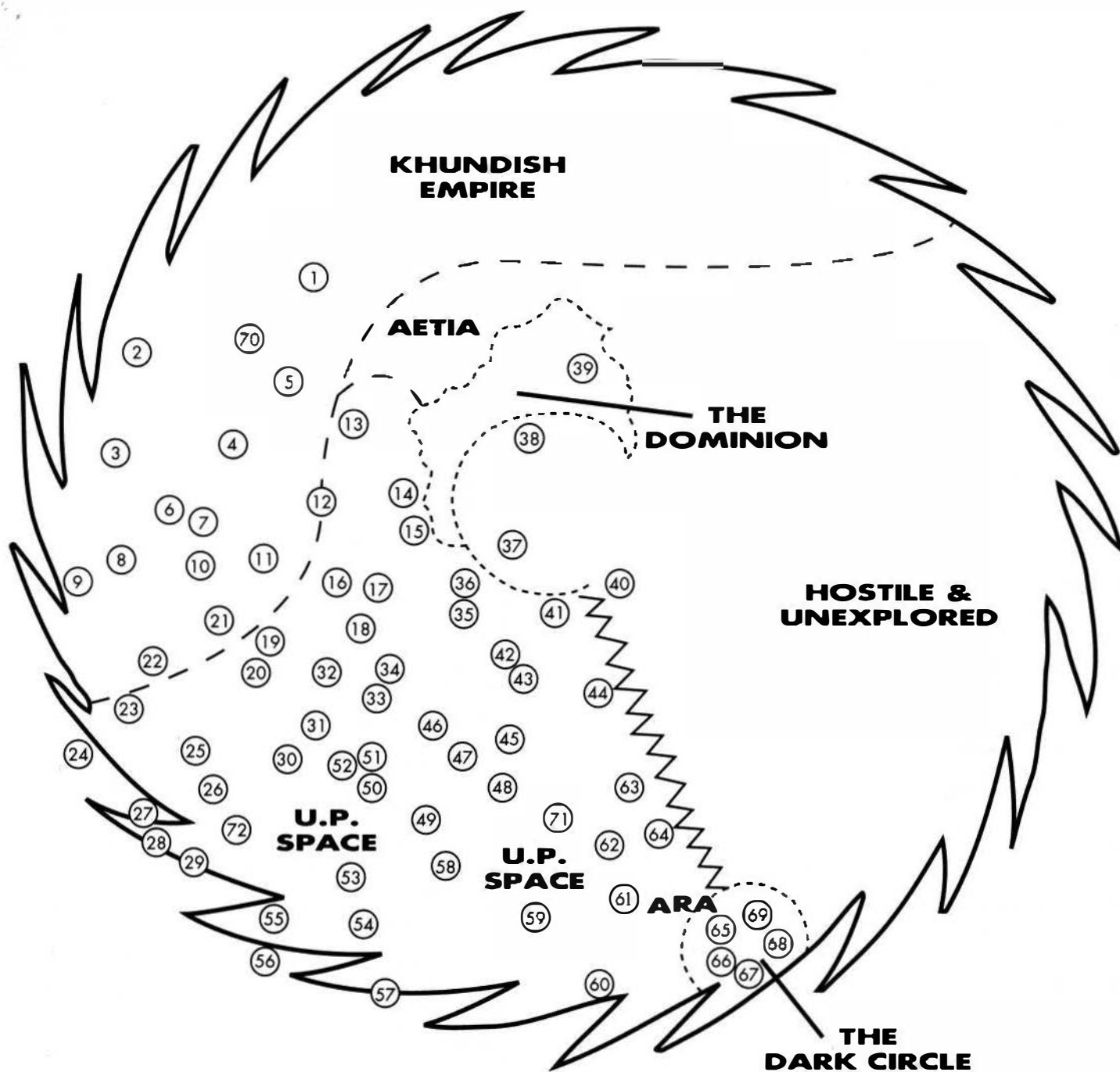
BATTLECRUISER [DEX: 3 STR: 18 BODY: 18 INT: 13 WILL: 6] Energy Blast: 18, Extended Hearing: 11, Flight: 23, Full Vision: 12, Projectile Weapons: 23, Radar Sense: 37, Radio Communications: 41, Recall: 26, Sealed Systems: 29, Skin Armor: 7, Super Hearing: 20, Telescopic Vision: 6, Warp: 39, R#: 2 (R#: 3 on Projectile Weapons)

Sonic Stunner [BODY: 6, Sonic Beam: 7] This small disk-shaped weapon is nonlethal and used by Khund security forces.

THE GALAXY BORDERS AS OF 4/95

- | | | | |
|----------------|---------------------|---------------------|-------------------|
| 1. Seeris | 19. Orando | 37. Starhaven | 55. Daxam |
| 2. KHUNDIA | 20. Venegar | 38. Zyni'r | 56. Takron-Galtos |
| 3. Pretzor | 21. Zirr | 39. ELIA (Dominion) | 57. Durla |
| 4. Ankar | 22. Trom | 40. Baaldur | 58. Deltwan |
| 5. Ikros | 23. Darzy 1 | 41. Oomar | 59. Lythyl |
| 6. Tyrraz | 24. Altair 5 | 42. Shwar | 60. Taltaro |
| 7. Grath | 25. Zuun | 43. Carggg | 61. Tharr |
| 8. Sklar | 26. Procyon 2 | 44. Bismoll | 62. Thaur |
| 9. Extal | 27. COLU | 45. Talus | 63. Zwen |
| 10. Pasnic | 28. The Haven | 46. Tartarus | 64. HyKraius |
| 11. Zerox | 29. Avalon | 47. WINATH | 65. Tsaaron |
| 12. Tham | 30. Labyrinth | 48. R-K528 | 66. Dolminus |
| 13. Rimbor | 31. Paradise Planet | 49. Quarantine | 67. Fresish |
| 14. Imsk | 32. Xolnar | 50. Amadus | 68. N'Cron |
| 15. Braah | 33. WEBER'S WORLD | 51. Antares | 69. Arane II |
| 16. Grykk | 34. Janda | 52. NEW EARTH | 70. Lallor |
| 17. NALTOR | 35. Femnaz | 53. Kathoon | 71. XANTHU |
| 18. Talok VIII | 36. Myar | 54. Ventura | 72. TOONAR |

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