



By Bryan Nystul

WHO'S

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IN THE DC UNIVERSE

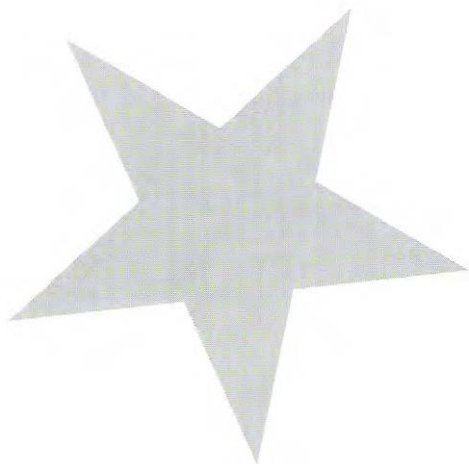
ROLE-PLAYING SUPPLEMENT





IN THE DC UNIVERSE

The Role-Playing Supplement



Who's Who #3

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

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INTRODUCTION

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

This book was designed to function as a supplement to DC's own *Who's Who* series. Each volume of the *Who's Who* gaming supplement covers all the characters included in four or five volumes of DC's *Who's Who*. This particular volume covers the characters featured in issues #9-13 of the DC series. Gamers are advised to insert these pages into their *Who's Who* binders directly after the DC entries they supplement.

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

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

Notes on the Appearance Listings

Where applicable, the DC character checklists are divided into two sections: issues published through Crisis on Infinite Earths ("pre-Crisis") and issues published since ("current"). "Pre-Crisis" also applies to characters who have undergone major renovations since Crisis, such as Superman, Hawkman, Legion of Super-Heroes, Shade, and Batman; Their "current" listings begin at the point the changes went into effect. In some cases (such as The Joker or Lois Lane), the pre-Crisis listings are further divided into Earth-One and Earth-Two versions. Missing from the checklists are any non-canonical issues, ones in which the character appears only in an "imaginary tale," in a flashback to an earlier issue, as a dream image, or in reprints.

The sole exception in the reprint category applies to newspaper strip reprints, such as those in early issues of Superman and the recent Batman collection: Batman: The Sunday Classics supersedes the random Batman Sunday strip reprints of the 1960s in these checklists.

DC Comics Presents #26, which introduced the New Teen Titans (but only as characters in Dick Grayson's dream), is the only exception to the dream image rule.

Any current issue that has "flashback" in parentheses indicates that the character's only appearance in that book is in a flashback to a pre-Crisis story, thus clarifying that the episode is still a part of his/her history.

"Behind the scenes" indicates that the character makes no physical appearance in the issue but has some sort of influence on (or is referred to within) the story; In some cases, the character's involvement is not revealed until a later issue.

"Mention" is a reference to a character that cannot be construed as even a behind the scenes role but which imparts information about that character. For instance, Action Comics #551 reveals that the Russian hero Starfire has changed his name to Red Star but the character himself doesn't appear in the issue.

The numbers behind some issue titles refers to different incarnations of the same series. For example, Legion of Super-Heroes (1) refers to the 1973 series, LSH (2) refers to the 1980-1984 series, LSH (3) refers to the 1984-1989 series, and LSH (4) refers to the present series.

Comic book titles are taken from the issue's indicia, not its cover. For instance, The Flash Spectacular #1 is listed as DC Special Series #11.



DC Attribute Benchmark Tables:

DEXTERITY (DEX): "Dexterity represents a Character's agility and nimbleness." (*DC HEROES Second Edition, Character Handbook*)

APs	Benchmarks
1-2:	The person has normal agility and can perform activities associated with daily living.
3-4:	The individual has agility equivalent to one who practices athletic abilities beyond what is required for daily living such as: <i>police officers, firemen, clowns, stage performers, dancers</i>
5-6:	The person possesses agility equivalent to individuals who are well honed in athletic prowess as Gymnasts, Stunt men, and Circus Aerialists. <i>Animal Man, Cyborg</i>
7-8:	The individual is agile enough to be a medal-winning Olympic gymnast. <i>Aquaman, Blue Beetle, Starfire, Vandal Savage, Deadman</i>
9-10:	This person possesses the best agility humanly possible and could easily become a record-setting Gold Medal Olympic gymnast [at the level 10]. <i>Batman, Bronze Tiger, Ra's Al Ghul, Kobra</i>

11-12:	This is a superhuman level of athletic prowess, where the individual can actually dodge high velocity projectiles such as arrows and bullets aimed directly at him or her with moderate effort. <i>Elongated Man, Spectre, Mister Miracle, Amazo</i>
13-15:	This level of agility allows the dodging of laser fire and the ability to sight and catch slower moving projectiles, such as arrows and bullets. <i>Wonder Woman, Superman, Cheetah, Captain Marvel</i>
16-18:	The person is capable of athletic maneuvers that seem to defy the ability of the humanoid structure. His or her reactions are so swift laser fire appears in slow motion. <i>Monitor, Anti-Monitor</i>
19-21:	Reaction time and coordination are so attuned that the individual's thoughts and actions are simultaneous.
22-24:	The character's actions begin before the human brain can complete a thought. <i>Flash (Jay Garrick)[while substituting Superspeed for DEX]</i>
25-27:	A person with agility of this magnitude sees his surroundings, even energy, as motionless and can easily dodge multiple laser fire.
28-30:	A level of agility where the individual's reactions occur as if he was clairvoyant.

STRENGTH (STR): "Strength represents a Character's ability to lift weight and withstand duress." (*DC HEROES Second Edition, Character Handbook*)

APs	Benchmarks
1-2:	A normal human who can lift 200 pounds above his head.
3-4:	A person with exceptional human strength, equivalent to that of professional weight lifters. Lifting Range: 400 - 800 pounds <i>Anthro the Cave Boy, Jonah Hex, Amanda Waller, Wildcat</i>
5-6:	This is the level of maximum human strength. Lifting Range: 900 - 1,600 pounds. <i>Batman, Starfire, Hawkman, Creeper</i>
7-8:	This is super-human strength capable of bending a steel crowbar. Lifting Range: 3 - 6 tons. <i>Aquaman, Nuklon, Firehawk</i>
9-10:	A person with strength of sufficient force to demolish a concrete barrier. Lifting Range: 12 - 25 tons. <i>Hourman, Metamorpho, Red Star</i>
11-12:	The power of the individual's strength can rupture a steel wall. Lifting Range: 50 - 100 tons. <i>Big Barda, Troia, Cyborg, Lead of The Metal Men</i>

13-15:	The individual can summon strength to crush titanium without real effort or throw a car a half mile (this can be done at a 15). Lifting Range: 200 - 800 tons. <i>Iron of The Metal Men, Mammoth</i>
16-18:	At this level of strength, most barriers, natural or man-made, cannot stop this individual, as he can easily demolish a fortified bunker. Lifting Range: 1,600 - 6,400 tons. <i>Spectre, Martian Manhunter, Wonder Woman, Solomon Grundy, Grodd, Lobo</i>
19-21:	This individual possesses strength equivalent to that of the giants of ancient legends. Lifting Range: 12,800 - 51,200 tons. <i>Captain Marvel, Kalibak, X'Hal</i>
22-24:	At this level the individual possesses god-like strength. Lifting Range: 102,400 - 409,600 tons. <i>Darkseid, Orion, Ares, Laurel Gand</i>
25-27:	Beings with strength in this range have Titan-level prowess. Lifting Range: 819,200 - 3,276,800 tons. <i>Superman, Hercules, Atlas</i>
28-30+:	This is entity-level strength. Small celestial bodies are obliterated with the exercise of this level of strength. Lifting Range: 6,553,600 - 13,107,200 tons. <i>Monitor, Anti-Monitor, Trigon</i>

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

APs	Benchmarks
1-2:	A normal human who is susceptible to normal pain stimulus.
3-4:	Body conditioned to withstand moderate damage without great pain. The individual can weather many blunt attacks, as a prizefighter or a martial artist. <i>Amanda Waller, John Constantine, Huntress, Captain Boomerang</i>
5-6:	The body is conditioned to withstand the greatest amount of physical damage humanly possible. The individual possesses exceptional resistance to fatigue. <i>Batman, Bronze Tiger, The Warlord, Jonah Hex</i>
7-8:	The body can endure attacks from street-level weaponry, such as knives, chains, bats, and small caliber guns. The body has a density equal to a brick wall. <i>Swamp Thing, Aquaman, Hawkman, Deathstroke the Terminator</i>
9-10:	The body is resilient enough to resist most military weapons, such as high caliber automatic rifles. <i>Big Barda, Red Star, Gold of The Metal Men</i>
11-12:	The body can withstand high impact explosives that could demolish a reinforced concrete bunker. Characters with a

Body in this range literally possess steel-hard skin.
Metamorpho, Firestorm, Demon

13-15:	The body has density ranging from titanium (at a 13) to diamond hardness (at a 15). At this level the individual is nearly invulnerable and can easily withstand anti-tank fire. <i>Wonder Woman, Martian Manhunter, Power Girl, Solomon Grundy</i>
16-18:	The body is virtually indestructible and can withstand highly charged plasma beams and direct hits from powerful demolition bombs. <i>Superman, Darkseid, Valor, Ares</i>
19-21:	At this level, the body is impervious to conventional weaponry save for nuclear munitions, and has the density of a wall of Promethium (at a 20). <i>Brimstone, Phantom Stranger</i>
22-24:	At this level, the body can survive the crushing forces of space for extended durations and survive the direct detonation of a multi-kiloton nuclear device.
25-27:	Bodies in this range can withstand forces unleashed by gods. <i>Spectre</i>
28-30+:	The body can resist a direct hit from a 100 megaton nuclear weapon. <i>Monitor, Anti-Monitor</i>

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

APs	Benchmarks
1-2:	This person has the problem-solving abilities of the average high school graduate. <i>Major Force, G'nort</i>
3-4:	This individual is the equivalent of a particularly bright high school graduate. <i>Plastic Man, Ragman, Peacemaker, Guy Gardner</i>
5-6:	The individual has the ability to process information on the level of the industrious college student. <i>Anthro the Cave Boy, The Flash (Wally West), Major Disaster</i>
7-8:	The person's intellectual capacity rivals a professional who is one of ten authorities in a field of study or a born genius. <i>Aquaman, Nightwing, Scarecrow</i>
9-10:	The intellect equals a professional who is one of three world authorities on a subject. <i>Swamp Thing, Hawkman, Grodd, Wonder Woman, Joker</i>

11-12:	The person is a genius or has intellect on par with an individual who is the best authority in the world on a subject. <i>Batman, Superman, John Constantine</i>
13-15:	The individual's intelligence is beyond what is normally experienced on Earth, with the ability to conceive concepts centuries beyond current conventions. <i>Lex Luthor, Pariah, The Brain, Jor-El</i>
16-18:	The person has an intellect giving the individual the ability to adopt concepts completely foreign to his society or environment. <i>Vril Dox II of the LEGION, Brainiac, Highfather, Darkseid</i>
19-21:	This individual has the intellectual ability to master every worldly subject. <i>Phantom Stranger, Sandman</i>
22-24:	This individual possesses intellect with the ability to comprehend and utilize knowledge spanning the galaxy.
25-27:	At this level, the individual can understand and process knowledge on a universal scale. <i>Anti-Monitor</i>
28-30:	The individual can understand and conceive knowledge that is multi-versal in magnitude. <i>Monitor</i>

Will: "This Attribute represents a Character's ability to draw conclusions and his/her willpower in general." (*DC HEROES Second Edition, Character Handbook*)

APs	Benchmarks
1-2:	The individual possesses the will to face a new morning and confront the obstacles of a normal life. <i>Solomon Grundy, Ma and Pa Kent, Abigail Arcane Cable</i>
3-4:	The person has a focused dedicated will and can summon the courage to save victims from hazardous situations such as burning buildings. He might naively risk his life for stories or glory. <i>Mr. Mxyzptlk, Commissioner Gordon, Lois Lane</i>
5-6:	This individual has exceptional self-discipline and can remain rational and calm during a crisis. <i>Captain Atom, Pariah, Doctor Mid-nite (original), Rocket Red</i>
7-8:	The individual possesses the resolve to conquer any human, rational threat or fear, save death. <i>Bronze Tiger, Catwoman, Mister Miracle, Hawkman, Maxwell Lord</i>
9-10:	The individual possesses enough willpower to override self-preservation and enter an obviously unsurvivable battle. <i>Lady Quark, Sergeant Rock, The Warlord, Enemy Ace</i>

11-12:	The will is of an unyielding determination and fanatical strength and the individual is fully capable of confronting sanity-threatening situations and mystical phenomenon with no loss of resolve. <i>Batman, Joker, Power Girl, Wonder Woman</i>
13-15:	The person possesses superhuman resolve to overcome paranormal situations beyond the scope of human comprehension. <i>Swamp Thing, Amethyst</i>
16-18:	The individual has sufficient willpower to wield great power with unfaltering confidence or arrogance. <i>Brainiac, Raven, Guy Gardner, Highfather, Spectre</i>
19-21:	Individuals at this level of willpower can dominate situations that could have planetary repercussions. <i>Superman, Orion</i>
22-24:	The individual's will is formidable enough to challenge intergalactic menaces without fear. <i>Metron, Green Lantern (Alan Scott), Green Lantern (John Stewart), Sandman</i>
25-27:	The individual possesses god-like mental resolve and is accustomed to overcoming universal obstacles and threats. <i>Phantom Stranger, Green Lantern (Hal Jordan), Darkseid, Ares, Death</i>
28-30:	The individual is resolute even in the face of universal destruction. <i>Monitor, Anti-Monitor, Guardians of the Universe</i>

Mind: "This Attribute is a measure of a Character's resistance to mental stress." (*DC HEROES Second Edition, Character Handbook*)

APs	Benchmarks
1-2:	A person can endure the normal stress of daily existence.
3-4:	The person's mind is conditioned to withstand stressful conditions similar to those faced by police officers, firemen, and doctors. <i>Hourman, Rocket Red, Cyborg, Speedy</i>
5-6:	The person's mind is equipped to deal with great stress as a part of daily life. Undercover agents, leaders of nations, and most heroes fit this category. <i>Deadman, Green Arrow, Fire, Vixen</i>
7-8:	The individual has the mental fortitude to continue normal activities even in persistently painful or stressful situations, such as those experienced by hardened soldiers. <i>Martian Manhunter, Sergeant Rock, Ra's Al Ghul</i>
9-10:	The individual will maintain self-discipline and sanity even under strenuous torture or pain. <i>Wonder Woman, Eclipso, Solomon Grundy, Circe</i>
11-12:	This person's mental endurance is at the peak of human fortitude. <i>Swamp Thing, Raven, Brother Blood</i>

13-15:	A person with this level of Mind is accustomed to dealing with alien or inexplicable phenomena, or problems outside any human experience. Individuals can handle the stress equated to "the weight of the world" in stride. <i>Demon, Superman, Brainiac</i>
16-18:	This person can mentally endure the consistent strain of a hostile and taxing condition such as war for centuries. <i>Highfather</i>
19-21:	At this level, the person has a god-like mental stamina. <i>Darkseid, Guardians of the Universe, Chemo</i>
22-24:	The mind remains whole even in situations where the laws of reality shift.
25-27:	The mind can withstand an assault that strikes to the core of the individual's existence. <i>Phantom Stranger</i>
28-30+:	An individual with mental stamina at the level of a primordial entity. <i>Death, Monitor, Anti-Monitor, Sandman</i>

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

APs	Benchmarks
1-2:	The individual receives the normal attention accorded any living creature.
3-4:	This person has the persuasive ability to hold and draw the attention of a small audience. <i>most minor entertainers</i>
5-6:	The individual at this level of Influence can hold and draw the attention of a large audience. <i>Flash (Jay Garrick), Black Canary, Booster Gold, Wildcat</i>
7-8:	The personality is so unique as to be highly regarded by several people across a nation or a state. <i>Viking Prince, Queen Hippolyte, Green Arrow, Blackfire</i>
9-10:	This individual's personality is strong enough to attract the attention of the leaders and citizens of many separate nations. <i>Amanda Waller, Batman, Circe, John Constantine, Wonder Woman</i>
11-12:	The person's presence is powerful enough to have gained the attention of even legendary personages. In some cases

their notoriety is so comprehensive as to be a household word across the world.
Swamp Thing, Child

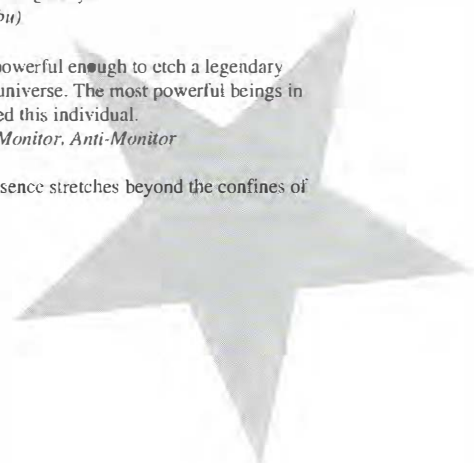
13-15:	This individual can easily garner the attention of an individual from another species. <i>Spectre, Demon</i>
16-18:	This person can attract the attention of powerful personages such as Demons and the Lords of Order and Chaos without effort. <i>Doctor Fate (as Nabu)</i>
19-21:	This individual receives reactions from people as if the person were a god or goddess without needing any display of power or a reputation. <i>Phantom Stranger</i>
22-24:	This person has an overwhelming presence, and can establish a reputation across the galaxy.
25-27:	This person can force a reaction from universal audiences and personages such as Death, Destiny, Sandman, etc. <i>Nergal</i>
28-30:	Multi-versal notice can be accomplished. <i>Death</i>

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

APs	Benchmarks
1-2:	At this level an individual can leave a basic impression on someone.
3-4:	This individual possesses an Aura equivalent to a that of a very amiable person, such as an actor or a priest. <i>Jonah Hex, Speedy, Hourman (Rex Tyler), The Atom (Ray Palmer)</i>
5-6:	This person has a presence strong enough to change the emotional status of an auditorium-sized crowd of people from dead calm to an electrified frenzy. <i>Queen Hippolyte, Aquaman, Big Barda, Mister Miracle</i>
7-8:	This individual has a mystique capable of affecting the opinions of people across the nation. The person can gain loyalty and respect upon appearance. <i>Batman, Enemy Ace, The Warlord, Green Lantern (Hal Jordan)</i>
9-10:	The individual can alter the opinions of various citizens across the world and is capable of generating a cult following within a region the size of a country.

Wonder Woman

11-12:	This individual is capable of generating myths and legends that last for several centuries. <i>John Constantine, Eclipse</i>
13-15:	This personality can gain the respect of even legendary figures, such as King Arthur, and sway the opinions of beings of great mystical power. <i>Arion, Circe, Zatanna, Brother Blood</i>
16-18:	The individual can reason with and possibly alter strong personalities, such as those of angels and demons. <i>Demon, Darkseid</i>
19-21:	When it comes to strength of personality, this individual can walk amongst the gods as a near-equal. <i>Spectre, X'Hal, Superman</i>
22-24:	This individual's Aura is powerful enough to make his or her word law across the galaxy. <i>Doctor Fate (as Nabu)</i>
25-27:	This personality is powerful enough to etch a legendary standing across the universe. The most powerful beings in the universe will heed this individual. <i>Phantom Stranger, Monitor, Anti-Monitor</i>
28-30:	The individual's presence stretches beyond the confines of this universe. <i>Death, Sandman</i>



SPIRIT: "This Attribute represents a Character's ability to withstand mystical stress and is also a reflection of the Character's general spiritual resolve." (*DC HEROES Second Edition, Character Handbook*)

APs Benchmarks

- 1-2: The individual can withstand average life experiences with two or three major crises.
- 3-4: The person's Spirit is equivalent to that of an individual who can weather an assault on his or her core beliefs.
Ice, Changeling, Desaad, Checkmate Knight
- 5-6: This person is so secure in his or her beliefs that he or she is willing to die for them.
Most Heroes: Huntress, Fire, Cyborg, Booster Gold
- 7-8: The individual is capable of enduring several major crises without loss of resolve.
John Constantine, Deadman
- 9-10: The individual possesses a fortitude that cannot be altered even by the blackest life experiences. He can withstand the mystical assault of an experienced sorcerer.
Batman, Wonder Woman, Doctor Occult, Mister Miracle

- 11-12: This person has can easily cope with extraordinary phenomena and knows no true fear. This is usually a qualification for entry into the Green Lantern Corps.
Brother Blood, Hal Jordan, Arion, Sinestro
- 13-15: This individual can endure several attacks from a master level sorcerer and traumatic supernatural catastrophes routinely.
Amethyst, X'Hal, Zatanna
- 16-18: This person's spiritual resilience is equivalent to that of a god-like mystical being.
Darkseid, Ares
- 19-21: At this level the Spirit remains strong even in the ravages of a hostile environment such as Hell or Qward.
Lords of Order and Chaos
- 22-24: The Spirit can withstand an extended battle with a major demon.
Doctor Fate (as Nabu)
- 25-27: The individual can resist the attack of an entity-level mystical force.
Trigon, Phantom Stranger
- 28-30+: The person is spiritually pure, or invulnerable, a condition attainable perhaps only in the state of nirvana.
Death



ANGEL & THE APE

SAM SIMEON

DEX:	8	STR:	6	BODY:	6
INT:	4	WILL:	6	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	35		

- Powers:** Hypnosis: 5, Jumping: 1
- Skills:** Acrobatics: 8, Artist: 4, Charisma: 7
- Advantages:** Area Knowledge (Gorilla City); Connections: Comics Industry (High)
- Drawbacks:** Strange Appearance
- Motivation:** Thrill of Adventure
- Occupation:** Artist
- Wealth:** 6

ANGEL O'DAY

DEX:	4	STR:	3	BODY:	3
INT:	6	WILL:	6	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	30		

- Skills:** Detective: 6, Martial Artist: 4, Vehicles: 4, Weaponry: 4
- Advantages:** Attractive; Connections: Street (Low); Scholar (foreign languages: see below)
- Motivation:** Thrill of Adventure
- Occupation:** Detective
- Wealth:** 5
- Equipment:** .45 Pistol [BODY: 4, EV: 5, Ammo: 12, Range: 4, R#: 2]

Powers and Abilities

As a descendant of the infamous Gorilla Grodd, Sam Simeon has access to "mind-control" abilities that allow him to sway the attitudes and opinions of those who come into contact with him. Although he cannot directly manipulate the wills of others, Sam's powers allow him to implant surprisingly effective hypnotic suggestions capable of influencing all but the most resolute of individuals. In addition to these powers, of course, Sam has all the capabilities of a healthy, full-grown gorilla: he can lift approximately one ton, he can grasp objects with his prehensile toes, and he is amazingly agile.

Angel O'Day is an accomplished detective, athlete, and martial artist. She is expert in kung-fu, karate, sharpshooting, and fencing.

Sam's Mental Powers

The powers he inherited from Gorilla Grodd allow Sam to broadcast a low-level hypnotic suggestion that prompts those who meet him to overlook the fact that he is actually a gorilla. This suggestion automatically affects all living things with a WILL of 5 or less. Those who are affected by the suggestion automatically overlook Sam's Strange Appearance Drawback. Sometimes, when Sam is under a great deal of stress, his mass suggestion falters. Whenever Sam has sustained Mental or Mystical damage (or whenever the Gamemaster decides that Sam is facing particularly trying circumstances), the suggestion drops instantly.

Foreign Languages

In DC HEROES, characters with a Scholar field in a particular foreign language are considered fluent in that language. In other words, a character with Scholar (French language) can speak, read, and write French. Angel O'Day has Scholar fields in Chinese, Japanese, Afrikaans, Swahili, Greek, Latin, Spanish, German, Russian, and Atlantean.

Angel's Detective Agency

Angel runs a detective agency out of New York City that specializes in cases involving super-heroes or super-villains. Normally, Angel must be Persuaded to accept a case using the rules found in the *Rules Manual*. Super-humans receive a -1 column shift bonus to the OV and RV of such Persuasion attempts.

Personality/Role-playing

Sam Simeon is fun-loving, easy-going and difficult to dislike. He particularly enjoys the fact that he can indulge in ape-like behavior without attracting the undue attention of outsiders. Sam is fond of making puns and wisecracks that allude to his heritage, and a beautiful female never fails to catch his eye.

Although Angel sometimes comes off as a sort of "dumb blonde," she is extremely bright and charming. Acutely aware of the way people perceive her, she sometimes plays up her "airhead" image to poke fun at those she meets. She particularly enjoys employing this tactic against Sam.

Using Angel & the Ape in Adventures

Angel and the Ape are useful for providing sorely needed comic relief. The Player Heroes might encounter the pair after seeking the aid of private detectives, or the Heroes themselves might be investigated by Angel at the behest of another metahuman.

Subplots

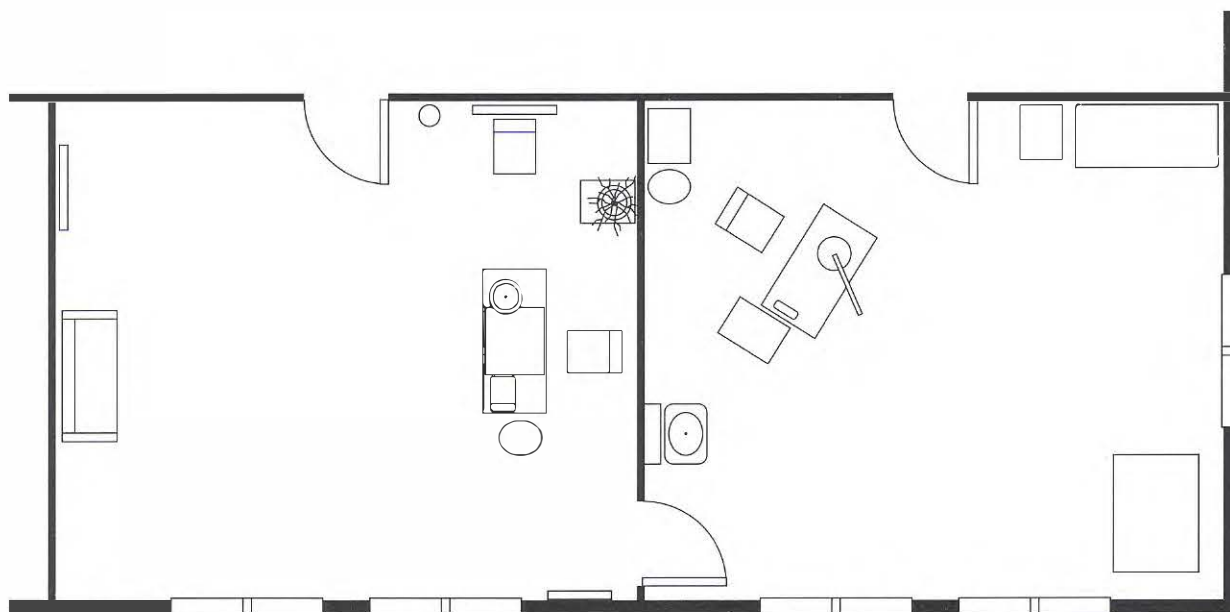
Sam is frequently involved in Job Subplots centered around his occupation as the artist/writer on the incredibly popular comic *The Inevitable Deus Ex Machina Man*.

Appearances in DC Comics

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

Pre-Crisis: *Angel and the Ape (1)* #1-6; *Crisis On Infinite Earths* #11; *Limited Collectors' Edition* #C-34; *Meet Angel* #7; *Showcase* #77, 100; *Who's Who '87 (1)* #26

Current: *Angel and the Ape (2)* #1-4; *Swamp Thing Annual* #3; *Who's Who '91* #10



Angel O'Day's Detective Agency and Sam Simeon's Studio

AQUAMAN

DEX:	10	STR:	8	BODY:	8
INT:	8	WILL:	8	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE: 26 [28]			HERO POINTS: 100		

•**Powers:** Animal Control: 15, Animal Summoning: 12, Control: 4, Empathy: 6, Speak With Animals: 12, Swimming: 7, Telepathy: 4, Ultra Vision: 7, Water Freedom: 12

•**Skills:** Vehicles: 6

•**Limitations:** Animal Control, Animal Summoning, and Speak With Animals work only on marine and water-based life forms (whales, seagulls, etc.).

•**Advantages:** Connections: Atlantis (Low), Justice League International (High); Leadership; Lightning Reflexes

•**Drawbacks:** Authority Figure (Atlantis, later in career only); Married (separated); Public Identity; Fatal Vulnerability to lack of contact with water; Exile (forced)

•**Alter Ego:** Arthur Curry

•**Motivation:** Upholding the Good

•**Occupation:** Protector of the Seas and Oceans

•**Wealth:** 4

•**Equipment:**

CAMOUFLAGE SUIT [Body: 6, Thief (Stealth): 8]

Aquaman's Camouflage Suit allows him to operate underwater without attracting attention. The Suit's APs of Thief (Stealth) act as the OV and RV of any Perception Check aimed at detecting Aquaman while he is wearing the Suit. Aquaman automatically gains Surprise (see the *Rules Manual*, page 24) against any undersea opponent who fails to detect his approach.

At present, Aquaman rarely uses the camouflage Suit.

Powers and Abilities

Like all Atlanteans, Aquaman is perfectly adapted to underwater life. He can breathe underwater indefinitely, see clearly in murky water (Ultra Vision), swim at speeds approaching 100 miles per hour, and his body can withstand the pressures of the ocean depths. On land, Aquaman is superhumanly strong (able to lift about four tons) and fast.

Unlike the other members of his race, Aquaman was born with blonde hair, considered by the Atlanteans to be "The Curse of Kordax." He also has mutant telepathic powers that enable him to summon, communicate with, and gain the cooperation of sea life over a range of approximately five miles. With intense concentration, Aquaman can apply these abilities against non-aquatic life forms to a limited degree.

Aquaman's Vulnerability

A true water-breather, Aquaman can survive on the surface world for only a limited duration. For every twenty minutes he remains out of the water, Aquaman loses one point from both his STR and his Current BODY Condition. Although his STR can fall to no lower than 3 in this fashion, there is no limit to the amount of Current BODY Condition Aquaman can lose. If he remains out of water long enough, he might fall unconscious or even die. Note that the amount of water Aquaman needs to overcome this vulnerability is not great. As little as a quick shower or a rainy day resets his "clock" and automatically restores all lost STR and Current BODY Condition.

Aquaman's Undersea Allies

Here are statistics for some of the creatures Aquaman frequently Summons and Controls:

SHARK

DEX:	3	STR:	4	BODY:	6
INT:	0	WILL:	0	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	3
INITIATIVE: 5 [7]					

•**Powers:** Claws: 7, Swimming: 5, Water Freedom: 5

WHALE

DEX:	1	STR:	12	BODY:	12
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	●	SPIRIT:	2
INITIATIVE: 4 [6]					

•**Powers:** Sonar: 7, Swimming: 4, Water Freedom: 3

DOLPHIN

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 7 [10]					

•**Powers:** Jumping: 1, Sonar: 7, Swimming: 5, Water Freedom: 6

OCTOPUS

DEX:	2	STR:	1	BODY:	1
INT:	0	WILL:	1	MIND:	1
INFL:	1	AURA:	●	SPIRIT:	1
INITIATIVE: 3 [5]					

•**Powers:** Extra Limb (x6): 2, Shrinking: 4, Swimming: 1, Water Freedom: 3

•**Skills:** Military Science (Camouflage): 3

Personality/Role-playing

Most of his life, Aquaman has been an outsider. As a consequence, he is not very adept at social interaction. He tends to allow his emotions to get the better of him, frequently projecting the impression that he is a hothead, a cynic, or a romantic. Despite this flaw, his one true interest lies in assisting the downtrodden; he will gladly risk his life or any of his possessions to protect the life or possession of another.

Using Aquaman in Adventures

Aquaman is an excellent vehicle for involving the Player Heroes in adventures set in exotic underwater environments. If the heroes need to travel to Atlantis or explore the ocean depths for any other reason, Aquaman would make an excellent contact.

Subplots

Aquaman is frequently involved in Family Subplots centered around his missing wife (Mera) and his guilt over the death of his son (Arthur, Jr.), and "Job" Subplots centered around his relationship with Atlantis.

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

Background/Roster Book (card included); *Justice League Sourcebook*, *World in the Balance*

Appearances in DC Comics

Pre-Crisis; Earth-Two: *Adventure Comics* #103-117, 119-152, 154, 156, 158, 160, 162, 164, 167-168, 170, 206, 208-210; *All-Star Squadron* #59-60; *More Fun Comics* #73-107; *World's Finest Comics* #6

Pre-Crisis; Earth-One: *Action Comics* #272, 314, 366, 443, 480, 481-483 (behind the scenes), 517-521, 527-531, 535-540, 546; *Adventure Comics* #211-280, 282, 284, 423, 435-437, 441-452, 460-466, 475-478; *Adventures of Bob Hope* #94; *Aquaman* (1) #1-63; *The Atom* #8; *Batman and the Outsiders* #1; *The*

Brave and The Bold #28-30, 51, 54, 60, 73, 82, 114, 126, 142; *Crisis On Infinite Earths* #5-6, 9-12; *DC Comics Presents* #5, 48; *DC Special* #27-28; *DC Special Series* #1; *Detective Comics* #293-300, 468; *The Flash* (1) #158, 175, 327-329; *Freedom Fighters* #4; *Green Lantern* (2) #29; *Justice League of America* #1-24, 26-29, 31, 33, 35-36, 38, 40-41, 44, 50, 52-53, 59-61, 63, 65, 68, 86, 88-90, 92, 94-95, 97-100, 102, 104-106, 109-112, 114, 116-119, 121-126, 129-131, 133, 138-139, 142-144, 146, 150-151, 155-157, 160-161, 170, 177-179, 181, 187-190, 192-193, 195, 200, 202-203, 205, 207-210, 212, 217-218, 221-223, 228-231, 233-243; *Justice League of America Annual* #1-2; *Limited Collectors' Edition* #C-41; *Mystery In Space* #75; *The New Teen Titans* (2) #6; *The Phantom Zone* #2-4 (behind the scenes); *Saga of Swamp Thing* #24; *The Shadow War of Hawkman* #3-4; *Showcase* #30-33, 59, 100; *Superboy* (1) #171; *Super DC Giant* #S-26; *Super Friends* #1-47; *Supergirl* (2) #20; *Superman* (1) #138, 148, 165 (behind the scenes), 199, 327; *Superman's Girl Friend, Lois Lane* #12, 29-30, 74, 128; *Superman's Pal, Jimmy Olsen* #115; *Super-Team Family* #13; *Swamp Thing* (2) #46; *Teen Titans* #1, 25, 40, 47, 49, 53; *Who's Who '85* #1; *Wonder Woman* (1) #215, 222 (behind the scenes), 300; *World's Finest Comics* #126-133, 135, 137, 139, 189, 203, 246, 250, 255, 262-264, 287

Current: *Action Comics* #650, 675; *Adventures of Superman* #442, 488-489; *Adventures of Superman Annual* #4; *Aquaman* (2) #1-4; (3) 1-5; (4) #1-13; *Aquaman Special* (1) #1; (2) 1; *Armageddon 2001* #2; *The Atlantis Chronicles* #7; *Blue Beetle* (6) #21; *Captain Atom* (3) #53; *Deathstroke, the Terminator* #13; *Doom Patrol* (2) #17; *Eclipso: The Darkness Within* #2; *Flash* (2) #8, 66; *Green Lantern* (3) #25, 30; *Hawk and Dove* (3) #1; *Invasion!* #2; *Justice League America* #33-35, 40, 64 (flashback), 70; *Justice League Europe* #26 (flashback), 37-47; *Justice League Europe Annual* #3; *Justice League Quarterly* #3, 5 (flashback); *Justice League Spectacular* #1; *Millennium* #1, 5-8; *Mister Miracle* (2) #17; *The New Titans* #85, 87; *Secret Origins* (3) #32, 46; *Secret Origins Annual* #3; *Suicide Squad* #59-62; *Superman* (2) #12 (mention), 63, 65-66, 76; *Superman: The Man of Steel* #10, 20; *Teen Titans Spotlight* #18; *War of the Gods* #1-4; *Who's Who '87* (2) #5; *Who's Who '91* #12; *Wonder Woman* (2) #61

BIG BARDA

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

- Powers:** Invulnerability: 13, Running: 7
- Skills:** Charisma: 8, Gadgetry: 6, Martial Artist: 10, Military Science: 7, Vehicles: 6, Weaponry: 10
- Advantages:** Area Knowledge (Apokolips); Connections: Apokolips Underground (High), Justice League International (High); Insta-Change; Iron Nerves; Lightning Reflexes
- Drawbacks:** Married
- Motivation:** Upholding the Good
- Occupation:** Warrior
- Wealth:** 4
- Equipment:**

BATTLE ARMOR [Body: 12]

Mega-Rod [Body: 15, Energy Blast: 16, Flight: 8, Gravity Increase: 8]

Driven by Barda's WILL (see below), the Mega-Rod propels its wielder at an airspeed of almost 250 miles per hour and fires powerful energy blasts capable of demolishing battle tanks. Barda can also use the Rod to briefly increase the force of gravity upon a target object.

Powers and Abilities

A native of Apokolips, Barda is physically superior to humans. In peak condition, she can easily lift a battle tank (weighing almost thirty tons) over her head, and her inhuman stamina allows her to withstand attacks up to and including light artillery bombardments. When she doesn't feel like using the Mega-Rod's Flight Power, Barda's powerful legs allow her to run at speeds of up to 100 miles per hour.

The Mega-Rod

Barda's Mega-Rod was constructed by Darkseid's weaponsmiths on Apokolips. Its advanced design allows the Rod to draw the energies it needs to operate directly from its user's willpower (much like the Power Rings worn by the members of the Green Lantern Corps). In DC HEROES terms, the Rod's Energy Blast Power is automatically Linked to twice the user's WILL, while the Rod's Flight and Gravity Increase Powers are Linked directly to the user's WILL. Thus, since Barda has a WILL of 8, the Rod has

16 APs of Energy Blast (2 x 8) and 8 APs of both Flight and Gravity Increase in her hands. In any case, all of the Rod's Powers are limited to 18 APs (ie. if Hal Jordan picked up the Mega-Rod, he would be limited to an 18 AP Energy Blast and 18 APs of Flight, despite the fact that his WILL is 25).

When fully charged with X-Element, the Mega-Rod is capable of opening Boom Tubes (see *Technology*, Boom Tube; R#: 4 for determining X-Element depletion) that allow Barda to Warp over a distance of 65 APs and Dimension Travel to or from Apokolips. At present, Barda rarely uses this ability, presumably because her supply of X-Element has been limited ever since she fled to Earth.

Barda's Battle Armor

Barda's armor is another product of advanced Apokolipsian technology. When it is not being worn, the armor automatically phases into another dimension. At will, Barda can summon the armor out of extra-dimensional storage and cause it to instantaneously form about her person. In DC HEROES terms, this ability gives Barda the Insta-Change Advantage.

Personality/Role-playing

In her days as one of Darkseid's Female Furies, Barda was a tough talking, no-nonsense warrior. Since coming to Earth, however, she has mellowed considerably, though her old personality occasionally roars to the surface. At present, Barda is cynical but affectionate.

Using Big Barda in Adventures

An Apokolipsian who dwells on Earth, Barda is an excellent tool for drawing the player heroes into adventures set upon her former homeworld. She might ask the Player Characters for assistance after her husband Scott is captured by Darkseid's forces, or the Player Heroes might seek her assistance after Darkseid captures one of their own.

Don't forget that Barda is both female and extremely tough. You might create an entertaining role playing encounter by using her to shut up any tough-talking chauvinistic player heroes.

Subplots

Barda is frequently involved in Family Subplots that revolve around her attempts to become an

“average American homemaker.” She and her husband Scott are both frequently involved in an extended Enemies Subplot centered around Darkseid’s attempts to return the happy couple to Apokolips.

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

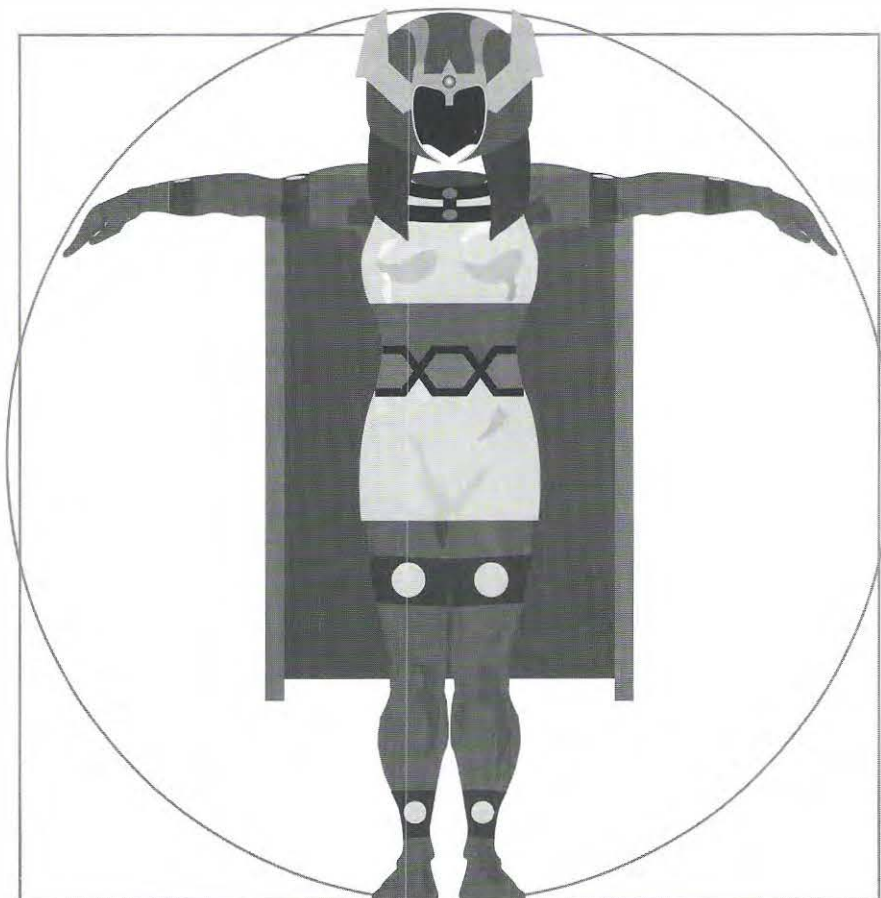
Background/Roster Book (card included); Apokolips Sourcebook, Justice League Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* #112, 128; *Cancelled Comic Cavalcade* #2; *DC Comics Presents* #12; *First Issue Special* #13; *Justice League of America* #183-185; *Mister Miracle* (1) #4-21, 24-25; *Who’s Who* ‘85 #2

Current: *Action Comics* #592-593, 650 (flashback), 675; *Adventures of Superman* #488 (behind the scenes), 489; *Invasion!* #2; *Justice League America* #27-30, 40, 42 (behind the scenes); *Justice League Annual* #2; *Justice League International* #7, 14-21, 24; *Justice League Special* #1; *Mister Miracle* (2) #1-28; *Mister Miracle Special* #1; *New Gods* (3) #9; *Secret Origins* (3) #33; *Suicide Squad* #32-37; *Superman* (2) #65-66; *Superman: The Man of Steel* #10, 20; *War of the Gods* #4; *Who’s Who* ‘91 #11



Big Barda's Battle Armor

BLACK CANARY

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

•**Skills:** Acrobatics: 5, Artist (Actor): 5, Detective: 6, Martial Artist: 8

•**Advantages:** Area Knowledge (Seattle); Connections: Green Arrow (High), Justice League International (High)

•**Drawbacks:** Secret Identity

•**Alter Ego:** Dinah Laurel Lance

•**Motivation:** Seeking Justice

•**Occupation:** Florist

•**Wealth:** 5

•**Equipment:**

Knives (x6) [EV: 3, BODY: 6]

Black Canary conceals the knives in her costume. She can throw the knives at targets up to 150 feet (4 APs) away.

Powers and Abilities

Dinah Lance is an olympic-class acrobat and the equivalent of a world champion martial artist. Due to her years of experience, she is a brilliant detective and a master of disguise.

Black Canary's Sonic Scream

Early in her career, Dinah had the ability to emit sonic screams capable of shattering wood and disabling most humans at a range of nearly 500 yards (Sonic Beam: 10). Canary lost this ability after she was tortured by Seattle drug dealers.

One of Canary's favorite tactics was to use her scream to induce violent vibrations in an inanimate object, causing that object to explode. Treat such an attack as a Trick Shot (+2 Column Shift penalty to the attack's OV). If the Trick Shot destroys the target object, the object explodes as though it had the Bomb Power with an AP rating equal to its original BODY.

Furthermore, anytime Canary used her Power underwater or against a character with the Super Hearing Power, the RV of her attack received a special -2 Column Shift bonus.

Personality/Role-playing

Dinah's personality has two distinct facets. On the one hand, she is kind, compassionate, well-mannered and forgiving. But on the other, she is blunt, quick to anger, and fiercely determined. Not surprisingly, the individuals whom she likes get the former treatment, while those she doesn't like get the latter. Ever since the ordeal that led to the loss of her Powers, the Canary has become a bit more cynical and spiteful. She now pursues her war against criminals with a palpable vengeance.

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

Using Black Canary in Adventures

Her mastery of disguise makes Canary particularly well-suited to undercover missions. Perhaps she could assist the Player Heroes in such an endeavor, or perhaps the heroes could encounter the undercover Canary during one of their investigations.

Furthermore, don't forget that Dinah has ties to the old Justice Society of America. (She is the daughter of the original Black Canary.) Perhaps the Player Heroes must seek out the Canary to recover a family heirloom or keepsake that provides them with a clue they need to defeat one of the Justice Society's old adversaries.

Subplots

Dinah has been engaged in a long-running Romance Subplot with Oliver Queen, the Green Arrow, for many years. This romance is currently under hard times. From time to time, she is also involved in Job Subplots surrounding her business, Sherwood Florist.

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

Background/Roster Book (card included); Justice League Sourcebook

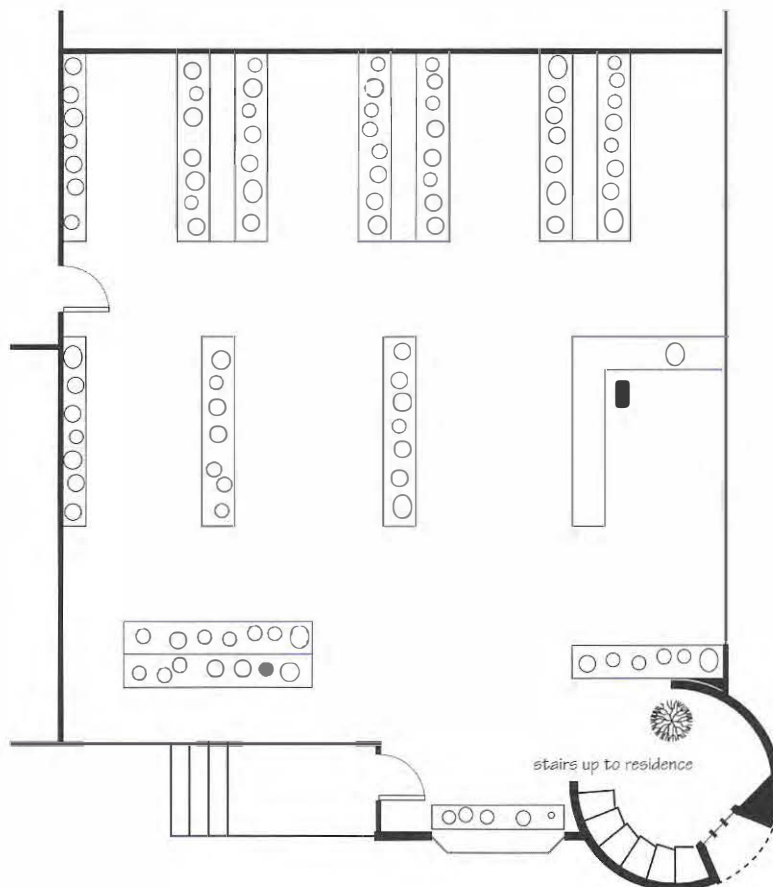
Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #421, 426, 428, 431 (behind the scenes), 434, 436, 440-441, 443-446, 450-452, 456-458, 480, 481-482 (behind the scenes), 483, 535, 546; *Adventure Comics* #418-419, 423, 466; *Batman and the Outsiders* #1; *The Brave and The Bold* #91, 100, 107, 141, 166; *Crisis On Infinite Earths* #5-7, 9-10; *DC Comics Presents* #7, 30, 43, 54; *DC Special* #27 *DC Special Blue Ribbon Digest* #23; *DC Special Series* #10; *DC Super-Stars* #10; *Detective Comics* #464, 468, 549-554, 559; *The Flash* (1) #199, 204, 217-219; *Green Arrow* (1) #1-2, 4; *Green Lantern* (2) #78-79, 81-84, 85 (behind the scenes), 86-87, 93-110, 113-117, 119-122, 188, 190, 191 (behind the scenes), 194; *The Joker* #4; *Justice League of America* #75, 77-84, 88-92, 94-95, 97-100, 101 (behind the scenes), 102, 103 (behind the scenes), 104-107, 108 (behind the scenes), 109-110, 112, 114, 117-121, 123-124, 127-130, 132-133, 135, 139-143, 145-148, 150-151, 153-157, 159-161, 163-168, 170, 174, 177-183, 186, 188-191, 194-197, 200-202, 204-206, 209-216, 218-220, 224-231; *Justice League of America Annual* #1-3; *Limited Collectors' Edition* #C-41; *The Phantom Zone* #2 & 4 (both behind the scenes); *Red Tornado* #1, 3; *The Secret Society of Super-Villains* #6; *Super Friends* #3, 8, 34 (behind the scenes); *Supergirl* (2) #20; *Superman* (1) #236, 349, 387; *Superman Family* #171; *Super-Team Family* #3; *Who's Who '85* #2 *Wonder Woman* (1) #215-216, 222-223, 291-293, 300, 308-

310; *World's Finest Comics* #210, 244-256, 259, 261-263, 265-267, 274-275, 277-278, 282-283

Current: *Action Comics* #595, 609-616, 624-635, 650; *Adventures of Superman Annual* #4; *Batman/Green Arrow: The Poison Tomorrow*; *Black Canary* (1) #1-4; (2) 1-on; *Blasters Special* #1; *Blue Beetle* (6) #20, 22; *Booster Gold* #22, 25; *The Brave and The Bold* (2) #1, 4; *Captain Atom* (3) #16-17, 24; *Cosmic Boy* #3; *Detective Comics* #560-567; *Eclipso: The Darkness Within* #2; *Firestorm, the Nuclear Man* #67; *Flash* (2) #8; *The Fury of Firestorm* #64; *Green Arrow* (2) #1-3, 5, 7, 9-10, 12-17, 19-21, 25, 27-29, 31-39, 44-45, 49-53, 57, 59-64, 67-71; *Green Arrow Annual* #1-5; *Green Arrow: The Longbow Hunters* #1-3; *Green Lantern Corps Quarterly* #3 (behind the scenes); *Invasion!* #2; *Justice League* #1-6 *Justice League America* #64 (flashback); *Justice League Annual* #1; *Justice League Europe* #16 (flashback), 26 (flashback), 47-48; *Justice League International* #7-9, 11-13, 19; *Justice League of America* #250; *Justice League Quarterly* #3, 5 (flashback); *Justice Society of America* (2) #2 (flashback); *Legends* #4-6; *Millennium* #1, 3-8; *New Titans Annual* #5 (behind the scenes); *Power of The Atom* #6; *Secret Origins* (3) #22 (flashback), 27 (flashback), 30 (flashback), 32, 37 (flashback), 38, 46, 50; *Secret Origins Annual* #3 (flashback); *Suicide Squad* #13, 44; *Superman: The Man of Steel* #20; *Superman: The Man of Steel Annual* #1 (flashback); *War of the Gods* #4; *The Weird* #1, 3-4; *Who's Who '91* #9; *Wonder Woman* (2) #13, 25, 49-50, 59 (behind the scenes)



SHERWOOD FLORIST
Seattle, Washington

BLASTERS

DUST DEVIL

DEX:	4	STR:	2	BODY:	3
INT:	2	WILL:	3	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	25		

- Powers:** Air Control: 8
- Advantages:** Connection: Blasters (High)
- Drawbacks:** Age(young)
- Alter Ego:** Moshe Levy
- Motivation:** Thrill of Adventure
- Occupation:** Schoolboy
- Wealth:** 1

MRS. LEVY

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

- Advantages:** Connection: Blasters (High)
- Wealth:** 5

FRAG

DEX:	5	STR:	3	BODY:	6
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	25		

- Powers:** Self Link (Projectile Weapons): 12
- Limitations:** Miscellaneous: Frag must be angered to use his Power, and It takes him two complete phases to reform his body after he explodes.
- Advantages:** Connection: Blasters (High); Scholar (German)
- Alter Ego:** Fritz Klein
- Motivation:** Unwanted Power
- Occupation:** Former Shipping Clerk
- Wealth:** 4

LOOKING GLASS

DEX:	4	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	25		

- Powers:** Energy Blast: 8, Flash: 8
- Advantages:** Connection: Blasters (High)
- Drawbacks:** Age(old); Loss Vulnerability: Looking Glass' Powers do not function when he does not have a source of light energy to rechannel.
- Alter Ego:** Dexter Fairfax
- Motivation:** Upholding the Good

- Occupation:** Writer
- Wealth:** 5

JOLT

DEX:	6	STR:	2	BODY:	3
INT:	4	WILL:	3	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	14	HERO POINTS:	25		

- Powers:** Attraction/Repulsion: 16; Force Field: 8
- Limitations:** Jolt's Force Field only protects her own person. Miscellaneous: Jolt does not have full control over her powers.
- Advantages:** Connection: Blasters (High)
- Alter Ego:** Carlotta Rivera
- Motivation:** Unwanted Power
- Occupation:** Adventurer
- Wealth:** 4

CRACKPOT

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

- Skills:** Charisma (Persuasion): 18
- Advantages:** Connection: Blasters (High)
- Alter Ego:** Amos Munroe
- Motivation:** Thrill of Adventure
- Occupation:** Con Man
- Wealth:** 4

CHURLJENKINS

DEX:	7	STR:	4	BODY:	4
INT:	7	WILL:	6	MIND:	5
INFL:	6	AURA:	6	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	25		

- Skills:** Gadgetry: 9, Vehicles: 7
- Advantages:** Attractive; Connection: Blasters (High)
- Motivation:** Thrill of Adventure
- Occupation:** Pilot
- Wealth:** 4

GUNTHER

DEX:	2	STR:	2	BODY:	4
INT:	9	WILL:	8	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	25		

- Skills:** Gadgetry: 11, Scientist: 11
- Advantages:** Connection: Blasters (High)
- Drawbacks:** Exile (forced); Strange Appearance
- Motivation:** Thrill of Adventure
- Occupation:** Schoolboy
- Wealth:** 1

Powers and Abilities

The Blasters all received their unique abilities as a result of the cruel experiments that led to the Dominators' Meta-Gene Bomb.

Dustdevil can turn himself into a human whirlwind, allowing him to travel through the air at speeds approaching 150 miles per hour and summon gale-force winds.

Frag is capable of assuming a metallic form that he can explode and reassemble at will. At maximum power, one of Frag's blasts is the equivalent of a large demolition bomb.

Looking Glass is capable of absorbing light energy and rechanneling it as force blasts capable of melting steel.

Jolt can absorb kinetic energy and alter velocities, enabling her to move and deflect objects.

Crackpot possesses a strange ability that endows him with superhuman powers of persuasion.

As one of the alien Dominators, Gunther possesses an advanced scientific mind.

Personality/Role-playing

Dustdevil is an inquisitive and somewhat mischievous child who takes great delight in his newly acquired paranormal abilities. When adventuring he is accompanied by his mother, Mrs. Levy, a loving but stern parent.

Frag is something of a loner. He is despondent because he believes his paranormal powers will isolate him from society.

Looking Glass is an aging British fantasy writer who has finally received an opportunity to live out his dreams. Years of cranking out a page count have left him a bit cynical, though he is certainly kind enough.

Jolt is a proud and stern Spanish woman. She is tortured by the fact that she can only remain in the close vicinity of most physical objects with intense concentration.

Crackpot is a con artist of the old school. Originally, he agreed to cooperate with the Blasters only because they could provide him with a sense of "belonging," though he later began to uncover his sensitive underside.

Churljenkins is a young, carefree alien. In many ways, her attitude recalls that of a prom queen.

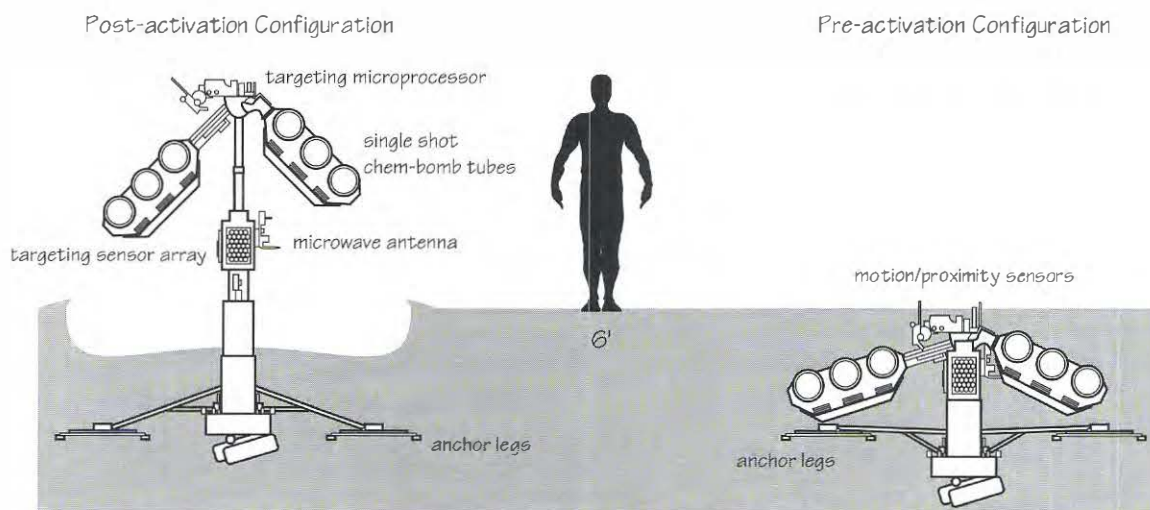
Like most Dominators, Gunther speaks only when he has something of interest to say. But unlike most of his people, Gunther has a fully developed sense of compassion.

Using the Blasters in Adventures

The Blasters might make interesting allies for the player heroes in an adventure or campaign set in outer space. Through the individual contacts of its members, the group might also introduce the player heroes to the Omega Men, Valor, the L.E.G.I.O.N., or the Justice League.

Appearances in DC Comics

Blasters Special #1; Invasion! #1-3; Valor #5-7; Who's Who '91 #12



Dominator Blaster-Field

BLUE DEVIL

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

•**Powers:** Bomb: 3, Extended Hearing: 5, Flash: 6, Jumping: 5, Regeneration: 4, Sealed Systems: 9, Skin Armor: 4, Ultra Vision: 5

•**Skills:** Acrobatics: 9, Artist (Actor): 2, Gadgetry: 7, Military Science (Demolitions): 3, Vehicles: 5, Weaponry: 7

•**Advantages:** Connection: Hollywood (Low); Lightning Reflexes; Luck; Scholar (special effects)

•**Drawbacks:** Miscellaneous: Blue Devil has been mystically sealed into his battlesuit; he cannot remove it; Unluck

•**Alter Ego:** Daniel Patrick Cassidy

•**Motivation:** Thrill of Adventure

•**Occupation:** Stunt Man/Special Effects Artist

•**Wealth:** 6

•**Equipment:**

Trident [BODY: 10, Flame Project: 8, Flight: 7, Lightning: 8.]

Blue Devil's trident is capable of discharging powerful bursts of heat and electrical energy. With the trident, the Devil can propel himself through the air at speeds approaching 100 miles per hour. In fact, special relays in his battlesuit allow Blue Devil to alter the trident's flight path by remote control at a range of almost 400 yards (7 APs).

Powers and Abilities

All of Blue Devil's powers stem from the battlesuit that Nebiros permanently grafted to his body. Thanks to the suit, Cassidy is superhumanly strong (able to lift approximately two tons or leap more than 100 yards) and able to resist damage up to and including high-powered rifle rounds. The suit also augments Cassidy's natural recuperative powers and enhances his senses, enabling him to see in the dark and increasing the range of his hearing by a factor of 32.

The Blue Devil Battlesuit

Before the Blue Devil suit was mystically fused to his body, Dan Cassidy had no powers, a DEX of 6, a STR of 4, a BODY of 4, an INFL of 5, a SPIRIT of 6, and the Acrobatics Skill rated at 4 APs. The suit itself

had all Blue Devil's Powers along with a DEX of 8, a STR of 8, a BODY of 8, and the Acrobatics Skill rated at 9 APs. The suit's Bomb and Flash Powers represent various pyrotechnic gimmicks and special effects Cassidy built into the suit's circuitry. When using these Powers as part of an Intimidation attempt, Cassidy receives a special -1 Column Shift bonus to the OV of the attempt.

Kid Devil

Shortly after Dan Cassidy began his career as Blue Devil, young Edward "Gopher" Bloomberg constructed his own battlesuit and began acting as Cassidy's sidekick. Bloomberg is the nephew of Marla Bloom, the director of the original "Blue Devil" movie.

KID DEVIL

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

•**Skills:** Gadgetry: 6, Scientist: 3

•**Advantages:** Connections: Blue Devil (High), Motion Picture Industry (Low); Scholar (superhero history and trivia)

•**Drawbacks:** Age (young)

•**Alter Ego:** Edward "Gopher" Bloomberg

•**Motivation:** Thrill of Adventure

•**Occupation:** Student

•**Wealth:** 0

•**Equipment:**

KID DEVIL SUIT [DEX: 5, STR: 6, BODY: 6, Bomb: 3, Flash: 5, Jumping: 4, Sealed Systems: 8, Ultra Vision: 5]

Essentially, the Kid Devil suit is a smaller, weaker version of the Blue Devil suit.

Trident [Flame Project: 6, Flight: 5, Lightning: 6, BODY: 7]

The House of Weirdness

Dan Cassidy inhabits a strange mystical structure known as the "House of Weirdness." The house's back door exits into Malibu Beach, while its front door exits into the suburbs of Metropolis. Other doors scattered throughout the house exit into other dimensions and locations of all descriptions. Exactly where the portals lead is left to the Gamemaster's discretion.

The exterior walls of the house have a BODY of 10; the interior walls have a BODY of 7.

Personality/Role-playing

Dan Cassidy is a fun-loving man with an adventurous spirit. Although he'd love to discover a means of freeing himself from the Blue Devil suit, Dan takes his odd "handicap" in stride and uses the suit's powers to aid those less fortunate than himself.

At present, Cassidy devotes most of his time to seeking out mystical menaces and protecting the Earth from their influence. A curious side-effect of either the curse that sealed him in his suit or his penchant for tackling occult enemies has left Dan extremely vulnerable to odd phenomena and coincidences. Thus, the vast majority of Dan's days are anything but "normal."

Using Blue Devil in Adventures

The Blue Devil is most useful as a vehicle for propelling the Player Heroes into odd adventures with a somewhat humorous bent. As mentioned under Personality/Role-Playing, the Devil is something of a "weirdness magnet," a peculiar characteristic he transmits to those around him. Thus, shortly after meeting the Devil, it is likely that the Player Heroes will find themselves at the center of strange events, coincidences, and other situations tailor-made for entertaining role playing.

Subplots

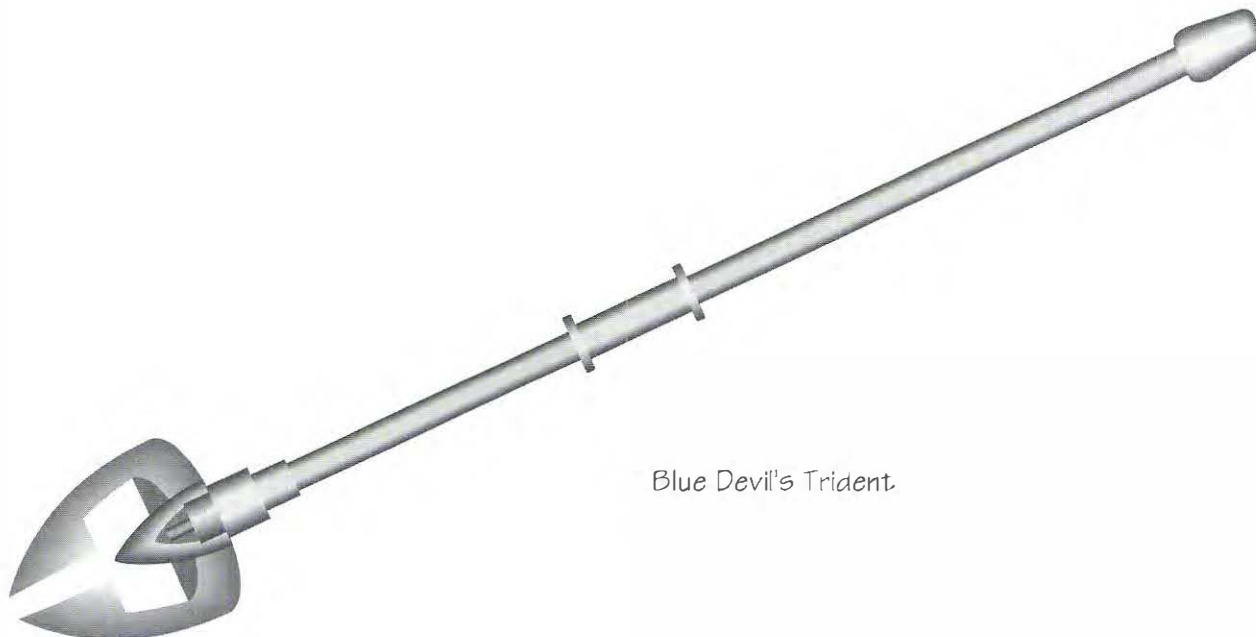
Dan Cassidy is often involved in Job Subplots surrounding his work as a stunt man and special effects artist, Friend Subplots concerning his relationship with cinematographer Norm Paxton, and Power Complication Subplots centered around his attempts to free himself from the Blue Devil suit.

Appearances in DC Comics

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

Pre-Crisis: *Blue Devil* #1-25; *Blue Devil Annual* #1; *Crisis On Infinite Earths* #4-5, 8-10, 12; *DC Comics Presents* #96; *The Fury of Firestorm* #24; *Who's Who* '85 #3

Current: *Armageddon 2001* #2; *Black Orchid* #1 (mention); *Blue Devil* #26-31; *Booster Gold* #10; *Eclipso: The Darkness Within* #2 *The Fury of Firestorm* #46-47 (note that these issues tie into *Blue Devil* #23, which is listed on the pre-Crisislist due to the presence of the Earth-One Toyman and Jimmy Olsen in issues #24-25); *Invasion!* #2-3; *Secret Origins* (3) #24; *Showcase* 93 #1-6; *War of the Gods* #4; *Who's Who* '91 #9



Blue Devil's Trident.

BLUE JAY & SILVER SORCERESS

BLUE JAY

DEX:	7	STR:	4	BODY:	5
INT:	5	WILL:	5	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	7
INITIATIVE:	16	HERO POINTS:	65		

- Powers:** Shrinking: 6, Flight: 7, Energy Blast: 8
- Skills:** Gadgetry: 7, Scientist: 5
- Limitations:** Power Restriction: Flight cannot be used without Shrinking.
- Advantages:** Connection: JLI (High); Genius; Sharp Eye
- Drawbacks:** Exile (voluntary, from homeworld); Guilt (over destruction of homeworld); Secret Identity
- Alter Ego:** Jay Abrams
- Motivation:** Responsibility of Power
- Occupation:** Crimefighter/Former JLI Member
- Wealth:** 2

SILVER SORCERESS - *deceased*

DEX:	6	STR:	3	BODY:	4
INT:	8	WILL:	12	MIND:	10
INFL:	5	AURA:	6	SPIRIT:	9
INITIATIVE:	19	HERO POINTS:	60		

- Powers:** **Mystic Link*
Dimension Travel: 10*, Magic Sense: 10, Flight: 10*, Sorcery: 20
- Skills:** Charisma: 5, Occultist: 2
- Advantages:** Connections: JLI (High), Insta-Change
- Drawbacks:** Exile (voluntary, from homeworld); Guilt (over destruction of homeworld); Secret Identity
- Alter Ego:** Laura Cynthia Neilsen
- Motivation:** Responsibility of Power
- Occupation:** Crimefighter/Former JLI Member
- Wealth:** 2

Powers and Abilities

Blue Jay possesses abilities ideally geared to covert reconnaissance and assault. He can shrink to a height of 10 inches tall and grow wings capable of carrying his diminutive form. It is believed that these

powers are mutually linked as Jay has never shrunk without growing wings nor sprouted wings in his normal sized form. He is also an experienced and capable combatant, able to easily overcome any restrictions of his reduced size. During earlier appearances, Blue Jay could fire blasts of energy from his hands.

The Silver Sorceress's magical ability was said to be a combination of mystical forces and technology. Her magic allowed her to perform a number of tasks such as healing all but the most grievous injuries, understanding any language, and changing her appearance. As a long-established hero of her homeworld, Silver Sorceress was highly experienced in hand to hand combat.

Wandjina the Thunderer

Along with Blue Jay and the Silver Sorceress, Wandjina was the last surviving superhero of his destroyed homeworld. For a time after his world's destruction, Wandjina toiled endlessly trying to restore a semblance of life to his once lush world, but to no avail. Though they saved thousands of lives, their world was dead.

The three heroes came to Earth where they struck out upon a crusade to rid this new world of its nuclear weapons, thereby saving it from nuclear destruction. Their efforts became misdirected however, by Colonel Rumaan Harjavti, a petty third-world dictator who sent them against the Soviet Union.

There the heroes battled the Justice League, who were sent to defend the Soviet missile silos. During the battle, a nuclear reactor was inadvertently damaged and began to melt down. In a heroic rescue, Wandjina exposed himself to lethal radiation in order to safely shut the reactor down.

WANDJINA "THE THUNDERER" - *deceased*

DEX:	10	STR:	16	BODY:	13
INT:	5	WILL:	7	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	8
INITIATIVE:	21	HERO POINTS:	55		

- Powers:** Flight: 9, Weather Control: 15
- Skills:** Weaponry (Melee): 10
- Drawbacks:** Guilt (over destruction of homeworld); Serious Irrational Attraction to eliminating nuclear weapons.
- Alter Ego:** Unknown
- Motivation:** Responsibility of Power
- Occupation:** Hero

•**Wealth:** 0
•**Equipment:**
Axe [BODY: 11, EV: 8]

A short time after his death, Wandjina's body was cruelly animated by the Queen Bee and set against the Justice League. (While in this state, Wandjina's INT, WILL, and MIND were reduced to 1 AP, and his DEX to 2 APs.) After a brief but powerful clash with Captain Atom, Wandjina's body was completely destroyed.

Personality/Role-playing

Blue Jay is a quiet, determined man, dedicated to the preservation of life. Though he is sometimes wracked with guilt and loneliness over the death of his friends and homeworld, he is determined to fit in in this new world. Blue Jay was one of the few heroes who fought to reform the JLA after Maxwell Lord's near-death experience.

The Silver Sorceress was extremely loyal to her homeworld and, before its destruction, served as the compassionate conscience for Wandjina and the Champions of her world. She had very nearly chose to die on her devastated world but for the Extremists who, having devastated their own world, sought to do the same to Earth. Grudgingly she left her world behind to aid the Justice League in defeating the Extremists. Afterwards, she tried to put her past behind and fit into this new society which was so similar and yet different from her own, and became a member of the JLI. She died a short time later defeating the Extremist, Dreamslayer.

Using Blue Jay and the Silver Sorceress in Adventures

Blue Jay makes an excellent ally or NPC hero since he has left the JLI. He is capable though not so powerful that he would overshadow Player Heroes' activities. When he first arrived on Earth, He actively sought to disarm the planet's nuclear arsenals and

could easily undertake this quest again. The heroes could seek to help him or might be forced to dissuade him from any rash actions.

Adventures involving the Silver Sorceress would have to take place while she was alive and, under these circumstances, Wandjina might be alive as well. She would be more likely than Blue Jay to lead a crusade against nuclear weapons. Though she might be well intentioned, she would have no full concept of the scope or ramifications of her actions.

Another scenario with Blue Jay and Silver Sorceress might involve their acclimation to Earth society, as the two endeavor to make this world their home.

Subplots

Both Blue Jay and the Silver Sorceress have suffered greatly over the death of their friends and world in a haunting Death Guilt Subplot.

The greatest villains of their world now exist on Earth and either or both heroes could encounter the Extremists again as part of an Enemies Subplot.

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

Justice League Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Justice League of America* #87

Current: *Armageddon 2001* #2; *Flash* (2) #61; *Justice League* #2-3; *Justice League America* #53, 55, 57-59, 60 (Jay only); *Justice League Europe* #11-12, 13-14 (Jay only), 15-16, 17 (Jay), 18 (Sorceress), 19-21, 23-35, 36 (Jay), 47-48 (Jay); *Justice League Europe Annual* #2; *Justice League Quarterly* #2 (Jay), 3, 4 (Jay), 5 (Sorceress); *Who's Who '91* #12

BRONZE TIGER

DEX:	10	STR:	4	BODY:	6
INT:	7	WILL:	8	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:	60		

•**Skills:** **linked*

Acrobatics: 10*, Charisma: 7*, Martial Artist: 10*, Military Science (Tracking, Camouflage): 7*, Thief: 10*

•**Advantages:** Connections: Lady Shiva (Low), Richard Dragon (High), Suicide Squad (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes

•**Drawbacks:** Minor Psychological Instability; Minor Rage; Traumatic Flashbacks (when confronted with the Bronze Tiger Mask; see below.)

•**Alter Ego:** Ben Turner

•**Motivation:** Responsibility of Power

•**Occupation:** Mercenary

•**Wealth:** 5

Powers and Abilities

Ben Turner is one of the foremost Martial Artists in the world, having trained in dozens of forms for many years. He has achieved champion status in many of them, and specializes in tae kwon do. Although it is not widely known, Turner has defeated Batman in single combat, making him one of a select group of fighters in the world who can claim that distinction.

Apart from his combat skills, Turner is a highly-trained field agent, capable of performing sensitive operations with the highest level of expertise. His knowledge of security systems and stealth tactics grant him the ability to infiltrate even the most highly fortified installations (Thief).

As a result of his years of training, Ben Turner is a remarkable athlete. His Acrobatic ability rivals that of most Olympic medalists, and his physical strength and stamina are extraordinary.

The Bronze Tiger Mask

During his period of capture with the League of Assassins, their leader, the Sensei, had Turner construct a mask that was to be the receptacle of his anger. Turner called the mask "Bronze Tiger," and while he wore it, he did the Sensei's bidding.

Years later, the psychological effects of the

Sensei's conditioning still linger. Sarge Steel used a replica of the Tiger mask to force Turner to admit he still liked violence.

In game terms, when Turner is confronted with the mask (or a good likeness of it), he suffers Traumatic Flashbacks of the days he wore the mask, and the violent deeds he committed. In order to maintain his composure in the face of this item, he must roll an Action Check with the AV/EV and OV/RV both equal to his WILL/WILL, thus requiring an 11 to succeed.

If this Check fails, Turner can take no actions during that phase, as he is too absorbed in reliving the Flashback's events. Otherwise, he does not succumb to the trauma and may act normally. Turner must continue rolling against the trauma each phase that he is exposed to the mask. Hero Points may never be spent to affect this Check in any way.

Attacks made against the Bronze Tiger while he is experiencing Traumatic Flashbacks automatically receive the -1 Column Shift Blindside bonus to the OV. (Note that in this case the bonus applies to Interrogation and Intimidation attempts as well.)

While Turner is actually wearing the Tiger mask, he will obey the commands of the Sensei. In addition, his Rage Drawback intensifies to Catastrophic, and he no longer has to check against his Traumatic Flashbacks Drawback.

Personality/Role-playing

Ben Turner is a confused and deeply emotional man. He is possessed of an inner anger that can drive him to acts of extreme heroism or violence, and often the choice is not his own. This anger has cost Turner dearly over the years, however it is also his anger that fuels his strength and courage, making him a virtually unstoppable force in combat.

After his studies with the O-Sensei, Turner appeared to have mastered his rage, and showed remarkable control in the face of adversity. Recently, however, Turner has reverted to form. He is often subject to fierce mood swings and violent outbursts. As a result, Turner generally keeps to himself, rebuffing even his closest friends.

In spite of all his anger, Ben Turner is an honest and trustworthy man, and can always be counted on when his comrades need him most.

Using Bronze Tiger in Adventures

Bronze Tiger has had a long and varied career, allowing him to be used in a wide variety of

adventures, both as a hero and as the opposition.

During his early years, Turner worked for the CBI under King Faraday, alongside Richard Dragon. During this period he can be used in any type of espionage adventure.

As the Bronze Tiger, Turner first worked for the League of Assassins. Since he was under the control of the Sensei during this time, he might oppose Player Heroes, or even attempt to assassinate one of them!

Most recently, Turner has worked as the field commander of the Suicide Squad. Both he and the Squad have been operating on and off for several years in any number of areas. Basically, anywhere there is danger, you might find the Bronze Tiger. And if there's money involved, the Squad will probably be with him.

Subplots

Ben Turner has been involved in an on-again off-again Romance Subplot with Suicide Squad teammate Mari McCabe (Vixen). Unfortunately, he is not willing to admit he has an emotional problem, or that she can help, so they are currently not seeing each other.

It is clear that at least some of the anger and rage

that has built up inside Ben Turner is a direct result of his witnessing his father's death while he was still a child (Death Guilt Subplot).

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

Background/Roster Book (card included)

Appearances in DC Comics

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

Pre-Crisis: *DC Comics Presents* #39; *Detective Comics* #485, 489 *Richard Dragon, Kung Fu Fighter* #1-5, 7-18; *Who's Who* '85 #3

Current: *Checkmate!* #15-16, 18; *Eclipso: The Darkness Within* #2; *Firestorm, the Nuclear Man* #87; *Invasion!* #1 (behind the scenes), 2; *Justice League International* #13; *Legends* #2-6; *Millennium* #4; *The Spectre* (2) #11; *Suicide Squad* #1-9, 13-27, 29-30, 32-34, 36-38, 41-43, 45-47, 49-51, 54-59, 61-66; *Suicide Squad Annual* #1; *War of the Gods* #2-4; *Who's Who* '87 (2) #5; *Who's Who* '91 #9; *Wonder Woman* (2) #61



Bronze Tiger Mask

CHUCK TAINÉ

DEX:	8	STR:	3	BODY:	5
INT:	6	WILL:	5	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	19	HERO POINTS:	60		

- Powers:** Jumping: 7, Stretching: 6
- Skills:** Acrobatics: 10, Charisma (Persuasion): 5, Martial Artist: 4, Military Science: 6, Vehicles: 5, Weaponry: 5
- Bonuses:** Miscellaneous: When Chuck is "inflated," he is considered to be insulated, granting him a +2 Column Shift bonus to his RV against electrical attacks (see also "Bouncing Battles" below).
- Limitations:** Miscellaneous: Stretching only allows Chuck to inflate himself into a ball shape. While in this form, Chuck's Physical RV is 11; Jumping and Acrobatics are only useable while in ball shape.
- Advantages:** Connections: Legion of Super-Heroes (High), United Planets Militia (High); Leadership
- Drawbacks:** Married
- Alter Ego:** Bouncing Boy
- Motivation:** Responsibility of Power
- Occupation:** U.P. Militia Instructor
- Wealth:** 6

Powers and Abilities

Chuck Taine has the power to inflate his body into a large rubber-like ball shape (Stretching). This form is extremely flexible and resilient, allowing him to withstand attacks from most firearms. This flexibility also allows Chuck to bounce like a ball, capable of reaching a distance of 1200 feet in a single bounce (Jumping).

In addition to his Powers, Chuck is a professional military instructor, and is well-versed in hand-to-hand combat and marksmanship (Martial Arts, Weaponry). His personality and experience also make him a natural leader (Leadership Advantage).

Bouncing Battles

During recent years, Chuck has refrained from using his Powers in battle, relying instead on his Legion combat training and Weaponry Skills to help defend his Militia students. When Chuck does use his Powers, he is a bounding, bouncing dervish on the battlefield. Chuck employs a number of special tactics as a result of his unique Powers, including:

- Bounce Attack:** In his inflated form, it is difficult for Chuck to use his arms and legs to fight with, so instead he simply crashes right through his enemies. This is treated as a Charging Attack, using Chuck's APs of Jumping as the EV, and his DEX as the AV. Chuck will often combine this attack with a Multi-Attack, literally bowling through the opposition.
- Quick-Inflate Escape:** If Chuck is being held, he can quickly inflate himself (or deflate himself if he's already inflated) to escape capture. In game terms, he can add his APs of Stretching to his STR when attempting to break a Grapple.
- Dodge:** Chuck can choose to surrender his Dice Action in a phase and go on the defensive, bouncing rapidly all over the place in seemingly random patterns. This makes him an extremely difficult target. When Chuck is Dodging, he can add his APs of Acrobatics to his DEX to determine his Physical OV.

Personality/Role-playing

Chuck Taine is one of the friendliest and most well-liked Legionnaires. His warm smile and easy-going manner make him a popular hero, in spite of his rather weak and ridiculous powers. Chuck is a very loyal friend, and is always there with a kind word or a reassuring hand at just the right time.

Although he has always suffered from feelings of insecurity, Chuck is extremely brave. His selfless acts of heroism are as well-known as his bad jokes. Chuck will always be willing to risk himself to save another person who's in danger.

Chuck's talent as a leader is unquestionable, but he often doubts his own ability. He occasionally sees himself as the eager young kid he once was, and feels overwhelmed by the responsibilities he has to deal with on a daily basis. Chuck has been feeling even more doubtful since the Great Collapse.

Using Chuck Taine in Adventures

Chuck's position as Instructor General of the U.P. Militia, as well as his old job as a Legion Academy instructor, make him an ideal trainer and mentor for new or young Characters. Additionally, he can get the Player Heroes in contact with the Legion, since he still maintains ties with his old friends there.

Subplots

Chuck is involved in an ongoing Romance Subplot with his wife, Luornu Durgo (formerly Duo

Damsel/Triplicate Girl), who is Co-Instructor General at the Academy. Due to their lives as heroes, and the effects of Nam'lor's radiation, their feelings about each other have been on a roller-coaster ride for years. Recently, the couple has stabilized their relationship, however.

Chuck's Powers have been lost and regained twice since he joined the Legion, in an off-and-on Power Complication Subplot.

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

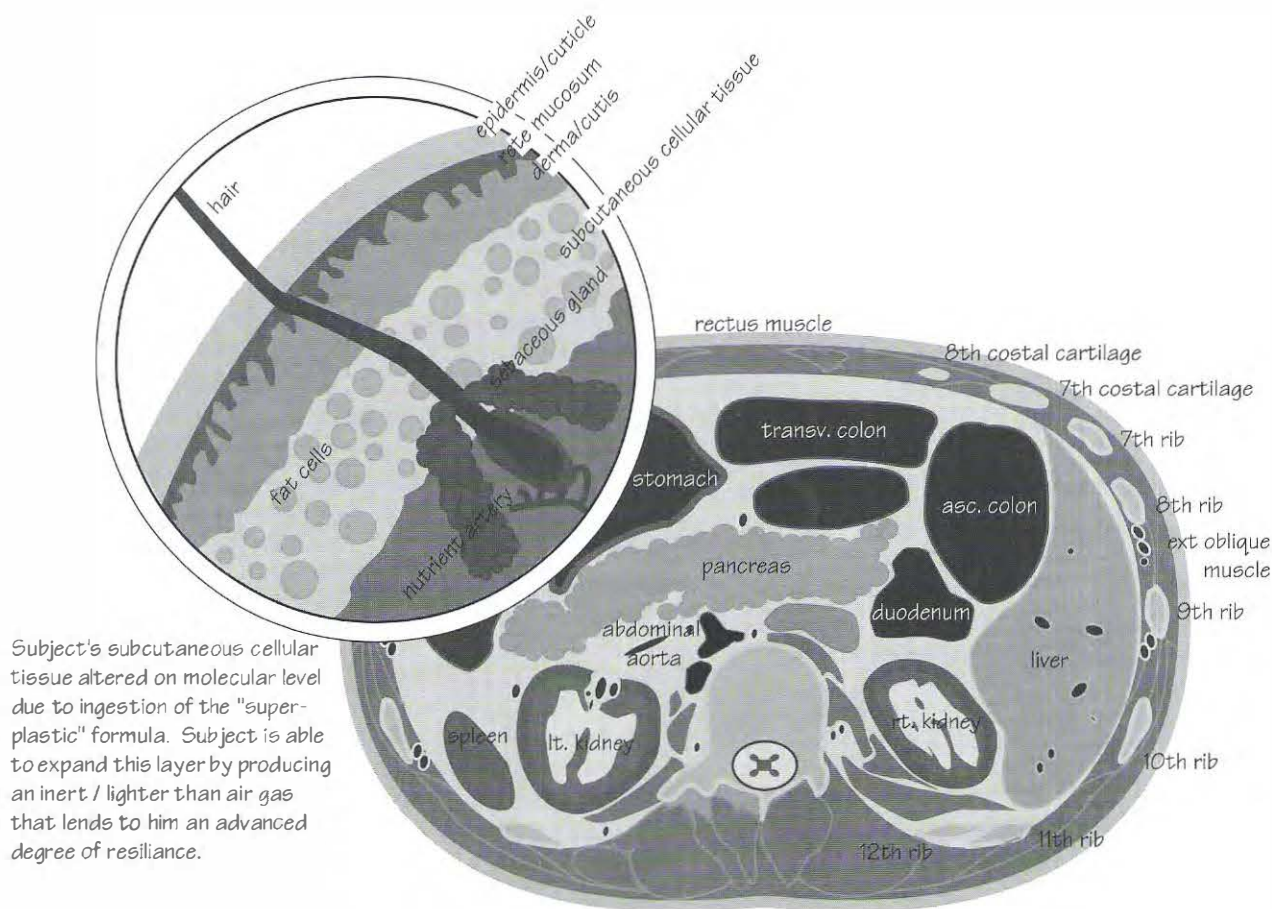
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #276, 287, 309, 380, 387; *Adventure Comics* #301-311, 313-317, 319, 321, 328, 341, 343, 345, 351, 354-355, 359-363, 371-372, 374-376, 380; *All-New Collectors' Edition* #C-55; *Crisis On Infinite Earths* #5, 10; *DC Comics Presents* #59; *Infinity, Inc.* #22; *Legion of Super-Heroes* (2) #266-267, 273, 277-281, 284, 292-294, 300, 303-304, 311; (3) 4, 9, 11-12, 14, 16, 20, 24, 31, 38, 46-47, 50-51, 54, 61-63; *Legion of Super-Heroes Annual* (2) #1-3; (3) 3; *Secret Origins* (3) #37 *Secrets of the Legion of Super-Heroes* #1; *Superboy* (1) #190-191, 195, 197, 199-200, 216, 230; *Superboy and the Legion of Super-Heroes* #243-245, 257 *Superman* (1) #156; *Superman's Pal, Jimmy Olsen* #72; *Tales of the Legion* #316-317; *Who's Who* '85 #3

Current: *Legion of Super-Heroes* (4) #9, 15-18; *Legion of Super-Heroes Annual* (4) #1, 3; *Secret Origins* (3) #47, 49; *Who's Who in the Legion of Super-Heroes* #1; *Who's Who* '91 #9



Subject's subcutaneous cellular tissue altered on molecular level due to ingestion of the "super-plastic" formula. Subject is able to expand this layer by producing an inert / lighter than air gas that lends to him an advanced degree of resilience.

transverse section through the middle of the first lumbar vertebra

CRIMSON FOX

DEX:	8	STR:	3	BODY:	5
INT:	6	WILL:	7	MIND:	6
INFL:	8	AURA:	5	SPIRIT:	6
INITIATIVE:	26	HERO POINTS:	50		

- Powers:** Broadcast Empath: 5, Empathy: 4, Jumping: 2, Regeneration: 2
- Skills:** **linked*
Acrobatics: 8*, Charisma: 8*, Detective: 4, Martial Artist: 6, Military Science (Tracking): 6*, Thief: 8*
- Limitations:** Miscellaneous: The Crimson Fox's Empathy Power is only usable between the D'Aramis sisters and only creates an uneasy feeling in one when the other is in trouble; Broadcast Empath can only inspire feelings of physical attraction, and must be used at close range.
- Advantages:** Area Knowledge (Paris); Attractive; Connections: Publishing Industry (High), Justice League International (High); Intensive Training; Lightning Reflexes; Scholar (publishing)
- Drawbacks:** Minor Irrational Attraction to Captain Atom; Secret Identities
- Alter Ego:** Vivian & Constance D'Aramis
- Motivation:** Responsibility of Power (Constance), Thrill of Adventure (Vivian)
- Occupation:** Publishing Executive
- Wealth:** 8
- Equipment:**
Costume [Body 2, EV: 4, Claws: 6, Cling: 4]

Powers and Abilities

Both Vivian and Constance D'Aramis have honed their physical capabilities to their finest. (Note: From here on the Crimson Fox will be referred to in the singular unless a specific statement is made about either Vivian or Constance.) The Crimson Fox is extremely dexterous, able to "dodge bullets" if she can see and accurately gauge the actions of the gunman. Her strength is capable of carrying her over 20 feet in a single leap and her body seems to heal more rapidly than that of a normal human. The Fox has the endurance of an olympic triathlete and the acrobatic grace of a gymnast.

The Crimson Fox is able to trigger the release of pheromones in those she is touching or is in close proximity to. This causes the subject to become unusually attracted to the Fox, though not so much that their judgment is strongly affected.

The Crimson Fox's costume is designed to be both stylish and practical. Her gloves have built in claws composed of tempered steel which are unbreakable though flexible allowing her to use them like fingers. Her long, trailing cowl, though unwieldy in appearance, is in fact not uncomfortable and can be used like a whip in combat (EV: 4).

Vivian and Constance D'Aramis seem to share a mild psychic rapport which allows one sister to be overcome with an "uneasy feeling" when the other is in trouble. This rapport is similar to that reported in other identical twins.

Two in One

In order to avoid the normal problems of a dual identity, Vivian and Constance faked Constance's death to that they could continue their work at Revson as Vivian D'Aramis and fight crime as the Crimson Fox simultaneously. This has caused a number of unique problems however, which they hadn't fully considered. Since the two sisters take turns at being D'Aramis and the Fox, some confusion occurs when one sister must deal with something the other has done while in that identity.

Though identical in nearly every physical respect, Vivian and Constance are different enough in personality to cause some problems. While Constance has adopted a normal english accent, Vivian continues to speak english with a heavy french accent. The two are also of a slightly different mindset. While Constance is more practical and reserved, Vivian is more outgoing and socially aggressive.

Personality/Role-playing

As mentioned above, Vivian and Constance are similar in their attitudes but with significant differences. Vivian is the party-goer and regularly tries to avoid her administrative duties at Revson. When Crimson Fox is encountered it is most likely that Vivian is the one wearing the costume. Constance is more practical and handles most of the sisters' business at Revson. Though she is every bit as capable of being the Crimson Fox as Vivian, she will typically be encountered in her role as "Vivian D'Aramis."

Vivian revels in her heroic adventures as the Crimson Fox, often flirting with death. She is cocky and confident and flaunts her physical abilities. When Constance is wearing the costume, the Fox becomes

more contemplative and wary. Her relationship with her fellow JLE members is strictly business.

Using Crimson Fox in Adventures

Crimson Fox is "along for the ride" with the Justice League. The League's adventures suit Vivian's lust for excitement and Constance's responsibility to uphold the good. Any adventure which involves Justice League Europe will almost certainly involve the Crimson Fox. If one of the player heroes is particularly dashing and Vivian is playing the Fox, some serious flirting is liable to ensue.

The Fox, or more likely "Vivian D'Aramis," could also become involved in any industrial espionage plot which involves Revson Corporation or one of its subsidiaries in the perfume or publishing industry.

Subplots

The Crimson Fox comes into the Justice League with very little extra "baggage", having wrapped up her Enemies Subplot involving the man who killed

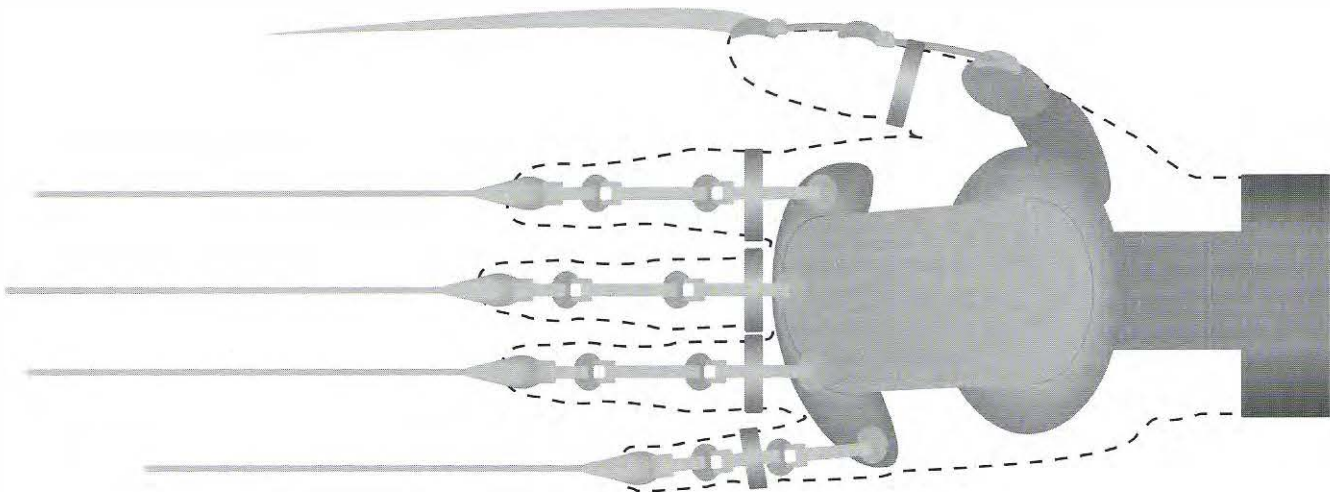
her father. There is of course the ongoing Secret Identity Subplot as the Fox tries to keep her dual identity under wraps. The sisters are also involved in a Job Subplot at Revson in the guise of Vivian D'Aramis.

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

Justice League Sourcebook, World in the Balance

Appearances in DC Comics

Action Comics #675; Adventures of Superman #488; Adventures of Superman Annual #4; Captain Atom (3) #38, 44; Eclipso: The Darkness Within #2; Flash (2) #61, 69; Green Lantern (3) #25, 30; Justice League America #38, 54-58, 60; Justice League Europe #6, 10, 13, 15-25, 29-32, 34-47; Justice League Europe Annual #1-3; Justice League Quarterly #2-3, 6, 9; Justice League Spectacular #1 Superman (2) #65-66; War of the Gods #1, 4; Who's Who '91 #11; Wonder Woman (2) #61



Crimson Fox's Claws
(claw articulation within glove)

DIAL "H" FOR HERO

CHRISTOPHER KING

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	50		

- Powers:** Omni-Power: 20
- Advantages:** Connections: New Titans (Low), Titans West (High), Fairfax Police Dept. (Low)
- Drawbacks:** Guilt; Secret Identity
- Alter Ego:** Dial "H"
- Motivation:** Upholding the Good
- Occupation:** Hero
- Wealth:** 3

Chris' H-Powers

Chris' Omni-Power, his "H-Powers", stem from a psychic link he has with the H-Dial which gave him his powers for many years. The H-Powers cause Chris to become a different hero every hour, each with a different name and powers. Since these Powers are totally random, Chris does not pay a Hero Point fee when they change (the Gamemaster should split up Chris' Omni-Power APs among his Attributes and Powers to reflect each new form). He automatically knows what his hero name is and how to use his powers. At the end of one hour Chris reverts to his own form, and will automatically revert back in less than an hour if he expends a specific amount of energy while in this hero form. This form cannot be renewed as normal Omni-Powers can. When one hour has passed since his last form appeared, Chris will become a new hero.

The H-Dials

Originally, Chris and his friend Vicki Grant activated their powers by dialing H-E-R-O on their H-Dials which were found in the attic of Chris' house. Chris' H-Dial was in the form of a watch and Vicki's was on a chain like a pendant.

When Vicki became corrupted by the Children of the Sun, she broke into Chris' house and stole his H-Dial which he had set aside along with his past life as a super hero. During the New Titans' battle with Vicki, her dial came into the possession of Chris. The current location of either H-Dial is currently unknown.

It would appear that prolonged exposure to or use of the H-Dials has altered Chris and Vicki as they now no longer need the dials to activate their powers.

Vicki Grant

Vicki Grant was Chris King's faithful partner for many years in the heroic lives of their youth. Though they occasionally had their differences, they always fought together as heroes.

When Chris became separated from Vicki, she fell in with the city's darker element and her mind became twisted by the Children of the Sun. She became psychotic and wanted only Chris' death.

Like Chris, Vicki has begun to manifest her H-Powers in ways which go beyond the H-Dials original parameters. When she dials O-R-E-H, she takes the form of frightening villains instead of heroes. Vicki can store up an amount of H-Power energy like a battery which allows her to occasionally activate her powers without her dial. She is also able to hold her powered form beyond the normal one hour limit.

VICTORIA GRANT

DEX:	4	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	9	HERO POINTS:	50		

- Powers:** Omni-Power: 20
- Limitation:** Vicki Grant must activate her H-Dial 24 times before she can use the Omni-Power without its aid.
- Advantages:** Connection: Children of the Sun (High); Iron Nerves
- Drawbacks:** Catastrophic Irrational Attraction to killing Chris King; Serious Psychological Instability (feels she has been spurned by King and wants to destroy him at any cost); Serious Rage; Secret Identity
- Motivation:** Psychopathic
- Wealth:** 2
- Equipment:** H-Dial [BODY: 9, Omni-Power: 20]

The Dial "H" Heroes

Over the years Chris and Vicki have become hundreds of heroes. No two have ever been exactly alike and it doesn't appear that that will change in the future. Some of the Heroes that they have become in the past include:

- Color Commando:** his gun converted light to energy (Energy Blast: 10).
- Alchemiss:** had control of earth, air, fire, & water (Air Control: 5, Earth Control: 5, Flame Control: 5, Water Control: 5).
- Composite Man:** produced many duplicates (Split: 20).
- Aniwoman:** brought inanimate objects to life (Animate Objects: 12).

- Mr. Thin:** two-dimensional hero who stretched (Stretching: 7, Two-Dimensional: 4).
- Thumbellina:** shrank in size to 1/2" tall (Shrinking: 12).
- Zeep the Bouncing Sponge:** bounced (Jumping: 3).
- Weather Witch:** created and controlled weather (Weather Control: 13).
- Enlarger Man:** caused things to grow (Growth: 10; Bonuses: Range, Useable On Others).
- Plant Mistress:** could mutate and control plants (Plant Control: 12, Plant Growth: 4).
- Brimstone:** could create and control gouts of lava (Flame Project: 8).
- The Weaver:** could "weave" objects of solid energy (Force Manipulation: 10).
- Hasty Pudding:** could run only at incredible speed (Running: 11).
- Scylla:** had 6 mechanical, energy blasting arms (Extra Limb (x6): 6, Energy Blast: 8).
- Rubberneck:** Could stretch his body hundreds of feet (Stretching: 5).

The Original "Dial-H" Hero

The first "Dial-H" hero was Robby Reed, who found his H-Dial in a cave. When he dialed "S-P-L-I-T," he became two beings, the evil Master and the good Wizard. It was the Wizard who constructed Chris and Vicki's Dials. Robby has since retired from super-heroics, and has given his own Dial to his friend, Nick Stevens.

ROBBY REED

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

- Skills:** Gadgetry: 6, Scientist: 6
- Advantages:** Genius; Iron Nerves; Luck; Scholar (linguistics)
- Motivation:** Responsibility of Power
- Wealth:** 4
- Equipment:**
H-Dial [BODY: 15, Omni-Power: 20] Robby's H-Dial functions exactly as stated above, except that his powers last until he dials "O-R-E-H."

Personality/Role-playing

When Chris King was a teenager, he relished his life as a superhero and never hesitated to fly into action alongside Vicki Grant. When he went off to college, Chris gave up his superhero career, thinking it was somewhat childish.

Currently, his original glee at using his powers is returning. He is developing a sense of humor which is beginning to turn up in combat situations in the form of jokes and puns.

Using Dial "H" for Hero in Adventures

There are many aspects of the Dial "H" for Hero story which can be used in adventures. Chris King can be used as a player character. His light-hearted attitude and great variety of powers make him fun to play. His inclusion in a campaign will cause more work for the GM though, who must create a number of heroes for King to become, and King's player should have a good grasp of all Powers in the game.

Alternately, King could be encountered as an NPC, either by himself or in the company of Titans West. He could be taking part in an adventure which relates to the hero's adventure, or he might be fleeing from Vicki Grant.

A new hero's origin could involve finding one of the H-Dials. With this Dial he could become a new hero with the same powers that Chris King and Vicki Grant originally had. Again, this can be a complex task for player and GM alike.

Subplots

Chris King's relationship with Vicki Grant has gone through several subplots as they've grown and changed, from Friends to Romance, to Enemies. Chris is regularly watching for any appearance of Grant, and hopes to help return her to normal, as he feels responsible for her current villainous condition.

Currently King is working through a Power Complication subplot with the help of S.T.A.R. Labs, as his powers no longer rely on his H-Dial.

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

Atlas of the DC Universe (Robby Reed only)

Appearances in DC Comics

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

Robby Reed (pre-Crisis): *Adventure Comics Presents Dial "H" For Hero* #484-485, 490 (behind the scenes); *DC Comics Presents* #44; *House of Mystery* #156-173; *The New Adventures of Superboy* #28 (behind the scenes), 35-37, 42-49; *Plastic Man* (2) #13; *Superman Family* #194; *Who's Who* '85 #6

Chris King/Vicki Grant (pre-Crisis): *Adventure Comics Presents Dial "H" For Hero* #479-490; *Crisis On Infinite Earths* #12; *DC Comics Presents* #44; *Legion of Super-Heroes* (2) #272; *The New Adventures of Superboy* #28-49, 50 (dial only); *Who's Who* '85 #6

Nick Stevens (pre-Crisis): *The New Adventures of Superboy* #28, 37-40, 42-49; *Who's Who* '85 #6

Dial "H" For Hero (current): *Hawk and Dove Annual* #1 (Chris); *The New Teen Titans* (2) #45-46 (Chris, Vicki); *The New Titans* #75 (Chris behind the scenes), 78-79 (Chris), 83-84 (Chris) *Who's Who* '91 #10

DIRK MORGNA

deceased

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	6	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	17	HERO POINTS:	70		

- Powers:** Energy Absorption: 10, Flame Being: 10, Flame Immunity: 10, Flame Project: 12, Flash: 10
- Skills:** Charisma: 7, Martial Artist: 6, Vehicles (Space): 4
- Limitations:** Energy Absorption only works against Heat or Fire-based attacks.
- Advantages:** Attractive; Connections: Legion of Super-Heroes (High), Earthgov (Low); Uncertainty
- Drawbacks:** Minor Irrational Fear of Darkness; Public Identity
- Alter Ego:** Sun Boy
- Motivation:** Responsibility of Power
- Occupation:** Spokesman
- Wealth:** 8

Powers and Abilities

Dirk Morgna had the power to generate an enormous amount of heat and flame from within his body. He could employ this energy to produce a variety of effects: Dirk could create a brilliant Flash of light to blind his opponents, he could generate an aura of flames around himself (Flame Being), or he could simply attack a target with fire hot enough to melt steel (Flame Project). As a side-effect of his powers, Dirk was all but invulnerable to fire and heat (Flame Immunity, Energy Absorption).

Dirk excelled in Legion combat training techniques (Martial Artist). He was also a persuasive speaker, whose Charisma Skill was put to horrible misuse by the Dominator-controlled Earthgov.

Background Update

After conquering his doubt and uncertainty about his position as spokesman for the corrupted Earthgov, Dirk had finally decided to do something decisive when he heard the news about the moon exploding. He donned his Sun Boy costume and went out into the rain, only to be caught in a powersphere explosion caused by the Dominators.

The explosion had an effect on Dirk's powers,

causing him to burn uncontrollably from within. The incredible pain caused by this resulted in insanity, as well as horrendous physical disfigurement. Dirk ended up a constantly burning skeleton, in unending pain but unable to weep.

The Dominators captured Dirk and locked him away in the Weisinger Chambers, and lead the people of Earth to believe that he had died in the powersphere explosion. This deception might as well have been true, since after Dirk was freed by the Legionnaires, he was executed by Circe in an act of desperation and mercy. After she shot Dirk, Circe turned the gun on herself.

"Saved" from Circe

Although Dirk was shot in the head by Circe in the comics, there is no reason he cannot survive in a DC HEROES campaign (in fact, his corpse was recently animated by Mordru). To use Dirk in a game set after the powersphere explosion, give him the following Drawbacks: Serious Psychological Instability, Traumatic Flashbacks (both of his childhood and the explosion), and Strange Appearance. Drop his Attractive Advantage, and add a Power Limitation that he must have at least 5 APs of Flame Being active at all times.

Personality/Role-playing

Dirk Morgna was an enthusiastic member of the Legion from the start, always interested in the inner workings of the Legion as much as the actual missions he went on. His handsome face and charming wit served to make teen idols of almost all the Legionnaires.

Although he was outwardly happy and decisive, Dirk suffered from feelings of inadequacy and uncertainty as a result of years of emotional abuse at the hands of his father. After the Great Collapse, these feelings began to surface. As the other Legionnaires quit, Dirk fell deeper and deeper into depression, eventually bowing to pressure and quitting the team himself.

While he was serving as the spokesman for Earthgov, Dirk was truly demoralized. He had resigned himself to do whatever he was told, in the vain hope that things would work themselves out. Only toward the end of his life did Dirk shake himself out of the stupor he had been in under Earthgov, just in time to "die" ignominiously in a powersphere explosion.

Using Dirk Morgna in Adventures

Before the Legion disbanded, Dirk was an extraordinary hero. His great power and bravery made him an inspiration to the other Legionnaires. Dirk can be used in an adventure set in this era to introduce Player Heroes to the Legion.

After the Great Collapse, Dirk became the "soul" behind the Legion of Super-Heroes. His determination to hold the Legion together also served to eventually break his resolve. In this era, Characters dealing with the Legion would always encounter Morgna, as he was leader of the team.

As spokesman for Earthgov, Dirk was an unwitting mouthpiece for the Dominators. An adventure involving him might involve exposing the Dominator's control of Earthgov, and trying to convince Dirk to quit and become a hero again.

Subplots

Dirk's fellow Legionnaires had all but deserted him after he signed on with Earthgov, leaving him alone to stew in his misery (Friends Subplot).

In a Family Subplot, Dirk's father Derek emotionally abused the young Dirk. Memories of the abuse continued to haunt Dirk until his dying day.

Dirk was inflicted with a catastrophic Power Complication Subplot when the powersphere explosion caused his powers to overload. This Subplot cost Dirk his sanity, and eventually, his life.

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

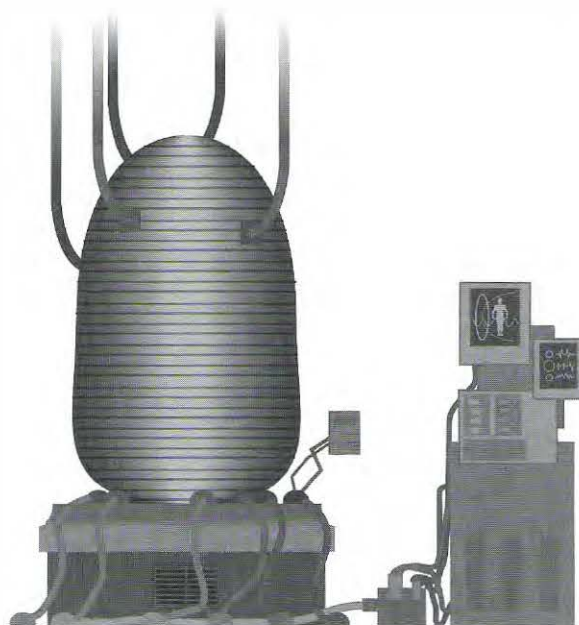
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #276, 287, 289, 309, 387, 392, 591; *Adventure Comics* #290, 300-325, 327-328, 330, 332, 334-337, 339-343, 346 (behind the scenes), 348, 350, 352-353, 356-357, 359-360, 362-364, 367, 371-375, 380; *All-New Collectors' Edition* #C-55; *All-Star Squadron* #54; *The Best of DC* #24; *The Brave and The Bold* #179; *Crisis On Infinite Earths* #3, 5, 8, 10; *DC Comics Presents* #13, 43; *DC Special Series* #21; *Infinity, Inc.* #22; *Justice League of America* #147-148; *Karate Kid* #2, 6; *Legion of Super-Heroes* (2) #259-260, 262, 272-274, 276, 280, 282, 284, 286-289, 291-294, 296-297, 299-303, 307-310, 312-313; (3) 3-5, 7, 9-20, 22-30, 35-43, 45-47, 49-51, 54, 60-63; (4) 1-3; *Legion of Super-Heroes Annual* (2) #1-3; *Secret Origins* (3) #37; *Secrets of the Legion of Super-Heroes* #1, 2 (behind the scenes), 3; *Superboy* (1) #125, 191, 197, 200, 202 (featurette), 203, 208-209, 211, 213, 215, 218-219, 223-227, 230 *Superboy and the Legion of Super-Heroes* #231, 235, 237, 239-250, 252, 258; *Superman* (1) #152, 156; (2) 8; *Superman Family* #207; *Superman's Pal, Jimmy Olsen* #72, 76, 85, 100; *Tales of the Legion* #314-316, 318, 320, 325; *Who's Who '86* #22; *World's Finest Comics* #142, 284

Current: *Adventures of Superman* #478 (flashback); *Legion of Super-Heroes* (4) #1-3, 9, 10 (text), 11, 15, 17, 20, 28-29, 30 (text), 34-36; *Legion of Super-Heroes Annual* (4) #1-2; *New Gods* (3) #22; *Who's Who in the Legion of Super-Heroes* #6; *Who's Who '91* #9



typical Dominator Life Support Pod setup



DR. LIGHT II

DEX:	6	STR:	2	BODY:	6
INT:	10	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:	23	HERO POINTS:	40		

- Powers:** Energy Absorption: 25, Flash: 10, Flight: 9, Illusion: 7, Ultra Vision: 14
- Skills:** Gadgetry: 7, Martial Artist: 4, Scientist: 10
- Bonuses:** Energy Absorption can also be used to redirect energy (see "Light Absorption" below); Ultra Vision gives Dr. Light the ability to view the entire light spectrum from infrared to ultraviolet.
- Limitations:** Power Restriction: Dr. Light's Energy Absorption only works on light energy.
- Advantages:** Connections: Justice League International (High), Japanese Scientific Community (Low); Scholar (astronomy, light/solar technology)
- Drawbacks:** Catastrophic Irrational Fear of total darkness; Loss Vulnerability: All Powers drop to 0 APs in presence of total darkness; Secret Identity; Uncertainty
- Alter Ego:** Kimiyo Hoshi, Kimiko Hoshi
- Motivation:** Responsibility of Power
- Occupation:** Scientist / Member of Justice League Europe
- Wealth:** 6
- Equipment:** 5 AP ABC Omni-Gadget

Light Absorption

Dr. Light possesses the ability to absorb vast amounts of light energy and release it in blasts of devastating force. Though absorbing light energy is an Automatic Action, redirecting it in the form of a light energy blast is a Dice action. To do this Dr. Light makes an Action Check using her APs of Energy Absorption Power as AV/EV against an OV/RV equal to the APs of light energy she is trying to absorb. RAPs from the action are the APs of the light blast which she can project. A normal attack can then be made against her target using RAPs from the absorbed energy as AV/EV against her target's Dex/Body as OV/RV. The energy she absorbs is cumulative though it cannot exceed her APs of Energy Absorption. Dr.

Light retains this absorbed energy for a number of phases equal to RAPs absorbed.

Powers and Abilities

In addition to her Energy Absorption Power, Dr. Light can produce bursts of intense, dazzling light to blind her opponents and can fly at speeds as high as 450 mph, though she has no innate protection from windburn during flight. She can see the entire light spectrum from infrared to ultraviolet and can use this vision to see invisible objects.

Though she typically relies on her light powers, Kimiyo is a capable martial artist having had years of practice. Because of her secret identity, she sometimes falls back on this ability so as not to reveal her light powers in public.

Kimiyo Hoshi is an authority on astronomy and solar activity and the world's foremost authority on light technology. Since she has spent considerably more time as Dr. Hoshi, scientist, than Dr. Light, superhero, she still tends to analyze problems scientifically and frequently employs a variety of gadgets to assist her as a member of the Justice League.

Born of Crisis

The new Dr. Light was created during the Crisis on Infinite Earths as a result of manipulations by the Monitor, a fact which she has certainly forgotten along with the rest of the world. During the crisis her powers manifested themselves differently than they do now. She was able to create constructions of solid light such as light barriers (Force Manipulation: 20) and could only fly on disks of solid light (presumably created by this Power).

When she first received her powers, Dr. Light was harsh and impatient, caring little of what the multiverse required of her. When she witnessed Supergirl fighting alone against the Anti-Monitor, Hoshi was touched by the courage and selflessness of the heroine and was inspired to soften her personality and use her gifts to serve humanity. Kimiyo also believed herself partially responsible for Supergirl's death when Kimiyo cried out, distracting the Kryptonian and allowing the Anti-Monitor to deliver a killing blow (Death Guilt Subplot). Now that the Crisis has faded from her mind, Kimiyo credits her gentler attitude to a diet restricting certain food additives.

Personality/Role-playing

Kimiyo Hoshi is an extremely intelligent woman with a driving curiosity to delve into the scientific unknown. Unless urgency presses her into immediate action, she will often take the time to analyze a situation using scientific instruments. She also has an overpowering fear of the darkness which can totally incapacitate her abilities as a hero.

When she first joined Justice League Europe, Dr. Light appeared strong and confident, hoping that this drive would outweigh her lack of experience as a hero. When Archie Tipple stole a mysterious artifact that was in her possession and became the dangerous villain Deconstructo, Kimiyo's confidence was shattered. She is beginning to doubt her heroic potential and considering returning to Japan and her children, Imako and Yasu.

Using Dr. Light in Adventures

Now that Dr. Light is a member of the new Justice League Europe, any adventure which involves the League can also involve Dr. Light. Her scientific background and position as the world's foremost authority on light technology can also come into play as player heroes approach her with questions of a scientific nature.

Subplots

When she first started her superhero career, Kimiyo inherited some of the original Dr. Light's infamy in a kind of Criminal Past Subplot. This quickly passed however, as Kimiyo has made a name for herself in the hero community and is now considering retiring to care for her children (Family Subplot).

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

Justice League Sourcebook, World in the Balance

Appearances in DC Comics

Adventures of Superman Annual #4 (behind the scenes); Blasters Special #1; Crisis On Infinite Earths #4-7, 10, 12; Eclipso: The Darkness Within #2; Green Lantern (3) #18; Invasion! #2; Justice League #1-4; Justice League America #54-56; Justice League Annual #1, 3; Justice League Europe #19, 30, 37-on; Justice League Europe Annual #1, 3; Justice League International Quarterly #7; Justice League Spectacular #1; The New Teen Titans Annual (2) #2; Suicide Squad #52; Superman (2) #76; Superman: The Man of Steel #20; War of the Gods #3-4; Who's Who '85 #6 Who's Who '91 #11



Doctor Light II's Headgear

DOROTHY SPINNER

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	7	MIND:	7
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	20		

- Skills:** Thief (Stealth): 3
- Powers:** Force Manipulation: 15 (see below)
- Limitations:** Miscellaneous: Force Manipulation is usable only to conjure memories or ideas from Dorothy's subconscious.
- Advantages:** Connection: Doom Patrol (High)
- Drawbacks:** Age (young); Innocent; Strange Appearance
- Motivation:** Upholding the Good
- Occupation:** Adventurer
- Wealth:** 2

Powers and Abilities

Dorothy has the unique ability to physically manifest ideas and images from her subconscious mind. Although the exact limits of Dorothy's powers have yet to be measured, there is no doubt that her conjured constructs are potentially quite powerful. So far, no limits on the sort of objects or ideas she can manifest have been discovered, though she has yet to gain conscious control over her abilities.

Dorothy's Power

In DC HEROES terms, Dorothy's powers are represented by a twisted version of the Force Manipulation Power. Remember that Dorothy's constructs are controlled only by her subconscious mind at present; she cannot summon or control them directly.

Whenever Dorothy suffers any sort of stress or begins to take damage, she must make an Action Check using her INT as both the AV and the OV, her WILL as the EV, and her MIND as the RV. If this Action Check earns one or more RAPs, Dorothy's powers begin to manifest themselves. At this point, the GM determines the exact image that is pulled from Dorothy's subconscious and allots Dorothy's 15 APs of Power between any Attributes, Skills, or

Powers necessary to simulate the image in DC HEROES terms. For instance, when Dorothy is scared, the GM might decide that she summons forth a horrible "spider-beast" that she dreamed about as a child. The beast might have a DEX of 4, a STR of 4, a BODY of 4, 2 APs of Claws, and 1 AP of Cling (15 APs total). When her powers manifest themselves in this fashion, Dorothy's mind races, meaning the image summoned might totally change in a single phase. "Killing" one of Dorothy's images inflicts no harm upon her; it only dispels the image killed, though Dorothy's mind will replace the image with another during the next phase. Note that nothing prevents Dorothy's summoned images from harming her friends or even herself. In fact, the images often seem to prefer such targets, perhaps due to Dorothy's neurotic "self-loathing."

To bring the images back under control and stop her powers from manifesting themselves, Dorothy must succeed at another Action Check using her INT as the AV and OV, her WILL as the EV, and her MIND as the RV. Since bringing the powers under control is a Difficult Action, both the OV and RV of such an Action Check receive a +2 Column Shift penalty. Dorothy can attempt to bring her powers under control once per phase, though doing so counts as her Dice Action.

Dorothy and the Materioptikon

While she was living in the Doom Patrol's "Secret Sanctuary" headquarters, Dorothy's powers were inexplicably enhanced due to the proximity of the Materioptikon, a weapon the old Justice League of America captured from a villain known as Doctor Destiny. As long as she was in the same building with the Materioptikon, Dorothy's APs of "Force Manipulation" were increased to 25.

Dorothy's Appearance

Dorothy's Strange Appearance is much less severe than the standard Drawback described in the *Character Handbook*. Because of her appearance, any Character Interaction attempt Dorothy makes is automatically considered Challenging (+1 Column Shift to the OV/RV) unless she is well-acquainted with her target. Furthermore, for the purposes of Character Interaction, the average Character is Suspicious of Dorothy when they first meet.

Personality/Role-playing

Due to the fact that her parents tried to isolate her from society because of her unusual appearance, Dorothy is shy and reserved. When she is around those with whom she is truly comfortable, however, her defenses sometimes come down and the bubbling, fun-loving personality of a typical child comes to the surface.

Dorothy hopes to eventually gain control over her powers so she can function as an active member of the Doom Patrol.

Using Dorothy Spinner in Adventures

Although she is useless as an ally, subjecting the player heroes to Dorothy's out-of-control powers and allowing them to tour the mind of a frightened child

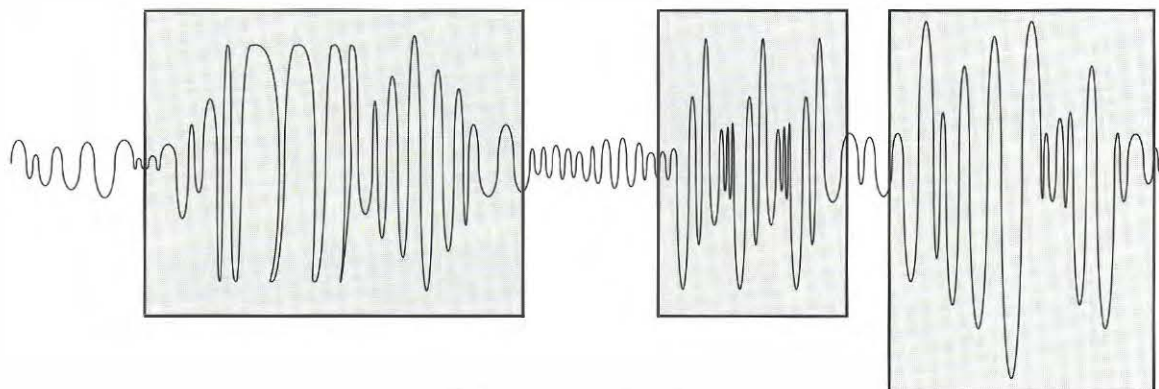
might prove interesting. Perhaps the heroes must visit Doom Patrol headquarters for assistance and accidentally set off Dorothy's powers as they enter. Note that proximity to any sort of hero with mental powers might increase Dorothy's abilities in the same fashion as the Materioptikon.

Subplots

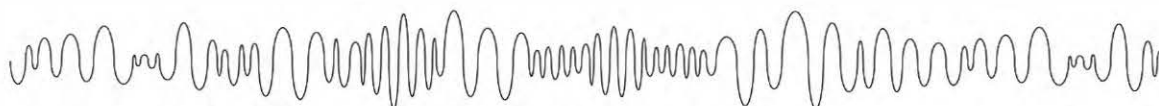
Dorothy's strange powers are a frequent source of Power Complication Subplots.

Appearances in DC Comics

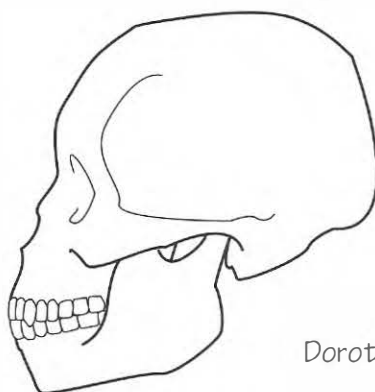
Doom Patrol (2) #14, 18, 23, 25-27, 31, 33, 34 (behind the scenes), 35-37, 39, 43-44, 46, 51, 55, 57-62, 64; *Invasion!* #3 (behind the scenes); *Who's Who '91* #10



EEG during power Use



normal EEG at rest



Dorothy Spinner's Skull

ELASTI-GIRL

deceased

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

- Powers:** Growth: 12, Shrinking: 12
- Skills:** Artist (Actor): 7, Charisma (Persuasion): 5
- Bonuses:** Growth can be used to enlarge specific parts of Elasti-Girl's body (see "Elasti-Girl's Strange Powers" below).
- Limitations:** Elasti-Girl's STR and mass are reduced by 1 AP for every 3 APs of Shrinking she engages.
- Advantages:** Attractive; Connections: Doom Patrol (High), Hollywood (Low); Scholar (tailoring)
- Drawbacks:** Public Identity; Miscellaneous: The process that gave Elasti-Girl her powers also radically shortened her lifespan.
- Alter Ego:** Rita Farr-Dayton
- Motivation:** Unwanted Power
- Occupation:** Actress
- Wealth:** 7

Powers and Abilities

The strange volcanic gases that Rita inhaled granted her the power to dramatically increase and reduce her size. She could Grow to over 40 feet in height, gaining sufficient mass and strength to lift a small building and crush solid steel. Rita could also Shrink to less than an inch tall.

In addition to her Powers, Rita was a well-known actress (Artist/Actor), and a master seamstress (Scholar/tailoring).

Elasti-Girl's Strange Powers

When Rita Farr regained consciousness after she fell in the river, she had no control over her Powers; she would shrink and grow at random. To represent this in game terms, add the following Limitations to her Growth and Shrinking Powers: Minor Power Burnout; Miscellaneous: Whenever Elasti-Girl rolls a natural "2" on any Dice Action, her Shrinking Power activates. Roll a die to determine how many APs of Shrinking she activates. If Elasti-Girl rolls a natural "20," her Growth Power activates, also at a random AP level (roll a die). These random activations of her

Powers last until she can retreat from any stressful situation (like combat) and concentrate for at least 4 APs (1 minute) of time.

Once Elasti-Girl gained better control of her Powers, she learned to enlarge individual parts of her body. This allowed her to perform a number of Power stunts by Growing certain parts of her body, including:

- Legs:** By lengthening her legs, Elasti-Girl can run at speeds of up to 60 miles per hour (6 APs).
- Arms and Shoulders:** Enlarging her arms and upper body allowed Elasti-Girl to strike powerful blows in combat and lift great weights (STR: 6).
- Fingernails:** Elongating her fingernails granted Rita the Claws Power rated at 6 APs.
- Miscellaneous:** By distorting and enlarging various parts of her body, Elasti-Girl could gain the equivalent of 3 APs of Stretching.

Note that all of the above stunts were performed using the Growth Power, so Rita could not use them in combination with Growth, and could only use one stunt at a time.

Personality/Role-playing

Rita Farr was a starry-eyed young actress thrust into the bizarre world of the Doom Patrol by a quirk of fate. Her comparatively normal appearance and powers set her apart from the rest of the team, but it never affected her performance or dedication.

The tragic loss of Rita's dream career in hollywood sometimes surfaced in bouts of depression. In spite of her beautiful features, she considered herself a "freak."

Using Elasti-Girl in Adventures

Elasti-Girl was a very active member of the original Doom Patrol, so she could be involved in any adventure set in that team's era (the sixties), especially if it involved the bizarre or the supernatural. Her formidable Powers and bravery always put her in the forefront of any battles the Doom Patrol fought, making her an ideal Player Character for action-based adventures.

Subplots

As the only female member of the original Doom Patrol, Rita was naturally involved in a number of

Romance Subplots. She was initially attracted to Larry Trainor (Negative Man), although she eventually fell in love with and married billionaire Steve Dayton (Mento).

Rita and Steve adopted the orphan Garfield Logan, who would later become the New Titan known as Changeling. Also, Rita continued her involvement with the Doom Patrol even though Steve despised them (Family Subplots).

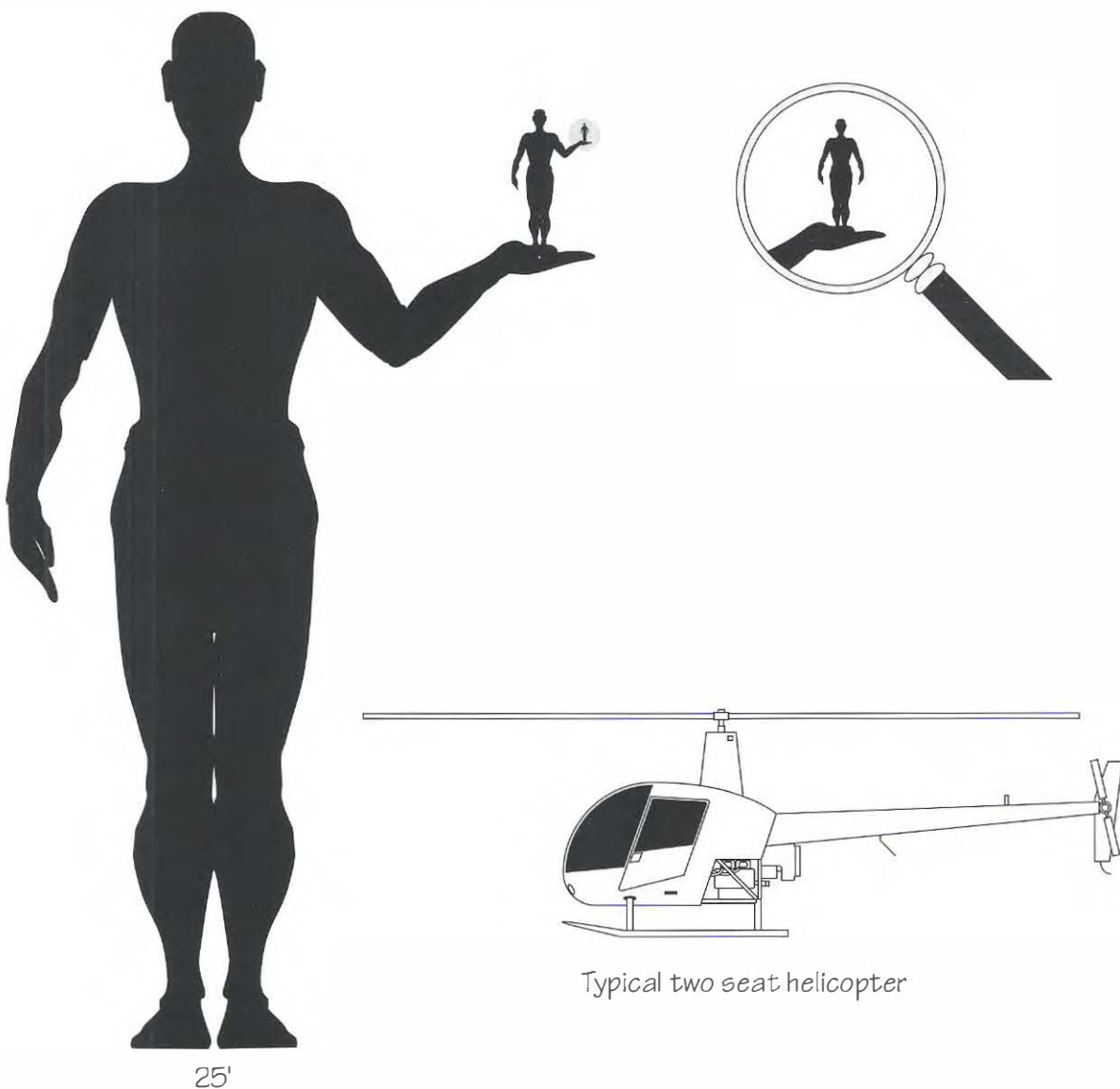
Late in her career, it was discovered that the accident that the mysterious vapors that granted Rita her powers also shortened her lifespan (Power Complication Subplot). Unfortunately, she died in action before the Chief could discover a cure for her condition.

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* #65; *Challengers of the Unknown* (1) #48; *Doom Patrol* (1) #86-121; *My Greatest Adventure* #80-85; *Teen Titans* #6; *Who's Who* '85 #7

Current: *Doom Patrol* (2) #1 (corpse), 57; *Secret Origins Annual* #1 (flashback); *Teen Titans Spotlight* #9; *Who's Who* '91 #12



ELEMENT GIRL

deceased

DEX:	3	STR:	6	BODY:	6
INT:	5	WILL:	4	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	0		

- Powers:** Molecular Chameleon: 2, Omni-Arm: 2, Self-Manipulation: 2
- Skills:** Detective: 4, Martial Artist: 5, Thief: 5, Vehicles: 3, Weaponry: 3
- Drawbacks:** Guilt (see below); Strange Appearance; Fatal Vulnerability to the strange meteor that gave Urania her powers (range of 2 APs).
- Alter Ego:** Urania Blackwell
- Motivation:** Seeking Justice
- Occupation:** Former government agent
- Wealth:** 4
- Equipment:**

Mask [BODY: 1]

Element Girl's mask covers her face and cancels out the effects of her Strange Appearance Drawback. Noticing that the mask is artificial while observing Element Girl is an Extreme Perception Check (OV/RV of 8/8).

Powers and Abilities

Like Metamorpho, Element Girl had the power to transform her body into any element or compound found in the human body. She could also bend her body into a wide variety of different forms and exert strength capable of crushing concrete.

Element Girl in Her Prime

After she was deserted by Metamorpho and the top secret government agency that employed her, Element Girl became listless and unmotivated. During this time, she acquired a variant of the Guilt Drawback that gradually drained away all her acquired Hero Points and atrophied her Powers and Abilities. In her prime, Element Girl had the following statistics:

ELEMENT GIRL (OLD VERSION)

DEX:	5	STR:	8	BODY:	9
INT:	5	WILL:	4	MIND:	4
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	40		

- Powers:** Molecular Chameleon: 9, Omni-Arm: 6, Self-Manipulation: 12
- Skills:** Detective: 4, Martial Artist: 5, Thief: 5, Vehicles: 3, Weaponry: 3
- Drawbacks:** Strange Appearance; Fatal Vulnerability to the strange meteor that gave Urania her powers (range of 2 APs).
- Alter Ego:** Urania Blackwell
- Motivation:** Seeking Justice
- Occupation:** Former government agent
- Wealth:** 6

Molecular Transformation

Element Girl easily transformed her body into just about any element or compound she imagined. When she assumed solid form, her STR and BODY were immediately raised to an AP level equal to the Body of the substance mimicked. When she assumed gaseous or liquid form, she was treated as though she was using the Dispersal Power at an AP level equal to her APs of Molecular Chameleon. Some of the forms Element Girl commonly assumed included:

- Anesthetic Gas** [attacks everyone within a volume of 9 APs with an AV/EV of 8/8, rolled against the target's BODY/BODY]
- Case-Hardened Steel** [raised Element Girl's STR and BODY to 12]
- Fog** [acts as a Fog cloud rated at 9 APs]
- Lodestone** [raised Element Girl's STR to 9 and allowed her to function as a magnet with the Magnetic Control Power rated at 8 APs]
- Water** [allowed Element Girl to pour through cracks and openings and travel through sewer systems at a rate of 9 APs]

Note that Element Girl could assume all of these sample forms only when she was in prime condition.

The "Agency"

While she was active, the top secret "agency" that employed Element Girl boasted more than one hundred operatives and had a Wealth rating of 13.

Personality/Role-playing

When she began her career, Element Girl was the archetypical dashing, headstrong secret agent. Perhaps her only flaw was the over-developed sense of patriotism that gave her such blind faith in the

“agency” and led her to volunteer for the Element Girl Experiment in the first place.

After the agency’s mission changed with the end of the cold war and Element Girl’s stint with the organization ended, Urania became a broken woman. Abandoned by the one thing she truly trusted, she was forced to change her view of the entire world. By the end of her life, she was little more than a meek hermit sometimes attempting to relive the thrill of her “glory days” and sometimes trying to find a way to end her own life.

Using Element Girl in Adventures

During her prime, Element Girl was an operative of the US Government and might have been encountered during any adventure in which the government had an interest. In such a case, she might have helped the player heroes battle a menace that threatened national security, or she might have worked against the heroes to insure that an important weapon or piece of information found its way into government hands.

Later in her life, during her “hermit” era, Element Girl might have been encountered by a group of player heroes looking for information about one of her old cases. Although she was difficult to track down and convincing her to reveal information wasn’t easy, she still had many pieces of important information at her disposal right up until her death.

Subplots

Element Girl’s Strange Appearance Drawback drew her into several Power Complication Subplots.

Appearances in DC Comics

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

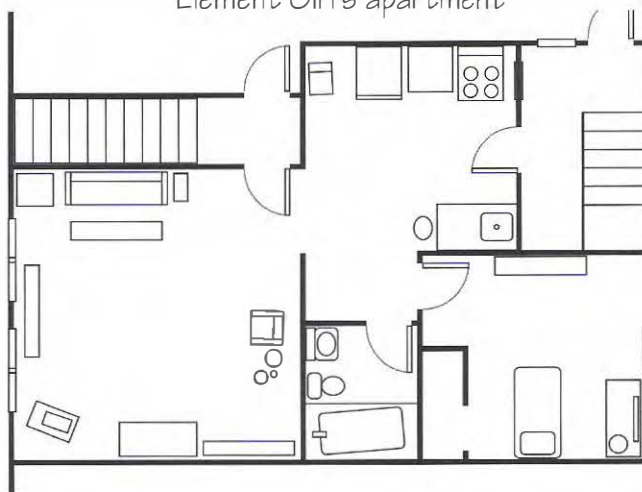
Pre-Crisis: *Metamorpho* #10-17

Current: *Sandman* (2) #20; *Who’s Who* ‘91 #10



Orb of Ra

Element Girl's apartment



FIREHAWK

DEX:	5	STR:	7	BODY:	8
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	15	HERO POINTS:	40		

- Powers:** Dispersal: 9, Flame Control: 10, Flight: 9, Flame Being: 12, Flame Project: 12, Sealed Systems: 3
- Advantages:** Connections: Firestorm (High), U.S. Government (Low), Vandemeer Institute of Meta-Human Studies (High); Insta-Change; Scholar (political science)
- Drawbacks:** Secret Identity
- Alter Ego:** Lorraine Reilly
- Motivation:** Responsibility of Power
- Occupation:** Administrative Assistant
- Wealth:** 5

Powers and Abilities

Martin Hewett's experiment endowed Lorraine Reilly with power over heat and flames at a molecular level. As Firehawk, she can generate fire hot enough to melt steel, and she can control existing flames, making them more intense or extinguishing them at will (Flame Project, Flame Control).

When Lorraine becomes Firehawk, she manifests large wings of orange flames. These wings, combined with her control of heat, allow her to fly faster than sound. She has Pushed this Power in the past to briefly achieve escape velocity (15 APs), but the strain knocked her unconscious.

Firehawk has a blue fire surrounding her wrists, calves, and hair. This fire, which can be expanded to shield her entire body, protects her with intense heat. This fiery aura burns anything that touches her, and grants her invulnerability from other fire-based attack forms (Flame Being).

If Firehawk intensifies this aura, she can Disperse herself until she actually becomes fire. In this form she can walk through solid objects.

The experiment also toughened Lorraine's body, making her about 16 times as strong as she was originally and allowing her to resist attacks from small-caliber firearms (BODY).

The Captains of Industry

The Captains of Industry is a minor super-hero team operated by the Vandemeer Institute of Meta-

Human Studies. Even though she was originally blackmailed into joining them, Firehawk still operates with the Captains from time to time.

Two other members of the Captains are Catalyst, a "Living Pharmacopoeia" who can generate any drug by excreting it through his skin, and Maser, an optimistic young hero with the power to turn himself into electromagnetic radiation.

CATALYST

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	10		

- Powers:** Poison Touch: 7, Systemic Antidote: 3
 - Bonuses:** Catalyst can use his Poison Touch Power to generate any drug from a simple sedative to crack cocaine. His APs of Poison Touch can therefore mimic certain effects of the following Powers: Acid, Broadcast Empath, Hypnotism, Mind Blast, Phobia, Sensory Block, and Suspension. Note that in all cases the AV of these attacks is DEX, since Catalyst must touch his target for the drug to take effect.
 - Advantages:** Connections: Vandemeer Institute of Meta-Human Studies (Low), Krieg Pharmaceutical (High)
 - Drawbacks:** Serious Irrational Attraction to drugs
 - Alter Ego:** Unrevealed
 - Motivation:** Mercenary
 - Occupation:** Hero
 - Wealth:** 5
 - Equipment:**
- COSTUME [BODY: 7, Sealed Systems: 7, R#: 3]

MASER

DEX:	5	STR:	4	BODY:	5
INT:	2	WILL:	9	MIND:	5
INFL:	3	AURA:	5	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	25		

- Powers:** Dispersal: 15, Energy Blast: 7, Energy Absorption: 7, Flight: 29, Magnetic Control: 10, Radar Sense: 5, Sonar: 4, Thermal Vision: 7, Ultra Vision: 7, X-Ray Vision: 5
- Bonus:** Magnetic Control may be used to achieve flight if there are ferrous objects within 5 APs.
- Limitations:** Flight Power may only be used when Dispersed; All of Maser's Power AP ratings are lowered by 3 APs and they acquire the Catastrophic Power Burnout Limitation if he is not wearing his Neural Amplifier Headband (see below).
- Advantages:** Attractive; Connection: Vandemeer Institute of Meta-Human Studies (Low)

- Drawbacks:** Innocent; Public Identity
- Alter Ego:** Harold Lawrence Jordan
- Motivation:** Responsibility of Power
- Occupation:** Hero
- Wealth:** 5
- Equipment:**

Neural Amplifier Headband [BODY: 5, R#: 3]

GLOVES [BODY: 2, Heat Vision: 13, R#: 3] The gloves contain micro-shards of ruby crystal and focus Maser's powers to generate lasers. Limitation: The Heat Vision Power may only be used by Maser or someone with similar powers.

Personality/Role-playing

Lorraine Reilly is a smart, brave, and outspoken woman who never compromises her ideals. She has faced off with Firestorm on more than one occasion, knowing full well that he is much more powerful than she is, because she felt that he was acting like a "man," thinking with his fists instead of his head.

Firehawk is short on patience, and will quickly cut through to the heart of any discussion or argument. She always prefers action to inaction, although she's usually willing to compromise if the negotiations are quick (and they go her way).

Using Firehawk in Adventures

During Firestorm's early career, Firehawk would most often be found flying beside him, aiding him in his fight against crime.

Since Firestorm became a fully-realized elemental, Firehawk has operated on her own. She currently patrols the city of Pittsburgh on a semi-regular basis. Any adventures that take place in or pass by that city might involve Firehawk, with or without the other Captains of Industry.

Subplots

Firehawk is involved in a long-running Romance Subplot with Ron Raymond (Firestorm). His ever-changing powers and moods have been trying for both of them, but now that he is free of Firestorm, their relationship has become more solid than ever.

Lorraine's career as Firehawk often interferes with her private life. It took a long time for her to "train" Firestorm to not refer to her as "Firehawk" when she was in her Secret Identity. James Finch, CEO of Vandemeer Steel, used his knowledge of Firehawk's identity to blackmail her into protecting his company from Firestorm.

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

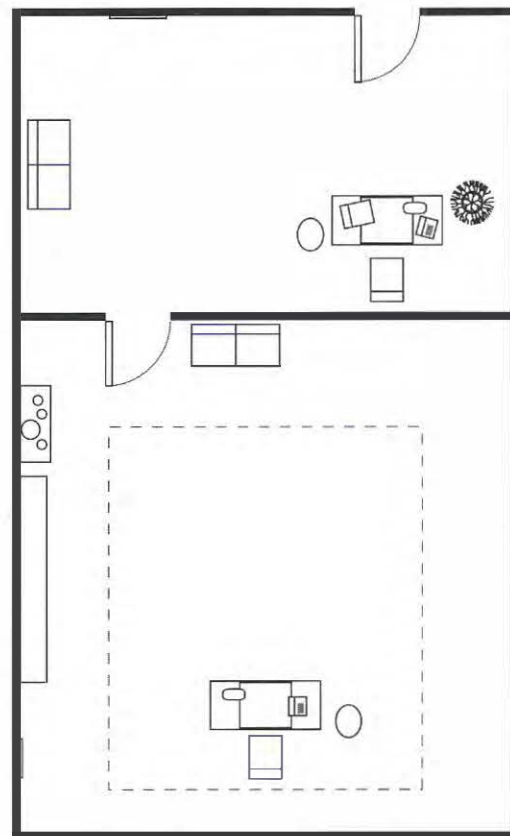
Background/Roster Book

Appearances in DC Comics

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

Pre-Crisis: *Crisis On Infinite Earths* #5, 8-10, 12; *The Fury of Firestorm* #1-2, 5-6, 13-15, 17-18, 20-28, 31, 36, 42 *The Fury of Firestorm Annual* #1; *Who's Who* '85 #8

Current: *Blasters Special* #1; *Firestorm* (2) #94, 98-100; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #76-77, 80-82, 86-89; *Hawkworld* (2) #13; *Starman* #5; *Suicide Squad* #58; *War of the Gods* #2-4; *Who's Who* '91 #9



Dr. Stein's office at IMHS

FIRESTORM

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

•**Powers:** Awareness: 9, Density Increase: 8, Dispersal: 16, Energy Absorption: 11, Flame Being: 15, Flame Control: 16, Flame Project: 20, Flash: 15, Flight: 30, Gravity Decrease: 5, Gravity Increase: 5, Growth: 13, Heat Vision: 15, Invulnerability: 14, Matter Manipulation: 18, Regeneration: 10, Sealed Systems: 25, Teleportation: 25

•**Skills:** Scientist: 8

•**Limitations:** Power Restrictions: Firestorm can only Teleport to open flames; Firestorm can only use a maximum of 15 APs of Flight unless he is Dispersed and in outer space; Firestorm's Powers have no direct effect on other elementals.

•**Advantages:** Connections: Firehawk (High), Vandemeer Institute for Metahuman Studies (Low), Soyuz (Low), Maya (Low), Captain Atom (Low), the Orishas (Low); Scholar (physics)

•**Drawbacks:** Miscellaneous: Firestorm has sworn not to use his Matter Manipulation Power, due to its destabilizing effects on the environment.

•**Alter Ego:** Martin Stein

•**Motivation:** Responsibility of Power

•**Occupation:** Elemental

Powers and Abilities

As Earth's fire elemental, Firestorm has total control over fire and flames (Flame Control). He can also generate flames from his own body with sufficient heat to melt the super-alloy Promethium, and can cover himself in flames to protect himself from harm (Flame Project, Flame Being). By absorbing all of the fire for miles around into himself, he can Grow to enormous proportions.

Firestorm also maintains his former control over matter, allowing him to reshape it into any form he desires through concentration (Matter Manipulation). This ability also allows him to absorb and neutralize all forms of energy (Energy Absorption).

Firestorm can cause the molecules of his body to become denser, granting him greater strength and durability (Density Increase), or he can actually become energy by Dispersing his molecules entirely. In this "energy form" he can fly through space at light speed, and he no longer requires air to breathe (Flight, Sealed Systems).

Through his connection to the Earth, Firestorm gains insight into cosmic events, especially those that threaten the environment (Awareness). This mystical nature also makes him nearly impossible to kill (Invulnerability). He also has the ability to instantly Teleport to any open flame on Earth.

The Original Firestorm

When Raymond and Stein first became Firestorm, they gained the power to rearrange matter and energy.

Although Raymond maintained control of Firestorm, Stein's mind remained active, and could offer Raymond advice (Use the Mental Attributes listed below when Firestorm suffers a Mental Attack, but use Stein's Attributes for problem-solving).

Late in the career of the original Firestorm, he would suffer periodic "attacks," where he would have to maintain intense concentration or split into Raymond and Stein. This is represented in game terms by his Minor Psychological Instability: whenever Firestorm rolls a natural "2," he would suffer an "attack." During the next 2 APs of time, Firestorm must roll an Action Check against OV/RVs of 8/8, using his WILL/WILL as the AV/OV. Failure indicates that Firestorm immediately splits into Raymond and Stein.

FIRESTORM, THE NUCLEAR MAN

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

•**Powers:** Dispersal: 9, Energy Absorption: 6, Energy Blast: 11, Flight: 15, Heat Vision: 8, Matter Manipulation: 11, Radar Sense: 10, Regeneration: 4, Sealed Systems: 15, Thermal Vision: 6, Ultra Vision: 6

•**Limitations:** Power Restriction: Firestorm cannot use his Energy Blast or Matter Manipulation while Dispersed.

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

•**Drawbacks:** Minor Psychological Instability (late in the career of first Firestorm only); Secret Identity; Miscellaneous: Firestorm is a composite creature that is formed when Raymond and Stein merge together.

•**Alter Egos:** Ronnie Raymond & Martin Stein

•**Motivation:** Upholding the Good

•**Equipment:**

JLA Signal Device [BODY: 3, Telepathy: 25] Limitation: The Device's Telepathy represents the range of its signal.

RONNIE RAYMOND

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

•**Skills:** Acrobatics: 2

•**Occupation:** Student

•**Wealth:** 3

MARTIN STEIN

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

•**Skills:** Scientist: 8

•**Advantages:** Connection: Scientific Community (High); Scholar (physics)

•**Occupation:** Professor

•**Wealth:** 5

Firestorm Reborn

During his battle with the Soviet hero Pozhar,

Firestorm suffered one of his "attacks," and split. Stein collapsed, and Raymond and Pozhar merged to form a new Firestorm when they were hit with a nuclear missile (see "Firestorm, the Nuclear Man" above for his Attributes and Powers). This Firestorm had a mind of his own, but required Raymond and Arkadin to merge.

MIKHAIL DENISOVITCH ARKADIN

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

•**Advantages:** Connection: Soyuz (Low)

•**Drawbacks:** Married

•**Alter Ego:** Pozhar

•**Occupation:** Hero

•**Wealth:** 3

Earth's Fire Elemental

In the wake of the massive alien invasion of Earth masterminded by the Dominators, Firestorm learned that he was in fact Earth's fire elemental. Raymond and Arkadin were completely submerged into Firestorm's consciousness as he took his place among Earth's mystical protectors.

During this period, Firestorm had strong ties that linked him to the Earth. In game terms, he had a Fatal Vulnerability to leaving the Earth. In addition, his Flight was rated at 15 APs, and he lacked Sealed Systems and the Scientist Skill. In all other respects, his Powers and Attributes matched those of the current Firestorm.

Personality/Role-playing

In his original incarnation, Firestorm was an impulsive, happy-go-lucky hero. If not for Professor Stein's constant advice, he would have been defeated long ago. Despite his jovial attitude, Firestorm was a true hero.

When Firestorm first gained his own "consciousness," he was cold and impassive. He would do whatever was asked of him without question. In a matter of weeks, he gained a personality, but he remained innocent and somewhat confused. By the time he had learned that he was an elemental, Firestorm decided to stop trying to analyze every situation, and merely acted on his feelings.

Now that Stein has become the "true" Firestorm, he has gained access to all the memories of Firestorm, and has come to terms with his elemental nature. Stein is not only a highly intelligent scientist, but a brave hero as well.

Using Firestorm in Adventures

In his "Nuclear Man" phase, Firestorm was a member of the original Justice League of America. He can be used in any adventures involving that team.

Since Firestorm has become Earth's fire elemental, he has distanced himself from other heroes, preferring to work

alone. He tends to deal with problems involving the environment, but will never ignore a call for help. Firestorm can even act as an opponent to Player Characters if they become involved with institutions that are engaged in environmentally damaging pursuits.

In any of his forms, Firestorm is a tremendously powerful character, and care should be taken when using him in an adventure. Especially in his current form, Firestorm is best used as an NPC.

Subplots

While Ron Raymond was a part of Firestorm, his family had to deal with his constant disappearances and emotional outbursts. By the time he was freed of Firestorm, they were on the brink of disowning him, but have since reconciled their differences (Family Subplot).

Firestorm's gradual upscaling in power eventually led to his becoming the true fire elemental he was always meant to be (Power Complication Subplot).

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

Background/Roster Book (card included), Justice League Sourcebook

Appearances in DC Comics

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

Firestorm (pre-Crisis): *Action Comics* #546; *All-Star Squadron* #14-15, 54; *The Brave and The Bold* #172; *Crisis On Infinite Earths* #1-5, 7-10, 12; *DC Comics Presents* #17, 45, 90; *Firestorm* (1) #1-5; *The Flash* (1) #289-299, 301-304, 323, 327-329; *The Fury of Firestorm* #1-41; *The Fury of Firestorm Annual* #1-3; *Green Lantern* (2) #139; *Justice League of America* #179-180, 183-185, 189-190, 192-193, 195-197, 200, 203-205, 207-209, 217, 219-224, 228-230, 232; *Justice League of America Annual* #1-3; *The Phantom Zone* #2 & 4 (both behind the scenes); *Supergirl* (2) #20; *Who's Who* '85 #8; *Wonder Woman* (1) #300; *World's Finest Comics* #281, 300, 302

Firestorm I (current): *Action Comics* #650 (flashback); *Armageddon: Inferno* #1, 4; *Blue Devil* #23; *Captain Atom* (3) #2, 5, 49 (flashback); *Firestorm* (2) #100; *Firestorm Annual* #5; *The Fury of Firestorm* #43-64; *The Fury of Firestorm Annual* #4; *Legends* #1-2; *Secret Origins* (3) #4; *War of the Gods* #1-2, 4

Firestorm II (current): *Adventures of Superman* #449; *Blasters Special* #1; *Captain Atom* (3) #11; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #65-85; *Invasion!* #2-3; *Justice League International* #9-10, 24; *Millennium* #1, 4-8; *Starman* #5; *Suicide Squad* #9; *Who's Who* '88 #1; *Wonder Woman* (2) #13

Firestorm III (current): *Checkmate!* #18; *Firestorm* (2) #93-100; *Firestorm, the Nuclear Man* #85-92; *Suicide Squad* #29-30; *Swamp Thing Annual* #5

Firestorm IV (current): *Firestorm* (2) #100; *War of the Gods* #1-2, 4; *Who's Who* '91 #10

FLASH II *deceased*

DEX:	7	STR:	4	BODY:	7
INT:	6	WILL:	9	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	8
INITIATIVE:	46	HERO POINTS:	120		

- Powers:** Air Control: 14, Dimension Travel: 8, Dispersal: 12, Superspeed: 25
- Skills:** Detective: 5, Gadgetry: 4, Scientist: 6
- Limitations:** Miscellaneous: All other Powers only work while Superspeed is in effect. Power Restrictions: Air Control cannot be used to fly; Dimension Travel may only be used for Travel.
- Advantages:** Area Knowledge (Central City); Connection: Justice League of America (High); Lightning Reflexes
- Drawbacks:** Secret Identity
- Alter Ego:** Barry Henry Allen
- Motivation:** Upholding the Good
- Occupation:** Police Scientist
- Wealth:** 5
- Equipment:**

COSTUME STORAGE RING [BODY: 1, Shrinking: 10, R#: 2] Limitation: Shrinking only works on the Flash's costume.

JLA SIGNAL DEVICE [BODY: 3, Telepathy: 25] The Flash's Signal is incorporated into the lightning symbol on his costume. Limitation: The Device's Telepathy Power represents the range of its signal.

COSMIC TREADMILL [BODY: 8, Time Travel: *, R#: 3] *The Treadmill's APs of Time Travel are equal to double the user's APs of Superspeed. Limitation: The Treadmill can only be used by Characters possessing Superspeed and control over their body's vibrations (Dimension Travel and/or Dispersal).

Powers and Abilities

Barry Allen's speed and reflexes were heightened to a level 7.5 million times that of a normal human. He could casually run at over 15,000 miles per second, and routinely pushed his speed to that of light itself! In addition to granting him swift movement, Flash's Power of Superspeed also allowed him to perform tasks that would normally take years in mere seconds.

By running in tight circles, Flash could control the flow of air to create tornadoes or a vacuum. By spinning his arms like a fan, he could generate powerful gusts of wind to blow down opponents.

The Flash had complete control over the vibrations of his atoms. With concentration, he could pass through solid matter (Dispersal) and even travel to other dimensions (Dimension Travel), simply by carefully attuning his atomic vibrations to those of his destination.

In his capacity as a police scientist, Barry possessed many useful Skills. He was trained in police procedure and law, as well as fingerprinting, blood testing, and clue analysis (Detective). Barry was also an accomplished inventor (Gadgetry). His creations included his collapsible costume and storage ring, as well as the Cosmic Treadmill, which allowed him to travel through time.

The Fastest Man Alive

The Flash's amazing speed allowed him to perform a number of stunts, including:

- Running:** The Flash could travel at a speed of 25 APs. This incredible velocity allowed him to run across the surface of water as if it were solid, or up and down vertical walls. Additionally, he could reach the speed of light (29 APs) if he Pushed his Superspeed (see the *Rules Manual*, pages 10-11).
- Super-Speed:** The Flash was so fast that he could accomplish tasks in a tiny fraction of the time a normal human would need. He could subtract his APs of Superspeed from the time (in APs) necessary to perform any task.
- Creating Whirlwinds:** By running in a circle at super-speed, Flash could create a powerful whirlwind. This effect was treated as the Air Control Power, allowing him to attack opponents with gusts of wind, move a volume of air, or even create a vacuum (see p. 32 of the *Character Handbook* for more details).
- Multi-Take-Away:** A favorite tactic Flash used against thugs was to zip around in their midst and snatch all their guns away. This was treated as a combination Multi-Attack and Take-Away, but because Flash used this maneuver so often, he received a special -1 Column Shift modifier to the OV and RV.

Personality/Role-playing

The Flash was a true hero in every sense of the word. He was a loyal friend and teammate, and an upstanding citizen. Barry would never consider working outside the law, which sometimes put him at odds with "vigilantes" like Batman.

Although he considered his fight against injustice to be very important, Barry placed an equal value on his personal life. His friends and loved ones never took a back seat to his career as a hero.

The constant tragedies in Barry's life did little to blunt his resolve. Even though he suffered the loss of his wife and public humiliation, he selflessly continued to fight crime and protect the innocent. In the end, he willingly sacrificed himself to save the Earth without a moment's hesitation.

Background Update

Barry Allen recently turned up alive and well in Keystone City. Much of his memory is faded, but he recalls that he was revived by energies released during a fight between Wally West and the new Dr. Alchemy. Whether he is truly Barry Allen returned to life, and whether he will stay permanently or fade out of existence, remain to be seen.

Using the Flash in Adventures

The Flash was a founding member of the Justice League of America, and remained an active member until his death. He might be encountered during any adventure set during his life, as the League was always monitoring the world for signs of crime.

It is possible for the Flash to appear in a contemporary adventure if he uses his Cosmic Treadmill to travel to the present. His re-appearance would likely cause a stir, especially if the new Flash (Wally West) is involved. Care must be taken, however, to make sure that the Flash returns to his rightful time, or history could be changed for the worse (Creating an interesting moral dilemma for Characters who are aware of his final fate).

The Flash can also be used in adventures set in the 30th century, since he spent a month there with his wife Iris before being kidnapped by the Anti-Monitor. During this time, he can be involved in all kinds of adventures, possibly even teaming up with the Legion of Super-Heroes.

Subplots

The Flash had accumulated a large "Rogue's Gallery" of villains over the years, including Captain Cold, Gorilla Grodd, Mirror Master, Trickster, and the Weather Wizard. However, his most persistent (and evil) opponent was Professor Zoom, the Reverse-Flash (Enemies Subplots).

In a tragic Romance Subplot, Barry married his sweetheart Iris, only to see her killed by Professor Zoom. She was later returned to life by her 30th century parents. Barry got to spend a few happy weeks with her, and then died stopping the Anti-Monitor's plans to destroy Earth.

When he was charged with the murder of Professor Zoom, Barry had to suffer through a harrowing trial before he was acquitted (Public Reputation Subplot).

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

Justice League Sourcebook

Appearances in DC Comics

Pre-Crisis: *Action Comics* #314, 365-366, 429, 437, 441, 443, 466-470, 477, 480-481, 482 (behind the scenes), 483, 514, 535, 539, 546; *Adventure Comics* #423, 449, 459-466; *The Adventures of Jerry Lewis* #112; *Aquaman* (1) #18, 30, 55; *The Atom* #8; *Batman and the Outsiders* #1; *Blackhawk* (1) #228-230 *The Brave and The Bold* (1) #28-30, 53-54, 56, 60, 65, 67, 72, 81, 99, 125, 151, 172, 181, 194; *Crisis On Infinite Earths* #2-3, 5-6, 8, 12; *DC Comics Presents* #1-2, 38, 51 (behind the scenes), 73; *DC Comics Presents Annual* #2; *DC Special* #27; *DC Special Series* #1, 6, 11; *Detective Comics* #336, 351, 449, 462; *Doom Patrol* (1) #104; *The Flash* (1) #105-159, 161-168, 170-177, 179-186, 188-195, 197-204, 206-212, 215-350; *Green Lantern* (2) #13, 20, 29, 43, 108, 122, 151, 175, 180; *Justice League of America* #1-33, 35-38, 40-47, 49-50, 52-57, 59-63, 65, 69-72, 74, 77, 80-84, 86-92, 94-100, 101 (behind the scenes), 102-107, 108 (behind the scenes), 109-112, 114-127, 129-133, 135, 136 (behind the scenes), 137-144, 147, 149-151, 153-161, 163-175, 179, 181, 183, 186-195, 198-202, 205-206, 209-212, 219-221, 223, 231-232, 237-240; *Justice League of America Annual* #1; *Limited Collectors' Edition* #C-41; *Metal Men* (1) #21; *Mystery In Space* #75; *The Phantom Zone* #2; *Red Tornado* #1, 3; *The Saga of Swamp Thing* #24; *Showcase* #4, 8, 13-14, 59, 100 *Super Friends* #2-3, 7-9, 23; *Supergirl* (2) #20; *Superman* (1) #199, 220, 312, 313 (behind the scenes), 314, 349, 352; *Superman Family* #171; *Superman's Girl Friend, Lois Lane* #74; *Super-Team Family* #3, 11, 15; *Swing With Scooter* #5; *Tales of the Teen Titans* #49; *Teen Titans* #1, 25, 44, 53; *Who's Who* '85 #8; *Wonder Woman* (1) #212-213, 218-223, 291, 300; *World's Finest Comics* #175, 189, 198-199, 246-247, 250, 255, 273, 275, 281, 287-288

Current: *Action Comics* #650; *Aquaman* (2) #4 (flashback); *Christmas With the Super-Heroes* #2; *Flash* (2) #19, 62-65, 72-76; *Flash Annual* (2) #3 (Who's Who); *Flash Special* #1; *Infinity, Inc.* #39 (flashback), 50 (flashback); *Justice League America* #64 (flashback); *Justice League Europe* #16 (flashback); *Justice League Quarterly* #3, 5 (flashback); *Secret Origins* (3) #22 (flashback), 27 (flashback), 30 (flashback), 32, 37 (flashback), 46, 50 *Secret Origins Annual* #2, 3 (flashback); *Suicide Squad* #44 (flashback); *Superman: Man of Steel Annual* #1 (flashback); *Who's Who* '91 #10

G'NORT

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

- Advantages:** Connections: Green Lantern Corps (Low), Justice League International (Low)
- Drawbacks:** Serious Irrational Attraction to stupidity.
- Alter Ego:** G'nort Esplande Gneesmacher
- Motivation:** Nothing Better to Do
- Occupation:** Green Lantern
- Wealth:** 0
- Equipment:**

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

A Green Lantern's Power Ring is an incredible tool with a number of capabilities limited only by the GL's imagination and willpower (a serious limitation indeed in the hands of a being like G'nort). Some of these abilities are as follows:

- Fly:** The ability to propel the ring-wielder at speeds approaching 1500 times the speed of light (Flight).
- Form objects from emerald energy:** The ability to create tangible objects and tools out of the ring's "emerald energy" (Force Manipulation). This ability is directed by (and Linked to) the user's will power (WILL). G'nort can only correctly form objects which he fully comprehends (bones, pooper scoopers, newspapers, etc.).
- Locate other Green Lanterns:** The Ring allows G'nort to detect other Power Rings up to several thousand light years away (Life Sense; this Power can't be used in any other fashion).
- Manifest user's will power:** This allows the user to manifest many abilities through the sheer force of will (Omni-Power; this Power is linked to 1/2 the user's WILL).
- Project an "energy self":** This Power allows G'nort to separate his "energy" or spirit self from his body and travel freely at the speed of thought while perceiving his surroundings normally (Spirit Travel). G'nort rarely uses this ability because it confuses and frightens him.

- Protect user physically and heal:** This protects G'nort from physical harm (Invulnerability). It also allows him to survive hostile environments such as the vacuum of space (Sealed Systems). The Ring also speeds the user's healing abilities to 16 times normal (Regeneration). G'nort also has a BODY of 12 when wearing the ring and while worn, the ring itself has a BODY equivalent to his WILL (12).
- Provide information:** The ring has the ability to store huge amounts of information (Recall) and aid the user in problem-solving tasks (G'nort can substitute the ring's INT for his own INT when making Action Checks that involve problem-solving). Apparently, G'nort has forgotten that his ring can do this, for he rarely solves any problems.
- Shield the wearer:** The ring can envelop the ring-wielder with a protective sheath of green energy (Skin Armor; G'nort loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor he activates). Due to his extreme clumsiness and stupidity, G'nort has taken to keeping this Power up at all times (when he remembers to).
- Understand languages:** The ring allows G'nort to comprehend and translate virtually every spoken language in the universe (Comprehend Languages), but even the Power Ring can't help him read.

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

Note: G'nort *always* forgets about the Ring's vulnerability to yellow, and can't tell time to save his life. He is usually reminded to charge his ring when his head hits the pavement after his Flight fails.

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 (Invisibility of 15).

What it Takes to be a Green Lantern

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

- Fearlessness:** GLs must have a SPIRIT of 12 or higher and the Iron Nerves Advantage. Additionally, all Green Lanterns must follow a strict code of behavior. Any deviation from this code can result in disciplinary action, including removal from the Corps.
- High Will power:** The higher the will power, the more potent the GL. Creatures with a WILL below 15 will be selected for the Corps only under the most unusual circumstances.
- Honesty:** GLs must be completely honest and trustworthy.
- Worthiness:** The GL must have a heroic Motivation.
- Entertainment Value:** In spite of all these lofty requirements, G'nort has proven that a being can join the Corps even if he falls short on *all* of the above requirements (with the exception of Honesty), because the Guardians of the Universe realize the need for the absurd in the cosmos.

Powers and Abilities

G'nort's mightiest power is his ability to annoy his teammates to distraction. His mere presence among the Justice League reminds them that guys like Blue Beetle and Booster Gold are truly heroes of the finest caliber (compared to G'nort).

Oh, and by the way, G'nort also has a Green Lantern Power Ring. But that's not important, is it?

G'nort's Sidekick

After crashing into the alley behind the Justice League's New York embassy, G'nort came across a spunky young woman with a saxophone foraging through garbage cans. G'nort adopted her as his sidekick, and dubbed her "Sax Girl."

SAX GIRL

DEX:	3	STR:	1	BODY:	2
INT:	4	WILL:	3	MIND:	2
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	10		

- Skills:** Artist (Musician): 3
- Advantages:** Connection: G'nort (High)
- Drawbacks:** Age (young)
- Alter Ego:** Rose
- Motivation:** Thrill of Adventure
- Occupation:** Starving Artist
- Wealth:** 0
- Equipment:** Saxophone [BODY: 3, Sonic Beam: 1, R#: 2]

Personality/Role-playing

G'nort possesses one of the most powerful weapons in the universe, but lacks the imagination, willpower, or intelligence to use it effectively. What he does have in abundance, however, is determination and heart. These qualities help keep him going in the face of constant ridicule from other Green Lanterns and Justice Leaguers.

When playing G'nort, it is important to remember just how stupid he really is. A good way to do this is to discard any good ideas you have during game play, and do just the opposite instead.

Using G'nort in Adventures

G'nort can provide comedy relief in any adventures involving the Justice League or the Green Lantern Corps. His low intelligence and ineptitude can also allow him to be used in adventures where any other GL would overpower the opposition.

Subplots

Mr. Nebula's herald, the Scarlet Skier, hates G'nort more than anything in the universe. The Skier is the closest G'nort comes to having a nemesis (Enemies Subplot).

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

Background/Roster Book (card included), Justice League Sourcebook

Appearances in DC Comics

Green Lantern (3) #9-13, 18, 20, 24-25, 35; Green Lantern Annual #1; Green Lantern Corps Quarterly #1-on; Guy Gardner Reborn #1; Invasion! #2-3; Justice League America #36, 40 (behind the scenes), 51; Justice League Annual #4; Justice League International #10, 14-21, 24; Justice League Quarterly #2; Mister Miracle (2) #6, 11 (behind the scenes), 17; Power of The Atom #9; Secret Origins (3) #34; Who's Who '88 #1; Who's Who '91 #12

GARRYN BEK

DEX:	5	STR:	3	BODY:	3
INT:	6	WILL:	4	MIND:	6
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	15	HERO POINTS:	20		

- Skills:** Vehicles (Space Craft): 7, Weaponry: 5
- Advantages:** Connections: Cairn Drug Lords (High), L.E.G.I.O.N. (High); Rich Family
- Drawbacks:** Married; Uncertainty
- Motivation:** Unwanted Power
- Occupation:** L.E.G.I.O.N. Member / Administrative Director
- Wealth:** 9

Powers and Abilities

Garryn Bek does not currently possess any superhuman abilities, though for a short time he did (see "Garryn Bek and the Emerald Eye" below). Though he has no powers, Bek is still a valuable L.E.G.I.O.N. member, and contributes his administrative skills and fighting abilities to the L.E.G.I.O.N. cause.

Garryn Bek is a capable spacecraft pilot and frequently accompanies other L.E.G.I.O.N. members on missions in this capacity. Bek is also competent with weapons and can provide needed firepower during armed combat.

Garryn Bek and the Emerald Eye

For a time, Garryn Bek fell under the influence of the Emerald Eye, a mysterious space artifact. The eye developed a symbiotic relationship with Bek; the Eye became protective of Bek, and Bek became psychologically addicted to the Eye. The Eye was apparently guided by Bek's subconscious reactions and would lash out at anyone who Bek felt even mildly threatened by.

Gradually the Eye began to affect Bek's mind and body. Bek became paranoid, megalomaniacal, and eventually developed delusions of godhood. The Eye had the ability to transform Bek's body, giving him superhuman physical characteristics. It also used this ability on Bek's estranged wife Marij'n, slimming her from a significantly overweight woman to the peak of physical fitness (see *Hero Team*, L.E.G.I.O.N.).

GARRYN BEK (EYE INFLUENCED)

DEX:	8	STR:	16	BODY:	14
INT:	15	WILL:	15	MIND:	9
INFL:	11	AURA:	9	SPIRIT:	10
INITIATIVE:	34	HERO POINTS:	75		

- Powers:** Garryn Bek exhibited a number of powers while under the influence of the Emerald eye (see below).
- Skills:** Vehicles (Space Craft): 7, Weaponry: 5
- Advantages:** Connections: Cairn Drug Lords (High), L.E.G.I.O.N. (High); Rich Family
- Drawbacks:** Catastrophic Irrational Attraction to the Emerald Eye; Married; Mistrust; Minor Psychological Instability; Serious Rage

The Emerald Eye itself was a mystery to L.E.G.I.O.N. It was found by Bek aboard a derelict explorer ship and apparently began its symbiotic bond with him at that time. It would not leave him and would eliminate anyone Bek got mad at (which was eventually the entire crew of his ship).

After altering Bek and his wife, the Eye accompanied them on a mission to stop the Computer Tyrants of Colu. The Tyrants severely beat the Eye, and it ran away, gradually taking the power it had bestowed on the Beks with it.

The Emerald Eye displayed a wide variety of powers while in the company of Garryn Bek. It also had the special ability to "share" some of its abilities with Garryn Bek and his wife, similar to the Power Bonus Usable On Others, though the Eye still retains the use of its powers as well. The Emerald Eye (or one of the Beks) has used its Force Manipulation powers in many ways, though other manifestations may be possible as well. Some examples of Physical Powers that have been mimicked are: Energy Blast, Flight, Disintegration, Force Shield, and Sealed Systems.

THE EMERALD EYE

DEX:	13	STR:	22	BODY:	16
INT:	5	WILL:	10	MIND:	12
INFL:	8	AURA:	15	SPIRIT:	9
INITIATIVE:	28				

- Powers:** Force Manipulation: 24, Life Sense: 65, Reflection/Deflection: 20, Empathy: 20
- Limitations:** Power Restriction: Empathy will only work on the Eye's symbiotic partner.
- Advantages:** Lightning Reflexes
- Drawbacks:** Catastrophic Irrational Attraction to

protecting symbiotic relationship.

•**Note:** In the past, the Emerald Eye has used its Life Sense power to locate its symbiotic partner and to determine the location of specific planets.

Personality/Role-playing

Garryn Bek is a hot-headed complainer. (Though he is often well motivated). He will take every opportunity to complain about how things are done in the L.E.G.I.O.N. or about a personal affront to him. despite this abrasive behavior, Bek is extremely loyal to the L.E.G.I.O.N. and what it stands for. Though he whines about the position, he approaches his job as L.E.G.I.O.N. administrative director seriously and wants to succeed.

Using Garryn Bek in Adventures

Because Garryn Bek travels regularly with other L.E.G.I.O.N. core members, and because L.E.G.I.O.N.'s influence is spreading across much of the galaxy, Bek can be easily encountered by space-faring heroes. Due to his close ties to the group's nerve center, Bek can be the jumping off point for many space adventures, providing information on impending galactic troubles.

Subplots

Early in L.E.G.I.O.N.'s history, Garryn Bek became involved in a Family Subplot dealing with his drug-dealing father-in-law who was destroyed by the L.E.G.I.O.N., and with Bek's unwanted wife Marij'n who eventually joined L.E.G.I.O.N. Currently, Marij'n is the object of Bek's renewed interest, but she is attracted to Captain Comet, generating considerable jealousy in Bek in an ongoing love triangle (Romance Subplot).

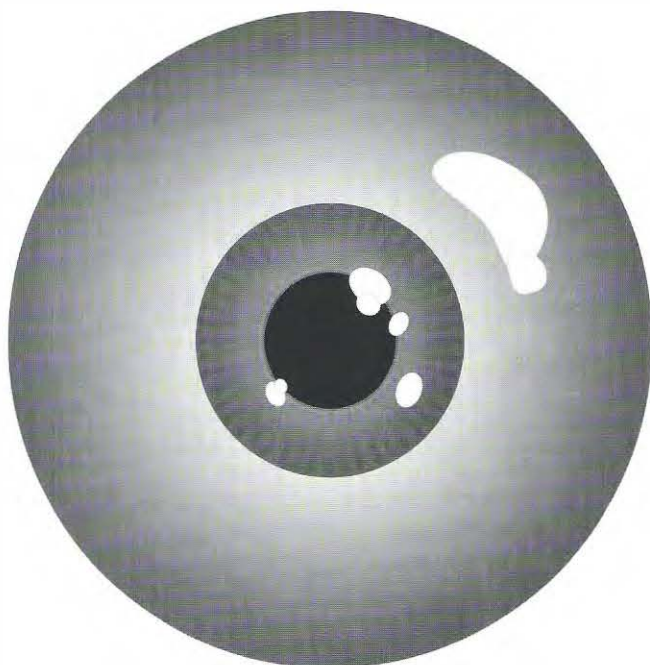
Lately, much of Garryn's time has been occupied by his administrative duties in an ongoing Job Subplot.

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

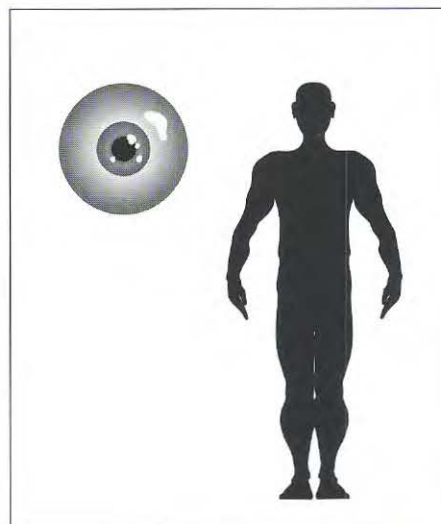
Atlas of the DC Universe

Appearances in DC Comics

Invasion! #1-2; *L.E.G.I.O.N.* '89 (et al.) #1-17, 20-27, 29-30, 32, 34-41, 44-50; *L.E.G.I.O.N.* '91 Annual #2; *Who's Who* '91 #10



The Emerald Eye of Ekron



size comparison

GENERAL GLORY

DEX:	8	STR:	5	BODY:	7
INT:	4	WILL:	8	MIND:	9
INFL:	9	AURA:	10	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	100		

- Powers:** Jumping: 2
- Skills:** Acrobatics: 6, Military Science: 2
- Advantages:** Connection: Justice League International (High); Gift of Gab; Insta-Change; Intensive Training; Iron Nerves; Lightning Reflexes; Luck; Popularity
- Drawbacks:** Secret Identity
- Alter Ego:** Joseph Jones
- Motivation:** Upholding the Good
- Occupation:** Good Guy
- Wealth:** 4
- Equipment:**

Although General Glory carries no equipment, he has been known to employ objects, such as trash can lids, as shields. With these items he can perform Blocks (see the *Rules Manual*, page 23).

Powers and Abilities

As Joe Jones was the only one who saw the vision of Lady Liberty, it is not fully understood how General Glory got his powers. Lady Liberty seems to have transformed Joe into the ultimate physical fighting machine of his day.

General Glory can easily lift such things as motorcycles and has been known to lift WW II tanks. His increased physical prowess also allows him to run great distances, jump as high as a four story building and endure the choking smoke of burning buildings.

The General is an exceptional hand to hand fighter and an accomplished acrobat, able to perform amazing spins and tumbles while in combat. Whether this ability is a result of Lady Liberty's influence or intense training on the General's part is not known.

Joseph Jones

When General Glory's identity was erased and he was placed back in civilian society, the General, now Joe Jones, lived a normal, lonely life and slowly grew old. Continually plagued by his old adversary the Evil Eye, Jones was forced to move from retirement home to retirement home.

When Jones finally found the Liberty Oath in Guy Gardner's General Glory Comic #1 and returned to his life as General Glory, the Evil Eye was incensed and began a campaign against the General which ultimately ended in his death.

JOSEPH JONES

DEX:	2	STR:	1	BODY:	1
INT:	2	WILL:	3	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	5	HERO POINTS:	20		

- Skills:** Charisma: 3, Military Science: 1
- Advantages:** Connection: Justice League International (Low); Insta-Change; Luck
Note: Joe Jones can only activate his Insta-Change if he recites the Lady Liberty Oath.
- Drawbacks:** Age (old); Secret Identity
- Motivation:** Upholding the Good
- Occupation:** Retired Good Guy
- Wealth:** 4

Liberty

During his first outing with the JLA, General Glory rushed into a burning building, fearing there were homeless people inside. Though there were no homeless and the General fell through a weakened stairway, he did escape death and saved the life of a small bull terrier.

Inspired by the General's good nature, Fire and the Blue Beetle made a star-spangled mask for the dog who the General named Liberty. Liberty is now the General's companion while he's not out being a hero.

LIBERTY

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

- Powers:** Analytical Smell/Tracking Scent: 5, Extended Hearing: 3
- Advantages:** Connections: General Glory (High); JLA (Low); Luck
- Drawbacks:** Serious Irrational Attraction to piddling in inappropriate places.

Personality/Role-playing

General Glory is the boy scout's boy scout. He is courteous and upstanding to a fault. He will never hesitate to defend the innocent and constantly sings

the praises of American ideals, even during combat. Though his ramblings are occasionally tiresome, his companions take them in stride as part and parcel of General Glory himself.

As the Martian Manhunter has come to find, it is hard to become or stay annoyed with the General since his attitude is infectious and openly friendly (except towards evil-doers). Because Guy Gardner idolized him as a child, General Glory commands a great deal of Gardner's respect and is the only one who can always keep Guy in check.

Using General Glory in Adventures

General Glory can add a light-heated touch to any campaign. He also makes an excellent encounter for first time players as he is easy to get along with and inspirational. He will always leap into combat against the forces of oppression, so Characters not wanting to be shown up in the public's eyes will likely do the same.

As he seems to have wandered away from the Justice League after their restructuring, General Glory could be encountered anywhere that there is a wrong to be righted.

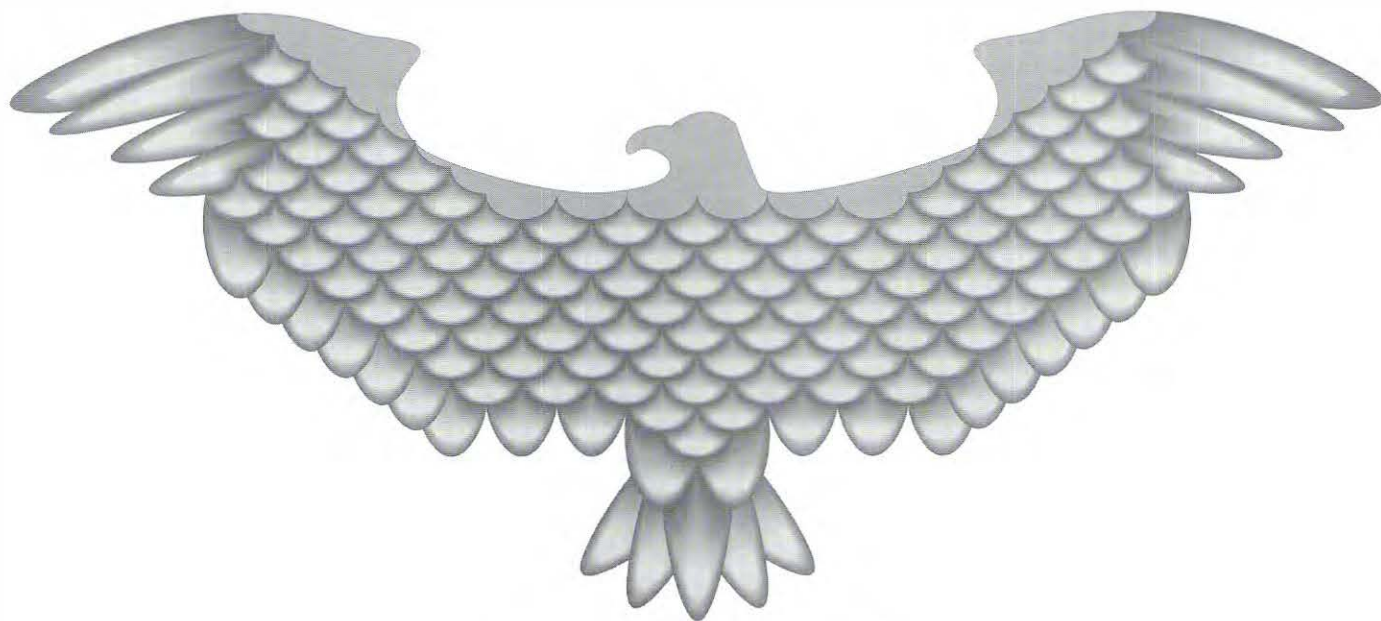
Subplots

With the death of the Evil Eye, General Glory ended a long running Enemies subplot, though the Eye had many associates who might wish to take up the responsibility of bringing about the General's downfall.

As part of a Friends subplot, the General has recently been reunited with his wartime sidekick Ernie, now Major Ernest E. Earnest of the US Army. Earnest had originally believed false information that implied that General Glory was a traitor during WW II. When Glory resurfaced, Major Earnest had him arrested for war crimes until the truth came to light.

Appearances in DC Comics

Green Lantern (3) #18; *Guy Gardner* #1, 4; *Guy Gardner Reborn* #1; *Justice League America* #46-50, 52-60; *Justice League Annual* #5; *Justice League Europe* #29-30, 32-35, 36 (behind the scenes), 47-48; *Justice League Europe Annual* #2; *Justice League Quarterly* #3-7; *Lobo's Back* #3; *Mister Miracle* (2) #25; *War of the Gods* #4 *Who's Who '91* #11



General Glory's Chest Insignia

GIM ALLON

DEX:	8	STR:	5	BODY:	6
INT:	6	WILL:	7	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	20	HERO POINTS:	60		

- Powers:** Growth: 8
- Skills:** Detective: 8, Vehicles: 7, Weaponry: 5
- Limitations:** Miscellaneous: Gim suffers a great deal of pain from the use of his Power (see "Gim's Growth Power" below).
- Advantages:** Connections: Legion of Super-Heroes (High), Science Police (High)
- Drawbacks:** Married
- Alter Ego:** Colossal Boy
- Motivation:** Upholding the Good
- Occupation:** Science Police Captain
- Wealth:** 6
- Equipment:**
Science Police Blaster [BODY: 3, AV: 6, EV: 7, Range: 7, R#: 2]

Powers and Abilities

Gim possesses the power to enlarge his body to a height of over 25 feet (Growth). This increase in size also proportionately increases his strength and resilience, granting him enough STR to lift over 100 tons and the ability to resist all but the most powerful Earthly weapons. Since Gim's run-ins with Starfinger, the use of his Growth Power is quite painful, so he rarely uses it except in emergencies.

Gim has been trained as a Science Police Officer, giving him Skills in the areas of Detective work, piloting (Vehicles), and the use of all manner of Weaponry.

Gim's Growth Power

Since the use of his power is painful, gim rarely uses it unless faced with large numbers of enemies or super-villains. For each AP of Growth engaged (Gim need not grow to maximum size) the following effects occur:

- 3 feet are added to Gim's height.
- 1 AP is added to Gim's RV against Physical Attacks.
- 1 AP is added to Gim's weight and volume.
- 1 AP is added to Gim's STR.

Additionally, for every two APs of Growth engaged, Gim's OV decreases by one AP (1 AP of Growth has no effect on OV, while 2 to 3 APs engaged decreases Gim's OV by 1 AP, and 4 to 5 APs engaged decreases OV by 2 APs, etc.).

When using his power, sometimes the pain in Gim's legs is so great that he must immediately return to normal size. This is represented in game terms by a special Power Burnout Limitation. Any time Gim rolls a natural "2" (double ones) on any Dice Action while his Growth is engaged, the Power immediately fails. He must lose the remainder of that combat phase and the next combat phase as he recovers from the pain. However, he still has his full OV/RV against any attacks made against him. In addition, Gim may not use his Growth Power for 10 APs (1 hour) after such a failure.

Personality/Role-playing

Gim Allon is an honest and hard-working man whose main goal is to use his powers and skills to help other people. He is very brave, often putting himself at risk to save the lives of his comrades.

Although normally the strong silent type, Gim can become verbose and argumentative when faced with a difficult situation. Apart from these outbursts, however, Gim is soft-spoken and kind to everyone he meets.

Using Gim Allon in Adventures

His position in the Science Police makes Gim a good source of information on criminals and crimes. Player heroes might meet Gim if they call on the S.P., and might think he is nothing more than a particularly dedicated S.P. officer, since he rarely uses his powers anymore.

Gim still maintains contacts with his friends in the Legion, but his S.P. duties usually keep him too busy to spend time with them. An adventure involving a powerful villain (or villains) might bring Gim in as a reinforcement for the Legion, reuniting him with his pals.

Subplots

Ever since Gim first captured Char Burrane (Starfinger), the two have been mutual Enemies. When Starfinger tortured Gim and severely damaged his legs, it became painful for Gim to walk, let alone

use his powers (Power Complication Subplot).

As a Science Police officer, Gim has little time for his wife, Yera, or his Legion friends. Gim's dedication to his work and dislike of awkward situations only compound problems that result from these Job and Romance Subplots.

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

2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

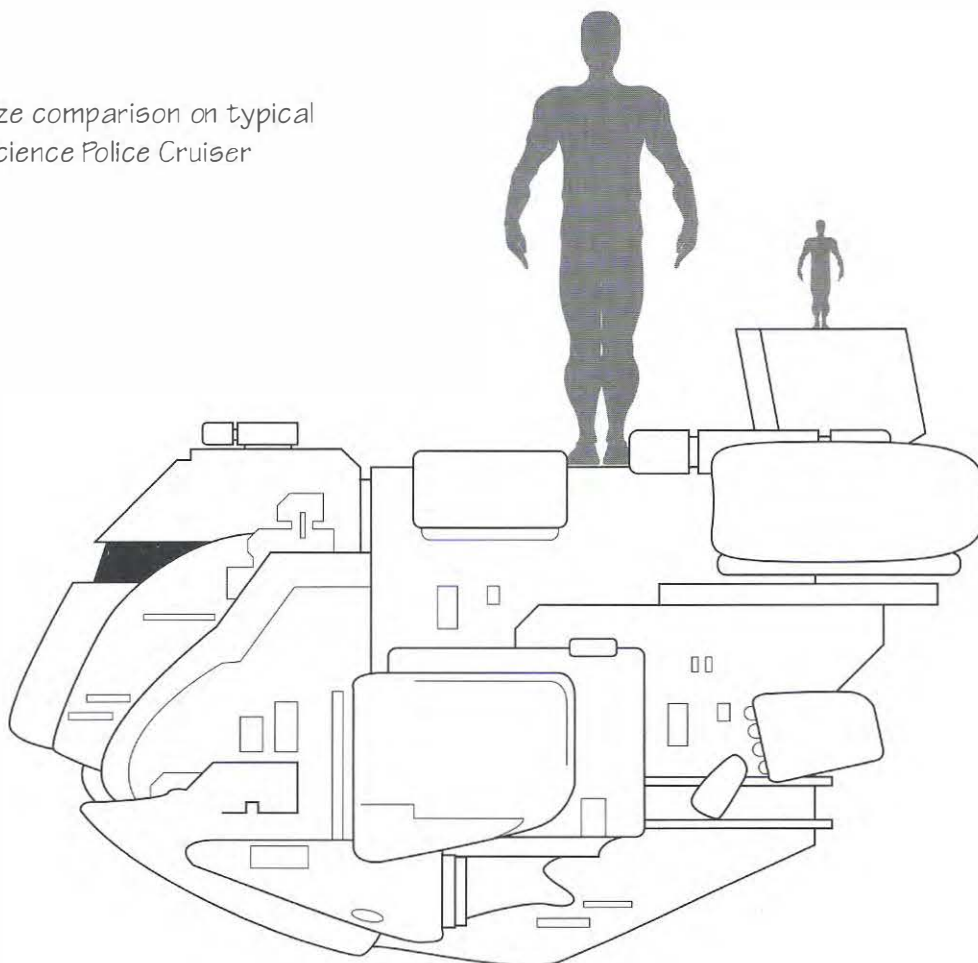
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #267, 309, 385; *Adventure Comics* #247 (behind the scenes), 301, 304-307, 309-310, 313, 315-316, 319, 321, 323-326, 330, 332-333, 335-337, 339-342, 346 (behind the scenes), 348-351, 353-355, 356 (behind the scenes), 359-361, 362 (behind the scenes), 363-364, 371-372,

374-375; *All-New Collectors' Edition* #C-55; *All-Star Squadron* #53; *The Best of DC* #24; *The Brave and the Bold* #179; *Crisis On Infinite Earths* #2, 5, 8, 10; *DC Special Series* #21; *Infinity, Inc.* #22; *Karate Kid* #12-13; *Legionnaires Three* #2; *Legion of Super-Heroes* (2) #262, 266-275, 277-280, 282, 284-289, 292-298, 300-306, 308, 313; (3) 1-5, 7, 9-11, 14-17, 19-22, 24-28, 30, 35-42, 45-46, 48-49, 53, 58, 60-63; *Legion of Super-Heroes Annual* (2) #1-3; (3) 1, 4; *The New Adventures of Superboy* #50; *Secret Origins* (3) #42; *Secrets of the Legion of Super-Heroes* #1, 2 (behind the scenes), 3; *Superboy* (1) #190, 197-198, 200-202, 204, 207-208, 214-215, 217-219, 221, 225-229; *Superboy and the Legion of Super-Heroes* #231-234, 236-237, 239-240, 242-248, 250-251, 253-254, 256; *Superman Family* #207; *Superman's Pal, Jimmy Olsen* #72; *Tales of the Legion* #318-320, 325; *Who's Who '85* #5; *World's Finest Comics* #284

Current: *Adventures of Superman* #478 (flashback); *Legion of Super-Heroes* (4) #12-13; *Legion of Super-Heroes Annual* (4) #1, 3; *Who's Who in the Legion of Super-Heroes* #1; *Who's Who '91* #9

size comparison on typical
Science Police Cruiser



GUY GARDNER

DEX:	7	STR:	4	BODY:	10 (5)
INT:	3	WILL:	18	MIND:	6
INFL:	8	AURA:	3	SPIRIT:	8
INITIATIVE:	18	HERO POINTS:	70		

- Advantages:** Connections: General Glory (Low), Justice League International (High); Iron Nerves
- Drawbacks:** Public Identity; Serious Rage
- Motivation:** Thrill of Adventure
- Occupation:** Adventurer
- Wealth:** 4
- Equipment:**

POWER RING [BODY: 18, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 18, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50] Limitation: The Power Ring is subject to periodic power outages, which occur seemingly at random (see "Power Outages" below).

Guy's yellow Power Ring is an incredible weapon with a number of capabilities limited only by his imagination and willpower. Some of these abilities are as follows:

- Fly:** The ability to propel the ring-wielder at speeds approaching 1500 times the speed of light (Flight).
- Form objects from yellow energy:** The ability to create tangible objects and tools out of the ring's "yellow energy" (Force Manipulation). This ability is directed by (and Linked to) the user's will power (WILL). Guy can only correctly form objects which he fully comprehends. Considering his limited technical expertise, he usually sticks to fairly simple objects like giant fists and sporting goods.
- Locate other Power Rings:** The Ring allows Guy to detect other Power Rings up to several thousand light years away (Life Sense; this Power can't be used in any other fashion).
- Manifest user's will power:** This allows the user to manifest many abilities through the sheer force of will (Omni-Power; this Power is linked to 1/2 the user's WILL).
- Protect user physically and heal:** This protects Guy from physical harm (Invulnerability). It also allows him to survive hostile environments such as the vacuum of space (Sealed Systems). The Ring also speeds the user's healing abilities to 16 times normal (Regeneration). Guy also has a BODY of 10 when wearing the ring and while worn, the ring itself has a BODY equivalent to his WILL (18).

•**Provide information:** The ring has the ability to store huge amounts of information (Recall) and aid the user in problem-solving tasks. However, the ring will only relay this information in Korugarian, the language of the ring's former user, Sinestro. Until Guy learns this alien language, this ability is useless to him.

•**Shield the wearer:** The ring can envelop the ring-wielder with a protective sheath of yellow energy (Skin Armor; Guy loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor he activates).

•**Understand languages:** The ring allows Guy to translate virtually every language in the universe, but only into Korugarian (Comprehend Languages). The ring cannot translate it's native Korugarian to the ring user's language (in this case English).

Powers and Abilities

Guy Gardner gains nearly unlimited power from his yellow Power Ring. With it, he can accomplish anything short of raising the dead, provided his will is strong enough. Unlike his old GL ring, his new one is not vulnerable to yellow (or anything else for that matter), and it doesn't have to be recharged every 24 hours, although it's energy seems to come and go because it needs to come into contact with a Green Lantern ring to recharge itself (see "Power Outages" below).

Guy was once a gym teacher and later a social worker, but he retains little knowledge of those fields now. Although he's had no combat training, and has a notorious glass jaw, Guy is still a reasonable hand-to-hand combatant. He has apparently used his ring to gradually improve his physique, so he has maintained top physical condition, even though he eats like a pig and never exercises. Also, Guy was taught to fight dirty by Lobo, and was forced to work out when he lost his GL ring.

Power Outages

Although the yellow Power Ring Guy seized from Sinestro doesn't need to be recharged every 24 hours, it occasionally loses its power for no apparent reason. In game terms, treat the ring as having a Reliability Number of 3. Whenever Guy rolls a 3 or less on any Dice Action, the Power Ring "conks." None of it's Powers will work, with the exception of Sealed Systems, which will continue to function for 1 day (15 APs) after the ring fails. The GM can roll 1D10 to determine the APs of time that pass before the ring's Powers return.

The One, True Green Lantern

Before he gained Sinestro's yellow Power Ring, Guy Gardner served a long stint in the Green Lantern Corps. During this period, he had the standard GL Power Ring, which had abilities nearly identical to his new one, with the following exceptions:

- The ring generated green energy rather than yellow, and all of its Powers were useless against anything colored yellow.
- His BODY was 12 while wearing the ring.
- The ring spoke to him in plain English, so he could freely use it to Comprehend Languages and to aid him in problem-solving tasks (He could substitute the ring's INT for his own when making action checks that involve problem-solving).
- The ring had to be recharged every 24 hours using the Power Battery (see below).

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 (Invisibility of 15).

Personality/Role-playing

On the outside, Guy Gardner is a brash, macho, and impetuous braggart, who is more concerned with self-aggrandizement than with protecting the innocent. On the inside, however, Guy is a brash, macho, and impetuous hero.

Guy loves nothing more than bashing heads with his Power Ring. He spends every waking hour looking for trouble, and usually finds it. No job is too small for Guy, as he gets as much satisfaction from pounding a mugger with a gigantic yellow mace as he does from crushing Despero with an enormous yellow jackhammer.

Although he's usually a tough-as-nails bully, Guy gets really ornery if you mess with his girlfriend Tora (Ice of the Justice League). He is very protective of her, although paradoxically, he spends very little time with her.

Using Guy Gardner in Adventures

Guy Gardner is a charter member of the new Justice League, so he can be used in any adventures that involve that team. Guy is also constantly on patrol, so he often runs into (and causes) trouble all over New York City.

Both during his time with the GL Corps and his recent employment with the Palindrordnilap, Guy has adventured through the vast reaches of space. He might encounter the L.E.G.I.O.N. and/or Lobo, and could end up allying with them or fighting them.

Subplots

Ever since she joined the Justice League, Ice has been involved in a Romance Subplot with Guy. At first she relentlessly pursued him, but now they see very little of one another.

Several years ago, Guy hit his head on a table, and became the nicest Guy you've ever seen. He was an

incredible sweetheart, and an excellent team player. He has since returned to his old self (Miscellaneous Subplot).

Recently, Guy tried to increase his popularity (and his wealth) by hiring the fast-talking Bucky Sharp to be his press agent. Guy had also agreed to work with the Palindrordnilap to build a profit-oriented version of the GL Corps (the "Gardners of the Universe"). He has since fired Bucky and quit working for the Palindrordnilap (Job Subplots).

Guy's acquisition of the yellow Power Ring and his difficulty in using it constitute a Power Complication Subplot.

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

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

Appearances in DC Comics

Pre-Crisis: *Crisis On Infinite Earths* #9; *Green Lantern* (2) #59, 87, 116, 122-124, 189-190, 193-198; *Tales of the Green Lantern Corps* #3

Current: *Action Comics* #603 (behind the scenes), 642, 670, 675; *Adventures of Superman* #473, 488-489, 497; *Adventures of Superman Annual* #4; *Angel and the Ape* (2) #2; *Armageddon: Inferno* #2-4; *Armageddon 2001* #2; *Blue Beetle* (6) #22; *Booster Gold* #22; *Challengers of the Unknown* (2) #5; *Deathstroke, the Terminator* #13; *The Demon* (3) #27; *Doctor Fate* (1) #3; (2) 14-15; *Doom Patrol* (2) #29; *Eclipso* #3; *Eclipso: The Darkness Within* #2; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #67; *Flash* (2) #8; *Flash Annual* (2) #3; *The Fury of Firestorm* #63-64; *Green Lantern* (2) #199-201, 204-205; (3) 1-13, 18-20, 24-25, 37; *Green Lantern Annual* (2) #1; *Green Lantern Corps* #207, 209-211, 220; *Green Lantern Corps Quarterly* #1; *Green Lantern: Emerald Dawn II* #1, 3-6; *Guy Gardner* #1-on; *Guy Gardner: Reborn* #1-3; *Hawk and Dove* (3) #1; *Invasion!* #2-3; *Justice League* #1-6; *Justice League America* #26-29, 31-33, 35-37, 39-40, 42-50, 52-63, 66-71, 73-on; *Justice League America Annual* #5-6; *Justice League Annual* #1-4; *Justice League Europe* #7-8, 11-13, 28-33, 35-36, 40; *Justice League Europe Annual* #2; *Justice League International* #7-9, 11-16, 18-25; *Justice League Quarterly* #1, 3-7, 9-10; *Justice League Special* #1; *Justice League Spectacular* #1; *Justice Society of America* (2) #9; *Legends* #2-6; *Millennium* #1, 3-8; *Mister Miracle* (2) #16-17, 25-27; *Power of The Atom* #9; *Secret Origins* (3) #7; *Showcase* 93 #2-3; *Starman* #13, 21, 27; *Suicide Squad* #13; *Superman* (2) #65-66, 74, 76; *Superman: The Man of Steel* #10, 20; *Swamp Thing* (2) #81; *Time Masters* #1; *War of the Gods* #2, 4; *The Weird* #1-4; *Who's Who '87* (1) #26; *Who's Who '91* #11; *Who's Who '93* #2; *Wonder Woman* (2) #13, 25-26, 49-50, 61

HAWKWOMAN

DEX:	8	STR:	4	BODY:	6
INT:	9	WILL:	8	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:	100		

•**Skills:** Charisma: 8, Detective: 6, Martial Artist: 9, Medicine: 7, Military Science: 8, Vehicles: 6, Weaponry: 11

•**Advantages:** Area Knowledge (Downside, Thanagar); Connections: Justice League International (Low), Thanagar (High), Hawkman (High), Chicago Police Department (Low)

•**Alter Ego:** Shayera Thal

•**Motivation:** Seeking Justice

•**Occupation:** Policewoman, Goodwill Ambassador

•**Wealth:** 4

•**Equipment:**

ANTI-GRAV BELT [BODY: 9, Gravity Decrease: 7]. Limitation: Gravity Decrease only allows the wearer to hover in place and lift great weights.

Battle Armor [BODY: 9]

GUN HARNESS [BODY: 8, Energy Blast: 11, Force Field: 3, Telescopic Vision: 5, R#: 3] Bonus: Energy Blast can be used through Force Field. Miscellaneous Drawback: The Harness is large and bulky: a Wingman's DEX, Flight, and Gravity Decrease are reduced by 2 APs while wearing it.

Helmet [Body: 9, Thermal Vision: 13]

Mace [BODY: 9, EV: 5]

Pistol [BODY: 5, EV: 6, Ammo: 8, R#: 2]

Wings [STR: 6, BODY: 10, Flight: 8] Limitation: The Wings will not function unless used with an Anti-grav Belt.

Background Update

In a recent battle that took place in the Netherworld, Hawkwoman was apparently killed. Also, in the *Hawkworld* series, it was shown that Shayera Thal had no actual super-powers. Therefore the Sealed Systems, Skin Armor, Speak With Animals, and Telescopic Vision have been deleted from her statistics.

Powers and Abilities

All Wingmen are issued an Anti-Grav Belt and Wings which allow them to soar through the

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

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

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

Flying Techniques

Hawkwoman is a master of fighting while in flight. Her Wings let her fly at speeds of up to 250 mph and make difficult twists and turns. Some special tactics Thal uses include:

•**Buffeting opponents:** Shayera's wings can produce up to 700 lbs. of pressure that can be used to attack opponents. Treat this wind attack as the Super Breath Power (APs of Flight as the AV/EV of a Physical Attack) against everyone within 4 APs of Hawkwoman. Keep in mind that Knockback Damage from any attack is considered Killing Combat.

•**Charging Attack:** Hawkwoman may fly into her opponents, adding her velocity to the damage she incurs on her target. This is an Automatic Action (for movement) and a Dice Action (for the Attack). The AV of a Charging Attack is equal to Hawkwoman's DEX; the EV is equal to her speed in APs (of Flight Power). The OV/RV is the defender's DEX/BODY as usual. If she is making an diving attack from at least 4 APs above the target, she adds +1 Column Shift to the AV and EV of the Charging Attack. Hawkwoman may take damage as well. Check the Result Table, using the

modified EV of the Charge as EV, and her BODY as OV to determine how many RAPs of damage she sustained pulling this stunt.

- Surprise:** The Thanagarian gains a +1 Column Shift (on OV and RV) on any Perception Checks made against her when she is attacking from the air.

Personality/Role-playing

Shayera is a deeply emotional woman, whose commitment to her ideals prevents her from making compromises. She feels very strongly about fighting for what's right, regardless of the law.

Although her general outlook on crimefighting is the same as Hawkman's, Shayera tends to be more cautious than her partner. When he runs off half-cocked into a dangerous situation, she refers to him as a "peacock," a pet name that Katar does not appreciate.

Hawkwoman cares very deeply for Katar. Her relationship with him has been growing slowly since they first met, evolving from dislike to friendship, and finally into true love. She will cast aside her normally cautious nature and plunge into danger to save Katar, and he will do the same for her.

Using Hawkwoman in Adventures

Hawkman and Hawkwoman are presently working out of Chicago, and heroes working around the area will no doubt encounter them. In addition, Shayera has taken a job as a Police Officer there, granting her numerous Connections within the Department.

Hawkwoman and her partner can also take Player Characters on a mission to the world of Thanagar, where they must try to survive in the Downside or clean up corruption in the world's towering cities. Since these adventures can be violent and gruesome, they are best used in a Real or Gritty Genre.

Subplots

Hawkwoman is in a growing Romance Subplot with her partner, Katar Hol (Hawkman).

Shayera's relationship with her adoptive father, Thal Porvis, and the secret mission he sent her on (to spy on Katar) constitute a complicated Family/Secret Past/Job Subplot.

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

Background/Roster Book (card included)

Appearances in DC Comics

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

Hawkwoman II (pre-Crisis): *Action Comics* #588; *Adventure Comics* #451; *The Atom* #31; *The Atom and Hawkman* #39, 41-44; *The Brave and The Bold* (1) #34-36, 42-44, 51, 56, 70, 164; *Crisis On Infinite Earths* #4-5, 9-10, 12; *DC Comics Presents* #11, 37, 74, 95; *Detective Comics* #446, 452, 454-455, 479-480, 487, 500; *Hawkman* (1) #1-27; (2) 1-17; *Hawkman Special* #1; *Justice League of America* #31, 41, 43, 52-53, 60, 65, 72, 80, 88, 98, 119, 121, 128 (behind the scenes), 135-137, 143, 145-146, 149-152, 157, 159-161, 163-165, 170, 175-176, 179, 181-183, 188-190, 191 (behind the scenes), 195, 210, 213, 221-223, 225-230, 250; *Justice League of America Annual* #1-2; *Mystery In Space* #87-91; *The Secret Society of Super-Villains* #7; *The Shadow War of Hawkman* #1-4; *Showcase* #101-103; *Super Friends* #7, 9; *Super-Team Family* #3; *Who's Who* '85 #10; *Wonder Woman* (1) #249, 300; *World's Finest Comics* #209, 245, 253, 256-258, 262, 264, 266-270, 272-273, 274 (behind the scenes), 276, 278, 282

Hawkwoman II (current): *Firestorm, the Nuclear Man* #68; *Flash* (2) #8 *Hawk and Dove* (3) #1; *Hawkworld* (2) #22-23; *Invasion!* #1-2; *Justice League International* #10, 19-22, 24 (actor ?); *Millennium* #1, 5-8; *Power of The Atom* #4; *Superman* (2) #18; *Wonder Woman* (2) #25; *The Hawkwoman appearing in the above issues was retroactively revealed to be non-Thanagarian in Hawkworld* (2) #23; hence, the discrepancies in the earlier issues.

Hawkwoman III (current): *Adventures of Superman Annual* #4; *Armageddon: Inferno* #2, 4; *Eclipso: The Darkness Within* #2; *Hawkworld* (1) #1-3; (2) 1-12, 14-32; *Hawkworld Annual* #1-3; *War of the Gods* #2-4; *Who's Who* '91 #12; *Wonder Woman* (2) #61-62



Hawkwoman's hand blaster

HIGHFATHER

DEX:	10	STR:	7	BODY:	12
INT:	18	WILL:	17	MIND:	18
INFL:	13	AURA:	15	SPIRIT:	11
INITIATIVE:	41	HERO POINTS:	200		

- Powers:** Invulnerability: 12
- Skills:** Charisma (Persuasion): 15, Weaponry: 11
- Advantages:** Area Knowledge (Supertown); Connection: The New Gods (High); Leadership; Miscellaneous: Highfather shares a link with the Source and can use its Hero Points at will.
- Drawbacks:** Catastrophic Irrational Attraction to peace
- Alter Ego:** Izaya the Inheritor
- Motivation:** Upholding the Good
- Occupation:** Ruler
- Equipment:**

Wonder Staff [BODY: 16, Precognition: 17, Omni-Power: 17] Note: Highfather's Staff is linked directly to the Source. Its Powers always function at an AP level equal to its user's WILL (see also "Highfather's Staff" below).

Aero Discs [BODY: 12, Flight: 8]

Powers and Abilities

As a New God, Highfather possesses remarkable strength, sufficient to lift over 3 tons. His skin is as dense as steel, granting him resistance to most Earthly weapons. Highfather's New Genesis heritage also grants him immortality; he cannot be killed by any means short of total disintegration.

Highfather can conjure vast amounts of energy through his Wonder Staff, which is linked directly to the Source. He can manipulate this energy to accomplish virtually any effect. (Omni-Power). Highfather typically uses this Power to heal the sick and wounded (Damage Transference), and to protect those in need with Force Fields and Illusions. The Staff also provides Highfather with a portion of the Source's vast insight, allowing him to peer into the likely future (Precognition).

In addition to his mighty powers, Highfather is one of the most intelligent beings in the universe. Coupled with his compassion and wisdom, his intelligence makes him a truly effective leader who is loved and admired by all the people of New Genesis.

When he was called Izaya, Highfather was a military commander, and mastered the use of all forms of Weaponry. Since he forsook his warlike ways, he never employs weapons of any sort.

The Source

The Source has become a major part of the New God saga. It is said to contain the ultimate knowledge of the universe and the Life Equation, two closely related concepts. It rests beyond the Promethean Galaxy, and manifests itself for mortal eyes in the form of Highfather's giant glowing wall.

Highfather turns to the Source for guidance in times of trial. To gain advice from the Source, Highfather makes an Interrogation Attempt using his INFL/AURA against an OV/RV of 4/4. Other Characters that are pure of heart (Heroes) may ask the Source for advice using an OV/RV of 8/8, and evil or power mongering Characters (Villains) must make an Interrogation roll against 15/15. The more positive RAPs gained, the clearer the advice, though it will always be cryptic (RAPs exceeding the OV/RV of the attempt will yield fairly clear answers). The Source always writes its answers in burning letters on the wall with a disembodied flaming hand.

Since the Source has the Leadership Advantage, it can grant a supply of Hero Points to any New God. Highfather has free access to these Hero Points and may, in turn, grant them to others using his own Leadership Advantage.

THE SOURCE

DEX:	75	STR:	75	BODY:	75
INT:	75	WILL:	75	MIND:	75
INFL:	75	AURA:	75	SPIRIT:	75
HERO POINTS:	500				

- Powers:** Omni-Power: 50, Precognition: 75, Recall: 100

- Advantages:** Leadership

Highfather's Staff

Using his Staff, Highfather can manipulate the energies of the Source. In game terms, he gains APs of Omni-Power and Precognition equal to his WILL. Whether any other being can use the Staff is unknown; the Gamemaster may deny any Character other than Highfather the use of its Powers, or, if the Character is a hero who is good of heart (or blood-related, such as Mister Miracle), he may be able to use them.

The Alpha Bullets

In times of great need, Highfather may invoke the Alpha Bullets, projectiles of energy that extend the will of Highfather to every corner of existence. The Bullets seek out whatever individuals Highfather needs and upon contact, instantly summon them to his side.

In game terms, the Bullets seek out their quarry using

a form of Life Sense, travelling at the speed of thought (If AP levels are needed, the Bullets can be considered to have Life Sense and Flight rated at 75 APs each).

Once the Bullets touch their targets, they function much like the Summoning aspect of the Dimension Travel Power. If the target is willing, he is instantly Summoned to Highfather's presence. If the target wishes to resist, however, he must make an Action Check using his WILL/WILL as the AV/EV against OV/RVs equal to Highfather's WILL/WILL (17/17). Positive RAPs indicate that the target resists and the bullet dissipates. Failure sends the target to Highfather's side immediately.

It has been stated that Highfather only uses the Alpha Bullets in extreme emergencies. The reason for this is not clear, although it probably stems from the invasive nature of the Bullets. Highfather probably prefers to use a Boom Tube to summon aid, but must resort to dragging unwitting New Gods to him with the Bullets if immediate response is called for and he is not aware of their current whereabouts.

Personality/Role-playing

Highfather is a truly wise and gentle being who desires peace and happiness for all. He knows that New Genesis itself is not only a symbol of peace, but in fact the hope for peace on all other worlds. If, in spite of their differences, New Genesis and Apokolips can reach true peace, then there is hope for the rest of the universe.

The embodiment of this struggle is Highfather's adoptive son, Orion. Highfather has deep affection for him, but knows that he cannot influence Orion's ultimate choice between the love and peace of his New Genesis home and the evil of his Apokoliptian blood. In spite of Orion's frequent outbursts, Highfather remains optimistic, and is always supportive of his son's choices.

Since forsaking the ways of war, Highfather has been a true pacifist. Although he knows that sometimes the only way to deal with Darkseid is battle, he never engages in combat himself. If Highfather is in a situation where he must intervene directly with force, he must first roll to resist his Catastrophic Irrational Attraction to peace. If he rolls greater than 18 on 2D10, he may attack. Otherwise, he must use his powers in a defensive or supportive way.

Using Highfather in Adventures

In spite of his great power, Highfather is an excellent Non-Player Character to guide the Players in adventures involving the New Gods. Since he rarely uses his Powers, and then only defensively, Highfather can be used as a source of information and advice, without overbalancing the side of good.

When using Highfather, care must be taken not to overuse his access to the Source. The Gamemaster should keep in mind that the Source's answers are always cryptic, and usually vague. Even though Highfather can easily interpret the Source, he rarely tells others his impressions. He feels that each person must arrive at his own conclusions regarding the words of the Source. In this way true knowledge and wisdom may be achieved.

Subplots

Highfather has long been at odds with Darkseid, ruler of Apokolips. Even after repeated and earnest attempts at peace, Darkseid continues to bring violence down upon New Genesis, but Highfather never gives up the hope that one day the warring will cease (Enemies Subplot).

Ever since he traded sons with Darkseid to cement the first peace with Apokolips (which was later shattered), Highfather has had to deal with the guilt of "abandoning" his son. He is currently trying to become a true father to Scott Free, but he is not sure how to proceed (Family Subplot).

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

Background/Roster Book, Apokolips Sourcebook, The Law of Darkness

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #459-460; *DC Graphic Novel* #4; *DC Special Series* #10; *First Issue Special* #13; *Forever People* (1) #7; *Justice League of America* #184-185; *Legion of Super-Heroes* (2) #292-294; *Mister Miracle* (1) #18-19, 21-22, 24; *New Gods* (1) #1-2, 4-5, 7, 13-19; *Superman's Pal, Jimmy Olsen* #147; *Super-Team Family* #15; *Who's Who* '85 #10

Current: *Action Comics* #593 (flashback); *Adventures of Superman* #426, 495; *Cosmic Odyssey* #1-4; *Forever People* (2) #6; *Justice League America* #40; *Millennium* #8; *Mister Miracle* (2) #2-5, 17 (behind the scenes), 22-28; *New Gods* (3) #1-3, 5-9, 11-13, 16-22, 24, 27-28; *Secret Origins* (3) #33 (flashback); *War of the Gods* #4; *Warlord Annual* #6; *Who's Who* '91 #12

JONNI THUNDER

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	3	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	25		

- Skills:** Acrobatics: 3, Animal Handling (Riding): 3, Detective: 7, Martial Artist: 4, Vehicles (Land): 4, Weaponry (Firearms): 4
- Advantages:** Area Knowledge (Los Angeles); Connections: Leon Bergstrom (High), Det. Mike Sanchez (Low), Skyman (High), Infinity, Inc. (Low); Sharp Eye
- Drawbacks:** Public Identity
- Motivation:** Upholding the Good
Note: While Jonni Thunder possessed the Thunderbolt powers she had the Unwanted Power Motivation.
- Occupation:** Private Detective
- Wealth:** 4
- Equipment:**
Handgun [BODY: 4, EV: 4, Range: 4, Ammo: 6, R#: 3]
1957 T-bird Convertible [BODY: 9, STR: 5, Running: 7, R#: 4]

Powers and Abilities

While she was possessed by the Thunderbolt entity, Jonni Thunder had the ability to become Thunderbolt at will (Insta-Change). Currently however, Jonni has no superhuman powers. She possesses an acute perceptiveness that makes her an extremely good private detective and the drive to see her cases through to the end, no matter how dangerous they might be.

From James Thunder, her father, she learned to shoot and fight, and learned a variety of acrobatic and riding skills which her father picked up during his days as a Hollywood stuntman.

a.k.a. Thunderbolt

Shortly after her father's death, Jonni became involved in a case involving a statue of a lightning haired woman, which her father acquired from a man he had arrested. This statue held the living essence of a lightning-powered alien which took refuge in her body and, for a time, was under her control.

While Jonni had the Thunderbolt powers, she could send the entity out of her body. Her physical form went into a comatose state while her personality drove the Thunderbolt form. This form was composed of living lightning and could control electrical current, fly, and project lightning from its hands, as well as the ability to create drenching thunderstorms.

Later, while in the company of Skyman and Infinity, Inc., Jonni learned that this energy form was alien, and sought to control her while it freed other of its race. After releasing one other of its race, who possessed Skyman for a time, the beings were banished back to their statue receptacles and were buried deep beneath the Peruvian Andes.

THUNDERBOLT

DEX:	13	STR:	6	BODY:	8
INT:	5	WILL:	3	MIND:	4
INFL:	6	AURA:	3	SPIRIT:	5
INITIATIVE:	26	HERO POINTS:	50		

- Powers:** Self Link (Lightning): 10, Lightning: 10, Flight: 25, Energy Absorption: 10, Weather Control: 10
- Limitations:** Thunderbolt's Energy Absorption Power can only be used to absorb electrical energy, and her Weather Control Power can be used only to create thunderstorms.
- Advantages:** Lightning Reflexes
- Drawbacks:** Strange Appearance, Attack Vulnerability vs. electricity-manipulating and electromagnetic Powers.
- Alter Ego:** Jonni Thunder
- Motivation:** Seeking Justice

Personality/Role-playing

Though Jonni Thunder started her career as a law-enforcement agent, she was too independent, too much of a loner (like her father) to work for the police department or the D.A.'s office.

Jonni casts herself in a Philip Marlowe mold and is almost obsessed with living out the life of a pulp detective. Like such heroes, she follows her own personal code of ethics. She tends to go farther out on a limb than she should for her clients, and she can't be stiffed on her fees any more than she can be bought. Though she projects a hard, independent appearance, Jonni is compassionate and harbors a strong love of humanity.

Using Jonni Thunder in Adventures

Jonni Thunder is an ideal character for use in low-powered or non-powered campaigns. Her intellect and detective skills combined with her weapons and martial abilities make her a versatile player character.

Jonni also makes a fine NPC for any inner-city campaigns, as she is often up to her neck in some mysterious case which almost invariably goes awry. She can provide color to the campaign and information to heroes during their adventures.

Subplots

Jonni is almost constantly involved in Job Subplots as her cases get her into and out of trouble. These cases run the entire gamut of classic detective stories, which would seem rather outlandish in this day and age. Jonni often makes use of several of her neighbors and friends during these cases (Friends Subplots).



Thunderbolt statue

Lately Jonni has touched on a variety of Romance Subplots involving Detective Sanchez, Harrison Trump (a fellow detective), and Skyman of Infinity, Inc.

Ever since her involvement with the Thunderbolt alien, Jonni's relationship with it has gone through a number of changes. Though the entity is now buried deep beneath the Andes, it could return to haunt her at any time (Enemies Subplot).

Appearances in DC Comics

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

Pre-Crisis: *Crisis On Infinite Earths* #5, 11; *Infinity, Inc.* #22-24; *Jonni Thunder* #1-4; *Who's Who* '86 #11

Current: *Infinity, Inc.* #31, 40-42, 50-51, 53; *Who's Who* '91 #10



9mm semi-automatic pistol

KILOWOG

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

- Skills:** Charisma (Intimidation): 7, Gadgetry: 11, Scientist: 13, Vehicles: 6
- Advantages:** Connections: Green Lantern Corps (High), Justice League International (High); Genius; Scholar (genetics)
- Drawbacks:** Forced Exile; Innocent; Strange Appearance
- Motivation:** Responsibility of Power
- Occupation:** Green Lantern Corps Instructor
- Wealth:** 6
- Equipment:**

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

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

- Fly:** The ability to propel the ring-wielder at speeds approaching 1500 times the speed of light (Flight).
- Form objects from emerald energy:** The ability to create tangible objects and tools out of the ring's "emerald energy" (Force Manipulation). This ability is directed by (and Linked to) the user's will power (WILL). Kilowog can only correctly form objects which he fully comprehends. Kilowog is an accomplished scientist and inventor, and can create enormously complicated objects with his ring.
- Locate other Green Lanterns:** The Ring allows Kilowog to detect other Power Rings up to several thousand light years away (Life Sense; this Power can't be used in any other fashion).
- Manifest user's will power:** This allows the user to manifest many abilities through the sheer force of will (Omni-Power; this Power is linked to 1/2 the user's WILL).
- Project an "energy self":** This Power allows Kilowog to separate his "energy" or spirit self from his body and travel freely at the speed of thought while perceiving his surroundings normally (Spirit Travel).
- Protect user physically and heal:** This protects

Kilowog from physical harm (Invulnerability). It also allows him to survive hostile environments such as the vacuum of space (Sealed Systems). The Ring also speeds the user's healing abilities to 16 times normal (Regeneration). Kilowog also has a BODY of 12 when wearing the ring and while worn, the ring itself has a BODY equivalent to his WILL (17). The ring cannot, however, bring the wearer (or anyone else) back from the dead.

- Provide information:** The ring has the ability to store huge amounts of information (Recall) and aid the user in problem-solving tasks (Kilowog can substitute the ring's INT for his own INT when making Action Checks that involve problem-solving).
- Shield the wearer:** The ring can envelop the ring-wielder with a protective sheath of green energy (Skin Armor; Kilowog loses 1 AP of both Force Manipulation and Omni-Power for each AP of Skin Armor he activates).
- Understand languages:** The ring allows Kilowog to comprehend and translate virtually every language in the universe (Comprehend Languages).

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

Power Battery [BODY: 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 (Invisibility of 15).

What it Takes to be a Green Lantern

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

- Fearlessness:** GLs must have a SPIRIT of 12 or higher and the Iron Nerves Advantage. Additionally, all Green Lanterns must follow a strict code of behavior. Any deviation from this code can result in disciplinary action, including removal from the Corps.
- High Will power:** The higher the will power, the more potent the GL. Creatures with a WILL below 15 will be selected for the Corps only under the

most unusual circumstances.

- Honesty:** GLs must be completely honest and trustworthy.
- Worthiness:** The GL must have a heroic Motivation.

Powers and Abilities

Even without his Power Ring, Kilowog is a powerful physical specimen. He can bounce armor piercing bullets off his massive chest, and can lift a large battle tank over his head with ease.

Kilowog is an expert scientist, mechanic, and inventor (Gadgetry, Scientist). His knowledge of advanced physics allows him to create Gadgets that modern Earth science cannot even conceive of (Genius).

Kilowog has been a Green Lantern for many years, and has become quite skilled at the use of his ring. He puts this experience to good use as the instructor of new recruits for the revitalized Green Lantern Corps.

Life After Bolovax Vik

On Kilowog's home world, all of the people lived in complete harmony with one another. Since his planet and people were destroyed, Kilowog has had to learn to deal with people as an individual. His difficulty in interacting with others is represented in game terms by the Innocent Drawback. Kilowog suffers a -1 Column Shift penalty to his OV against Character Interaction (Persuasion and Interrogation) attempts and manipulative Mental Powers such as Broadcast Empath, Control, Hypnotism, and so on.

Personality/Role-playing

Despite his bulk and appearance, Kilowog is really a very easygoing guy. His size and strength belie his amazing intellect and technical knowhow. He tends to view things in a very black-and-white manner, and has difficulty comprehending complex "human" issues.

While essentially non-aggressive, Kilowog does enjoy an occasional brawl, taking great care to repair any damage caused by fights he is involved in. Individuals that Kil doesn't understand or considers stupid are referred to as "poozers" by the large alien, a term he brought back from Bolovax Vik.

Using Kilowog in Adventures

Among all the various Green Lanterns, Kilowog remains a truly remarkable individual. He can be

used as a Player Character in any adventure involving the Corps, or he can be an NPC instructor to a team of raw GL recruits. In either case, Kil is a well-liked and trusted member of the Corps.

During the time that the Corps was disbanded, Kilowog served for a while as the Justice League's "handyman." He was always on hand to repair any high-tech devices that broke down, and to dispense timely (and wry) advice. While he was working with the JLI, Kil did not have access to his Green Lantern Power Ring or Battery.

Subplots

Although Sinestro has long been an Enemy to the entire Corps, his threat became more personal to Kilowog when he destroyed the survivors of Bolovax Vik. While Sinestro's body currently lies dead on Oa, it has been shown that his evil spirit lives on.

Kilowog is one of the finest beings to ever wield a Power Ring, but he occasionally feels that he is not qualified to teach the new GL recruits. His confidence quickly returns, however, with a friendly word from one of his fellow Lanterns, such as John Stewart or Hal Jordan (Job Subplot).

Kil's deep affection for Arisia may be rekindled since she has recently returned (Friends Subplot).

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

Justice League Sourcebook

Appearances in DC Comics

Action Comics #589, 602, 675; *Adventures of Superman* #430, 488, 489 (behind the scenes); *Adventures of Superman Annual* #4 (behind the scenes); *Armageddon 2001* #2; *Blue Beetle* (6) #21; *Eclipsa: The Darkness Within* #2; *Firestorm, the Nuclear Man* #67; *Flash* (2) #8, 61; *Green Lantern* (2) #149, 201-205; (3) 9, 13, 20, 24-25, 33-35; *Green Lantern Annual* (2) #1; *Green Lantern Corps* #206-224; *Green Lantern Corps Quarterly* #1, 3; *Green Lantern: Emerald Dawn* #4-6; *Green Lantern: Emerald Dawn II* #4, 6; *Green Lantern: Mosaic* #6; *Guy Gardner* #1-2; *Guy Gardner: Reborn* #2-3; *Invasion!* #2-3; *Justice League America* #33-36, 38, 39-40 (behind the scenes), 42, 45, 51-52, 58, 63 (behind the scenes); *Justice League America Annual* #6 (behind the scenes); *Justice League Europe* #9, 15, 20-21, 23, 24 (behind the scenes), 25-28, 33-34, 36; *Justice League Europe Annual* #3; *Justice League International* #10; *Justice League International Special* #2; *Justice League Quarterly* #3-4; *Millennium* #1-8; *Mister Miracle* (2) #17, 26-27; *New Guardians* #4-8, 10-12; *Superman* (2) #65-66; *Superman: The Man of Steel* #10, 20; *Who's Who* '87 (2) #3; *Who's Who* '91 #9

L.E.G.I.O.N.

GARV

DEX:	4	STR:	18	BODY:	16
INT:	4	WILL:	4	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	7
INITIATIVE:	13	HERO POINTS:	75		

- Powers:** Density Increase: 9, Invulnerability: 12
- Limitations:** Density Increase is Always On and is reflected in the Attributes shown above.
- Skills:** Vehicles (Space Craft): 4
- Advantages:** Connections: L.E.G.I.O.N. (High)
- Drawbacks:** Serious Irrational Attraction to Strata; Strange Appearance
- Motivation:** Thrill of Adventure
- Occupation:** L.E.G.I.O.N. Member / Director of L.E.G.I.O.N. Recruit Training
- Wealth:** 5

LYDEA MALLOR

DEX:	8	STR:	3	BODY:	4
INT:	6	WILL:	6	MIND:	6
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	50		

- Powers:** Darkness: 15, Energy Blast: 12
- Skills:** Vehicles (Space Craft): 4
- Advantages:** Area Knowledge (Talok VIII); Connections: L.E.G.I.O.N. (High), Talok VIII government (Low); Iron Nerves
- Drawbacks:** Authority Figure; Guilt; Public Identity; Minor Rage
- Motivation:** Responsibility of Power
- Occupation:** L.E.G.I.O.N. Member / Planetary Champion of Talok VIII
- Wealth:** 8

MARIJ'N (BEK)

DEX:	6	STR:	4	BODY:	3
INT:	10	WILL:	9	MIND:	5
INFL:	6	AURA:	3	SPIRIT:	4
INITIATIVE:	22	HERO POINTS:	25		

- Skills:** **linked*
Detective: 4, Gadgetry: 10*, Medicine: 10*, Scientist: 13, Vehicles (Space Craft): 4
- Advantages:** Connection: L.E.G.I.O.N. (High); Genius; Rich Family
- Drawbacks:** Married
- Motivation:** Upholding the Good
- Occupation:** L.E.G.I.O.N. Member
- Wealth:** 10

Shortly after she began working with the L.E.G.I.O.N., Marij'n fell under the influence of the Emerald Eye, a mysterious space artifact. For a short time the Eye shared its immense power with Marij'n and Garryn Bek, as well as reducing Marij'n's portly form to its present level of fitness. These changes came at a cost however, as the Eye developed a symbiotic relationship with Bek and Marij'n, inspiring egomania and a warped view of their own place in the universe. Marij'n's temporarily Eye-altered form appears below.

MARIJ'N (EYE INFLUENCED)

DEX:	8	STR:	12	BODY:	13
INT:	11	WILL:	12	MIND:	8
INFL:	9	AURA:	7	SPIRIT:	9
INITIATIVE:	28	HERO POINTS:	75		

- Powers:** Marij'n, like her husband Garryn Bek, exhibited a number of powers while under the influence of the Emerald Eye. For more information on the Emerald Eye, see Garryn Bek's entry elsewhere in this volume.
- Skills:** **linked*
Detective: 4, Gadgetry: 11*, Medicine: 11*, Scientist: 13, Vehicles (Space Craft): 4
- Drawbacks:** Catastrophic Irrational Attraction to the Emerald Eye; Married; Mistrust; Minor Psychological Instability

TELEPATH

DEX:	4	STR:	3	BODY:	5
INT:	5	WILL:	6	MIND:	11
INFL:	3	AURA:	3	SPIRIT:	6
INITIATIVE:	12	HERO POINTS:	50		

- Powers:** **linked*
Life Sense: 6*, Mind Probe: 15, Telepathy: 20
- Skills:** Vehicles (Space Craft): 4
- Advantages:** Connections: L.E.G.I.O.N. (High)
- Drawbacks:** Guilt; Innocent
- Motivation:** Upholding the Good
- Occupation:** L.E.G.I.O.N. Member
- Wealth:** 5

Other L.E.G.I.O.N. Members

For information on L.E.G.I.O.N. member Vril Dox, refer to his entry in *Who's Who #1*. For more information on Captain Comet, Phase, Lobo, Strata, and Lyrrisa Mallor (deceased), refer to their entries in *Who's Who # 2*. Information on Garryn Bek and Stealth can be found elsewhere in this volume. A page for Lady Quark will appear in the upcoming

Who's Who #4.

The L.E.G.I.O.N. R.E.C.R.U.I.T.S. (Berton Diib, A.I.-11, Amon Hakk, Zena Moonstruck, Borb Borbb, and Davroth Catto) will appear in *Who's Who #4*.

Personality/Role-playing

The core members of the L.E.G.I.O.N. are all strong-willed individuals from different backgrounds, often bickering or even openly violent against one another. They all believe in the cause of the L.E.G.I.O.N. however, and will put aside their differences to work (in most cases) as a team.

Vril Dox, though secretive and abrasive, has far-reaching vision and makes an excellent team leader. His second in command, overseeing L.E.G.I.O.N. activities (and keeping a watchful eye on Dox) is Phase, who agreed to take the position after the death of Lyrissa Malor.

Lobo is at constant odds with the rest of the L.E.G.I.O.N. but is, for now at least, under Dox's control. This doesn't keep him from interpreting his orders as he sees fit, nor from getting into fights with other L.E.G.I.O.N. members.

Though its methods usually seem blunt or brutal (mostly through Vril Dox's plans or Lobo's violence), their motives are always irreproachable; to defend the innocent and uphold the cause of good.

Using the L.E.G.I.O.N. in Adventures

L.E.G.I.O.N. is an acronym which stands for Licensed Extra-Governmental Interstellar Operatives Network. Many worlds "subscribe" to the L.E.G.I.O.N.'s protection. Characters who become involved in criminal activities on one of these worlds will likely meet up with the L.E.G.I.O.N. in some form. Though the core members will become involved in large-scale or important L.E.G.I.O.N. activities, the most common L.E.G.I.O.N. member encountered is likely to be the common L.E.G.I.O.N. officers, many of whom are stationed on each of the subscribing worlds. Though undesirable elements have infiltrated their ranks in the past, most L.E.G.I.O.N. officers are quite loyal to the L.E.G.I.O.N.'s cause.

If the adventure the Player Characters become involved in is important enough to the planet or region of space, some or all of the core L.E.G.I.O.N. members will become involved. The L.E.G.I.O.N. is always looking for new members to join their ranks,

especially those with "super" abilities, and might try to recruit a Player Character. New members are often teamed with the L.E.G.I.O.N. R.E.C.R.U.I.T.S. for a time before becoming a core member.

Subplots

The L.E.G.I.O.N. became involved in an Enemies Subplot shortly after their formation when the Computer Tyrants they thought they had destroyed on Colu were reborn in a single humanoid form. The Tyrant traveled to Talok VIII, homeworld of Lyrissa Mallor. There he (they) assumed the name of Mr. Starr and worked to gain the trust of the Talokian people. The Computer Tyrants then took Lydea, infant daughter of Lyrissa Malor, and accelerated her growth while infusing her with a driving hatred of her mother. The deranged adult Lydea Mallor was unleashed on the L.E.G.I.O.N. and killed her mother before being captured and returned to a normal state of mind by Vril Dox. Lydea Mallor is now involved in a ongoing Death Guilt Subplot.

The core members of L.E.G.I.O.N. are regularly involved in Public Reputation Subplots, in hopes of spreading the L.E.G.I.O.N.'s reputation and generating new subscribers. Vril Dox, Phase, and Garryn Bek are frequently involved in Job Subplots which require them to spend time maintaining L.E.G.I.O.N.'s operations.

Appearances in DC Comics

Adventures of Superman Annual #2, 4; Armageddon: Inferno #2; Eclipse: The Darkness Within #2; Justice League America #36; L.E.G.I.O.N. '89 (et. al) #1-on L.E.G.I.O.N. '90 Annual (et. al) #1-3; Lobo #1-4; Valor #4; War of the Gods #4; Who's Who '91 #11



LADY SHIVA

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

•**Skills:** **linked*

Acrobatics: 9*, Martial Artist: 9*, Detective: 7*, Military Science: 7*, Medicine (First Aid): 7*, Thief: 9*, Weaponry: 9*

•**Advantages:** Attractive; Connections: Robin (Low), The Question (Low), Richard Dragon (High); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (oriental philosophy)

•**Drawbacks:** Serious Irrational Attraction to testing her combat skills against worthy opponents

•**Alter Ego:** Sandra Woosan

•**Motivation:** Mercenary

•**Occupation:** Mercenary/Martial Artist

•**Wealth:** 8

•**Equipment:**

Katana [BODY: 8, EV: 5]

Nunchakas [BODY: 2, EV: 4]

Sai (x2) [BODY: 8, EV: 3]

The sai are specially designed knives used for blocking. When Lady Shiva is fighting with a pair of sai, she gains a -1 Column Shift to the OV of any Blocks and Take Always she attempts against opponents' melee weapons.

Shuriken (x4) [BODY: 5, EV: 2]

The shuriken are star-shaped throwing blades. Shiva can throw up to four of them simultaneously. She adds one to her final die roll (i.e., after re-rolling all doubles) for each additional shuriken she throws after the first.

Powers and Abilities

Lady Shiva is one of the highest paid mercenaries in the world today. Her skill, coupled with a flawless sense of professionalism, make her a valued operative no matter what the mission requires.

Among the ranks of practicing martial artists, Shiva stands alone. Her skill and artistry are unmatched, and she continues to improve every day. In fact, in a recent fight with the Batman, she would

have defeated him were it not for the Caped Crusader's superior physical strength.

Kung Fu Fighter

Many years ago, Shiva worked alongside Ben Turner (now known as Bronze Tiger) and Richard Dragon. The trio became well-known and feared in criminal circles. Although all three were of nearly equal ability, the best of them was Dragon. He has since retired from martial arts and lives a life of seclusion, but will help his friends in times of need.

RICHARD DRAGON

DEX:	10	STR:	5	BODY:	6
INT:	9	WILL:	11	MIND:	9
INFL:	8	AURA:	9	SPIRIT:	8
INITIATIVE:	32/33	HERO POINTS:	100		

•**Powers:** **mystic link*

Danger Sense: 3*, Jumping: 2*, Mind Over Matter: 1*, Running: 5*, Skin Armor: 1*, Superspeed: 1*

•**Skills:** **linked*

Acrobatics: 10*, Martial Artist: 10*, Detective: 9*, Military Science: 9*, Thief: 10*, Vehicles: 10*, Weaponry: 10*

•**Limitations:** Miscellaneous: Dragon's Powers are not actually meta-human abilities, but rather a function of his supreme training and concentration. If he does not have the Dragon's Claw to help him focus his ki, or inner energy, Dragon must make an Action Check using his Will/Will against OV/RVs of 10/10. Positive RAPs indicate that he can use his Powers for a time (in APs) equal to the RAPs gained in the Check.

•**Advantages:** Connections: Bronze Tiger (High), Lady Shiva (High), Central Bureau of Intelligence (High), O-Sensei (High); Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Scholar (martial arts, oriental philosophy); Sharp Eye

•**Motivation:** Responsibility of Power

•**Occupation:** Former Martial Arts Instructor

•**Wealth:** 4

•**Equipment:**

The Dragon's Claw [BODY: 1]

The Claw was given to Richard by his teacher, the O-Sensei. The jade talisman seems to mystically collect and direct dragon's energies in times of need, although it is probable that the Claw serves as

a focusing point for Dragon's concentration and contains no powers of its own.

Personality/Role-playing

Although Lady Shiva is a mercenary, she does not work for the money, but rather to put her skills to the test. She simply demands a high fee to discourage casual inquiries for her services.

Shiva respects only skill and strength, and despises foolishness and bravado. She can sense the true spirit of a fighter even through these shortcomings, however, as she did when she first encountered Vic Sage (The Question). This ability to sense an opponent's strengths makes her an even more formidable opponent.

Even in the heat of battle, Lady Shiva remains completely calm and collected. She never speaks needlessly, and when she does speak, it is in a direct and completely honest fashion. Shiva never boasts, but will harshly berate a weak opponent, often refusing to fight those that are unworthy as they provide her with no challenge or chance to improve her skills.

Using Lady Shiva in Adventures

Since she travels the world seeking challenges, Shiva can turn up just about anywhere. She can be either a sympathetic adversary or an adversarial ally. Her incredible skill will make her a tough opponent, even for the likes of Batman himself.

Lady Shiva is best used in Gritty or Real Genre adventures, since she doesn't fit in with the "capes and tights" crowd. Her skills are most at home in

missions involving espionage or intrigue. She has worked alongside "vigilante" heroes in the past (The Question, Bronze Tiger, Robin), and has also opposed them (Batman). Generally, however, Shiva prefers to operate alone, so she can't be "slowed down" by inferior accomplices.

Subplots

Shiva's continuous quest to better herself constitutes an ongoing Job Subplot. Her line of work occasionally puts her at odds with those she would call friends, creating some friction. This always affects her friends more than it affects her, as she views a job as a job (Friends Subplots).

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

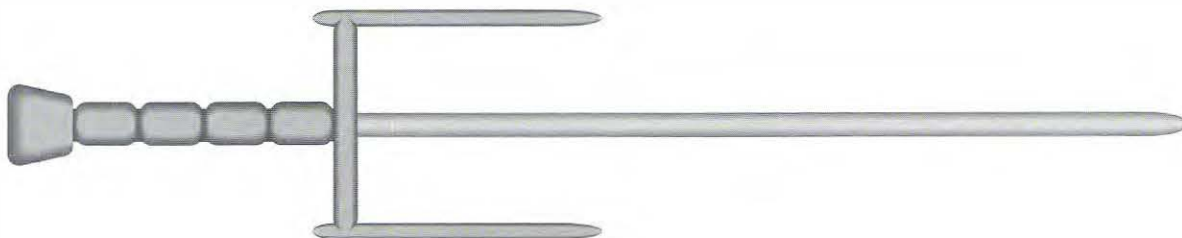
Background/Roster Book

Appearances in DC Comics

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

Pre-Crisis: *Richard Dragon, Kung Fu Fighter* #5-18

Current: *Batman* #427; *Detective Comics Annual* #1; *Green Arrow Annual* #1; *The Question* #1-2, 22 (behind the scenes), 28-31, 36; *The Question Annual* #1, 2 (Who's Who); *The Question Quarterly* #2; *Robin* #1-5; *Who's Who* '87 (2) #3; *Who's Who* '91 #10



Lady Shiva's Sai

THE LEGION OF SUPER-HEROES

DAWNSTAR

DEX:	12	STR:	4	BODY:	6
INT:	8	WILL:	7	MIND:	7
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE:	30	HERO POINTS:	70		

- Powers:** Life Sense: 30, Scaled Systems: 20
- Skills:** Acrobatics: 5, Detective: 5, Martial Artist: 5, Military Science (Tracking): 8, Weaponry: 8
- Advantages:** Connection: Legion of Super-Heroes (High); Sharp Eye
- Drawbacks:** Minor Psychological Instability; Traumatic Flashbacks
- Alter Ego:** formerly Bounty
- Motivation:** Responsibility of Power
- Wealth:** 6
- Note:** When Dawnstar had her wings, she had the Flight Power rated at 42 APs.

THE BOUNTY ENTITY

INT:	8	WILL:	9	MIND:	9
INFL:	8	AURA:	8	SPIRIT:	8
INITIATIVE:	16	HERO POINTS:	70		

- Powers:** Personality Transfer: 16
- Drawbacks:** Catastrophic Irrational Attraction to hunting contracted victims and killing them
- Motivation:** Mercenary

CELESTE

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 Useable On Others.
- Limitations:** Miscellaneous: If Celeste pushes her Energy Blast or Flash, she becomes unconscious and transparent for 1 hour (10 APs of time).
- Advantages:** Connection: Legion of Super-Heroes (High)
- Alter Ego:** Celeste McCauley, Celeste Rockfish
- Motivation:** Unwanted Power
- Wealth:** 6

Powers and Abilities

Dawnstar has lost her wings, but retains her Starhavian powers of tracking. She can follow a being across the galaxy by sensing their location at a range of up to 1.9 million miles (Life Sense). If this power is not sufficient to find a target, Dawnstar is also well-versed in conventional Tracking and Detective Skills.

Until very recently, Dawnstar had been possessed by a mysterious consciousness known as the Bounty Entity. While under its influence, Dawnstar became known as Bounty, one of the most highly paid bounty hunters in the galaxy. The entity left Dawnstar's body after she suffered critical wounds in a fight with Sade, another bounty hunter.

Celeste (McCauley) Rockfish, originally a private investigator, had been severely wounded by Roxas after tracking the Legion to Winath. Her life was saved, however, by a strange green energy that may have been a manifestation of the Emerald Energy coming from Oa. This energy also granted Celeste several powers, including the ability to Fly at sonic speeds, project destructive Energy Blasts, and generate a blinding Flash of light. She is still learning how to control her powers.

More Legionnaires

For descriptions of Brainiac 5, Cham (Reep Daggel), Laurel Gand, Kono, and Rokk Krinn see *Who's Who #1*. For Jan Arrah, Brin Londo (Furball), Ayla Ranzz, Kent Shakespeare, and Vi see *Who's Who #2*. Entries for Tenzil Kem and Mysa appear elsewhere in this volume.

Legion Equipment

The Legion has limited access to equipment, most of which has been salvaged or acquired through the black market. The quantities listed in parenthesis below represent the number currently on-hand at the headquarters on Talus (There are enough Telepathic Earplugs and Transuits to equip all Legionnaires).

Note that the Chronal Howitzer was recently used to banish Glorith to the End of Time. It is up to the Gamemaster to decide if the Legion has been able to acquire another of these rare items in his campaign.

Blaster Rifles (x6) [BODY: 7, Energy Blast: 10, R#: 2]

Chronal Howitzer [BODY: 6, Teleportation: 65, Time Travel: 40, R#: 2] Limitation: The Chronal Howitzer must be thrown, exploding on contact with the ground or a target. It only works once, sending everyone and everything within the blast radius (0 APs/10 feet) into the past or future. The exact time and place the target is sent to must be preset before the Howitzer is used.

Distorters (x12) [BODY: 6, Chameleon: 10, R#: 2] Limitation: Chameleon does not transform clothing.

Hand-Held Blasters (x24) [BODY: 5, Energy Blast: 8, R#: 2] TELEPATHIC EARPLUGS [BODY: 4, Telepathy: 8, R#: 2] TRANSUITS [BODY: 5, Scaled Systems: 30, R#: 2]

Legion Starships

In stark contrast to it's heyday, the Legion only has access to a small rag-tag fleet of starships. Currently, most are in need of considerable repair (raise their R#s by 2 to represent this). The list below is not exhaustive, and only represents the Legion's most commonly used ships:

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]

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]

Legion Headquarters

The Legion's current headquarters is built on the asteroid Talus, which is almost entirely made up of derelict starship hulls, held together by the gravity generator of a huge Dominion battlewagon at its core. Equipment salvaged from these hulks, along with generous funding from Reep Daggles, has allowed the headquarters building itself to be built up from a sleazy stopover for space pirates to a state-of-the-art super-hero base. The headquarters is constantly being serviced and repaired by Loomis, Rokk Krinn's war buddy and the Legion's resident handy-man.

L.S.H. HEADQUARTERS: [BODY: 18 (exterior), Lab Rating: 18, Radar Sense: 30, Radio Communications: 60, Recall: 20, Sealed Systems: 25, 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.

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]

SHUTTLES (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]

Using the Legion in Adventures

The early Legion was actually a super-hero club, with lots of rules and by-laws to deal with. Adventures set in

this era will have a light tone, focusing on mystery and high school-style romance.

Eventually the team's roster swelled to over thirty members, and their adventures became more like standard super-hero fare. In this era, adventures might involve anything from battling the Legion of Super-Villains to preventing Darkseid from conquering the universe! Even in this action-heavy heyday of the Legion, complicated romance subplots abound.

The Magic Wars and the Great Collapse brought the Legion to its current form. After being disbanded for two years, the team has finally been reinstated. Adventures in the current era are often action-oriented, but are more likely to favor suspense and intrigue over slugfests. As always, the romance subplots still exist, but they are usually tragic.

Subplots

The Legion has acquired an amazing roster of Enemies over the years, including Roxas, Universo, and Glorith (who are included in this volume of *Who's Who*).

After a major smear campaign run by the Dominator-controlled Earthgov, the Legion has finally regained its acceptance and fame (Public Reputation Subplot).

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

2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #267, 276, 285, 287, 289, 298, 309, 378-387, 389-392, 568 (behind the scenes), 591; *Adventure Comics* #247, 267, 282, 290, 293, 300-380, 403 (feature); *All-New Collectors' Edition* #C-55; *All-Star Squadron* #53-54; *The Amazing World of DC Comics* #9; *The Best of DC* #24; *Booster Gold* #8-9; *The Brave and the Bold* #179; *Crisis On Infinite Earths* #2-5, 7-8, 10; *DC Comics Presents* #2, 13, 43, 80; *DC Special* #28; *DC Special Series* 21; *DC Super-Stars* #17; *Hex* #15; *Infinity, Inc.* #22; *Justice League of America* #147-148; *Karate Kid* #1, 4, 6, 10, 12-13; *Legion of Super-Heroes* (2) #259-313; (3) 1-63; (4) 1-5; *Legion of Super-Heroes Annual* (2) #1-3; (3) 1-4; *Legionnaires Three* #1-4; *The New Adventures of Superboy* #50; *Secrets of the Legion of Super-Heroes* #1-3; *Secret Origins* (3) #8, 25, 37, 42, 46; *Superboy* (1) #86, 98 (behind the scenes), 100, 114 (behind the scenes), 125, 131 (behind the scenes), 147, 172-173, 176, 183-184, 188, 190-191, 193, 195, 197-230; *Superboy and the Legion of Super-Heroes* #231-237, 239-258; *Superman* (1) #147, 152, 155-157; (2) 8; *Superman Annual* (1) #4 (feature); *Superman Family* #207; *Superman's Girl Friend, Lois Lane* #50; *Superman's Pal, Jimmy Olsen* #64 (behind the scenes), 72, 76, 85, 99-100, 106, 117; *Tales of the Legion* #314-325; *The Wanderers* #3; *Who's Who '86* #13; *Who's Who In the Legion of Super-Heroes* #1-7; *World's Finest Comics* #142, 168, 284

Current: *Action Comics* #663; *Adventures of Superman* #476-478; *Legion of Super-Heroes* (4) #1-3, 6-on; *Legion of Super-Heroes Annual* (4) #1-3; *New Gods* (3) #22; *Secret Origins* (3) #47, 49; *Who's Who '91* #9

LEGION SUBS

BREK BANNIN

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
- Alter Ego: Polar Boy
- Motivation: Upholding the Good
- Wealth: 6

DAG WENTIM

DEX:	4	STR:	7	BODY:	6
INT:	4	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:	60		

- Powers: Density Increase: 6, Suspension: 9
- Limitations: Suspension can only be used with Density Increase; Miscellaneous: The word "Nura" must be spoken by Dag or someone in his hearing range to activate his Density Increase without also activating Suspension.
- Advantages: Connection: Legion of Super-Heroes (Low)
- Alter Ego: Stone Boy
- Motivation: Upholding the Good
- Wealth: 5

DRURA SEHPT

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 has only limited control over her Poison Touch Power: any time she rolls a natural 2, she accidentally infects the nearest Character, friend or foe.
- Advantages: Connection: Legion of Super-Heroes (Low)
- Alter Ego: Infectious Lass
- Motivation: Upholding the Good
- Wealth: 5

DYVUD/FRENK RETZUN

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

- Powers: Split: 1
- Limitations: Split Power takes approximately 30 APs of time (Dyvud/Frenk's lifespan) to fully activate. Currently, the only effect of this Power is that Dyvud/Frenk has two heads.
- Advantages: Connection: Legion of Super-Heroes (Low)
- Alter Ego: Double Header
- Motivation: Thrill of Adventure
- Wealth: 4

GRAVA

DEX:	9	STR:	3	BODY:	4
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	20		

- Powers: Flight: 12, Fog: 10
- Advantages: Connection: Legion of Super-Heroes (Low)
- Drawbacks: Innocent, Unluck
- Alter Ego: Comet Queen
- Motivation: Thrill of Adventure
- Wealth: 5

JACQUES FOCCART

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
- Skills: Detective: 5, Martial Artist: 6, Military Science: 6, Weaponry: 6
- Bonuses: Miscellaneous: Invisibility affects all recording and electronic scanning devices.
- Advantages: Connections: Legion of Super-Heroes (High), UP Council (High)
- Alter Ego: Invisible Kid II
- Motivation: Responsibility of Power
- Wealth: 6

LYDDA JATH

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 their higher values only at night.
- Advantages: Connection: Legion of Super-Heroes (High)
- Drawbacks: Married
- Alter Ego: Night Girl
- Motivation: Responsibility of Power
- Wealth: 5

MYG

DEX:	9	STR:	5	BODY:	6
INT:	6	WILL:	7	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	24	HERO POINTS:	60		

- Powers: Flight: 8, Sonic Beam: 8
- Skills: Acrobatics: 5, Martial Artist: 11, Military Science: 4, Thief: 6, Weaponry: 6
- Advantages: Connection: Legion of Super-Heroes (Low); Lightning Reflexes
- Drawbacks: Miscellaneous: Myg is currently under the effect of Dominion brainwashing.
- Alter Ego: Karate Kid II
- Motivation: Responsibility of Power
- Wealth: 7

PETER DURSIN

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
- Skills: Vehicles: 4, Weaponry: 4
- Advantages: Connection: Legion of Super-Heroes (Low)
- Alter Ego: Porcupine Pete
- Motivation: Upholding the Good
- Wealth: 5

RAI BENEM

DEX:	6	STR:	4	BODY:	4
INT:	5	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	60		

- Powers:** Plant Control: 10, Plant Growth: 10
- Bonuses:** Chlor has recently discovered that he can alter and control Dominion technology because it is plant-based. Use his APs of Plant Control as the AV/EV of such attempts.
- Advantages:** Connection: Legion of Super-Heroes (Low)
- Drawbacks:** Minor Physical Restriction: Stuttering
- Alter Ego:** Chlorophyll Kid
- Motivation:** Upholding the Good
- Wealth:** 5

STAQ MAVLEN

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 Project: 8
- Advantages:** Connection: Legion of Super-Heroes (Low); Leadership
- Alter Ego:** Fire Lad
- Motivation:** Responsibility of Power
- Wealth:** 5

TROY STEWART

DEX:	6	STR:	4	BODY:	6
INT:	6	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	60		

- Powers:** Flight: 8, Force Manipulation: 18, Sonic Beam: 15, Teleportation: 18
- Limitations:** Troy's Powers are sound-based, so they will not function in a medium that does not transmit sound, such as a vacuum, nor will they work through water or radio transmission.
- Advantages:** Connections: Legion of Super-Heroes (High), UP Council (High)
- Drawbacks:** Authority Figure; Exile (forced, from his home of Marzal); Guilt
- Alter Ego:** Tyroc
- Motivation:** Seeking Justice
- Wealth:** 7

ULU VAKK

DEX:	2	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	60		

- Powers:** Illusion: 16
- Limitations:** Power Restriction: Illusion is only useable to change the colors of objects.
- Advantages:** Connection: Legion of Super-Heroes (Low)
- Alter Ego:** Color Kid
- Motivation:** Responsibility of Power
- Wealth:** 5

SUBS Equipment

Since the SUBS are a rag-tag group of heroes, their equipment is far from standard, and much of it is in poor repair. If needed, the following items can usually be requisitioned:

ARMOR [BODY: 6]

Blaster [BODY: 4, Energy Blast: 7, R#: 4]

Blaster Rifle [BODY: 5, Energy Blast: 9, Telescopic Vision: 4, Ultra Vision: 12, R#: 4]

SHUTTLE [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, Recall: 20, Sealed Systems: 30, Skin Armor: 3, Super Hearing: 20, Telescopic Vision: 8, R#: 5]

Personality/Role-Playing

During the Dominion occupation of Earth, The SUBS became a motley bunch of heroes, loosely organized but lead competently by Jacques Foccart (Invisible Kid II). The diverse personalities among them make arguments commonplace, but they all put aside their differences when the situation is serious. The SUBS field commander is Staq Mavlen (Fire Lad), who tends to have a hot head (no pun intended). Another up-and-coming leader is Dag Wentim (Stone Boy), whose new mastery over his powers make him a valuable member of the team.

Using the SUBS in Adventures

The SUBS began as a group of Legion rejects. At that time, their adventures were very lighthearted, even comical.

Any Characters adventuring on Dominion-controlled Earth are likely to meet up with the SUBS. As the leaders of the Anti-Earthgov Resistance, the SUBS might help the Player Characters in any fight against the Dominators or the Khunds, as well as any super-villains that might crop up. If a meeting with Foccart can be arranged, he can provide the PCs with valuable information.

Subplots

In an Enemies Subplot, the SUBS were forced to work alongside their old foe Universo, who had formed his own band of resistance fighters. Both groups had to put aside their differences to fight the oppression of the Dominion.

Jacques Foccart was appointed President of Earth by the United Planets Council after the Dominators were forced off of Earth. The burden of responsibility rested heavily on Foccart's shoulders until he abdicated in favor of his Vice-President, Troy Stewart (Tyroc), in order to re-join the Legion (Job Subplots).

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

2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #306, 311, 313, 315, 319, 322, 331, 337, 342, 351, 374; *All-New Collectors' Edition* #C-55; *Crisis On Infinite Earths* #5; *DC Comics Presents* #59; *Legion of Substitute Heroes Special* #1; *Legion of Super-Heroes* (2) #294, 300, 306; (3) 4, 36, 61, 63; *Legion of Super-Heroes Annual* (2) #1; (3) 3; *Secret Origins* (3) #37; *Secrets of the Legion of Super-Heroes* #3; *Superboy* (1) #200, 211; *Superboy and the Legion of Super-Heroes* #243-245, 254; *Superman's Pal, Jimmy Olsen* #72; *Tales of the Legion* #316; *Who's Who* '86 #13; *Who's Who* '87 (2) #3

LUORNU DURGO

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

- Powers:** Force Field: 19, Split: 1
- Skills:** Martial Artist: 7, Weaponry: 5
- Advantages:** Connections: Legion of Super-Heroes (High), United Planets Militia (High)
- Alter Ego:** Triplicate Girl, Duo Damsel
- Motivation:** Responsibility of Power
- Occupation:** U.P. Militia Instructor
- Wealth:** 6
- Equipment:**

FORCE FIELD BELT [BODY: 5, Force Field: 20, Force Shield: 16, Sealed Systems: 16, R#: 2]

Note: Luornu only used the belt for a short time after the loss of her second body. She has since returned it to Brainiac 5.

Powers and Abilities

Although Luornu had lost her ability to triplicate herself, she was recently reunited with one of her previously-believed-dead bodies. She was also endowed with the ability to project Force Fields by Brainiac 5 during the period that she wore his force field belt.

Luornu also possesses a number of useful Skills that serve her well as a U.P. Militia Instructor. Her Legion combat training has been added to over the years with a wider knowledge of fighting techniques, making her an accomplished hand-to-hand combatant. In addition, Luornu is well-versed in the use of a wide variety of firearms and melee weapons, the use of which she teaches to her Militia cadets.

Triplicate Girl

When she first joined the Legion, Luornu had her full Carggite triplicating powers, and used the heroic name Triplicate Girl. With her Split Power, she could make two duplicates of herself. When she used the Split Power, all of her Attributes and Skills were reduced by 2 APs (the APs of Split).

TRIPPLICATE GIRL

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

- Powers:** Split: 2
- Skills:** Martial Artist: 7
- Limitations:** Triplicate Girl can only use her Split Power at maximum APs.
- Advantages:** Connection: Legion of Super-Heroes (High)
- Alter Ego:** Luornu Durgo
- Occupation:** Legionnaire

Duo Damsel

After losing one of her bodies in a battle with Computo, Luornu simply changed her name to Duo Damsel. When she used her Split Power to become two people, all of her Attributes and Skills were reduced by 1 AP (the APs of Split). (Note that Luornu's Attributes and Skills had been permanently reduced by the death of her third body.)

DUO DAMSEL

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

- Powers:** Split: 1
- Skills:** Martial Artist: 6
- Advantages:** Connection: Legion of Super-Heroes (High)
- Alter Ego:** Luornu Durgo-Taine
- Occupation:** Legionnaire

Personality/Role-playing

For a woman who has endured so many shocking hardships, Luornu Durgo-Taine remains an enthusiastic and active person. Her spirit has not diminished along with her powers, rather she seems even more determined to help others with her skills and experience.

Luornu takes her job as Co-Instructor General of the U.P. Militia Academy very seriously, and spends much of her free time getting to know the cadets. She believes that working for a cause gives her life true meaning.

Apart from her duties as Instructor, Luornu enjoys married life with her husband, Chuck Taine (Bouncing Boy). What began as Chuck's infatuation with a pretty girl has evolved into a strong and meaningful relationship, one which is at least as important to Luornu as her work.

Using Luornu Durgo in Adventures

Luornu's position as Instructor General of the U.P. Militia, as well as her old job as a Legion Academy instructor, make her an ideal trainer and mentor for new or young Characters. Additionally, she can get the Player Heroes in contact with the Legion, since she still maintains ties with her old friends there.

Subplots

Luornu is involved in an ongoing Romance Subplot with her husband Chuck Taine (formerly Bouncing Boy) who is Co-Instructor General at the Academy. Due to their lives as heroes, and the effects of Nam'lor's radiation, their feelings about each other have been on a roller-coaster ride for years. Recently, however, the couple has stabilized their relationship.

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

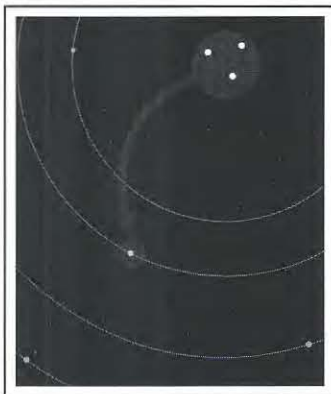
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

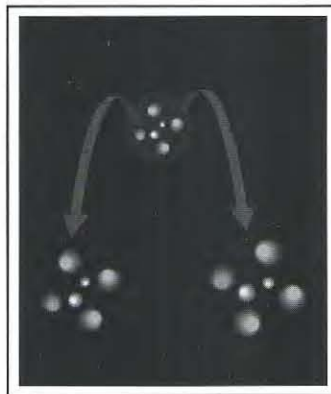
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #276, 287, 289, 309, 380, 387; *Adventure Comics* #247 (behind the scenes), 301, 304, 308, 313, 316 (feature), 317-319, 321, 323, 325-326, 328-330, 333, 336-337, 340-345, 346 (behind the scenes), 348, 350, 353-354, 356-357, 359-363, 367-370, 371-372, 374-380; *All-New Collectors' Edition* #C-55; *The Brave and The Bold* #179; *Crisis On Infinite Earths* #5, 10; *Legion of Super-Heroes* (2) #266-267, 277-280, 282, 284, 292-295, 300, 302-303, 306, 311; (3) 4, 14, 35, 38-39, 46-51, 54, 62-63; *Legion of Super-Heroes Annual* (2) #1-2; (3) 3; *Secret Origins* (3) #25, 42; *Secrets of the Legion of Super-Heroes* #1; *Superboy* (1) #147, 190, 193, 197, 200, 209, 216; *Superboy and the Legion of Super-Heroes* #243-245, 257; *Superman* (1) #156; *Superman's Girl Friend, Lois Lane* #50; *Superman's Pal, Jimmy Olsen* #72, 76, 100, 106, 117; *Tales of the Legion* #317; *Who's Who* '85 #7

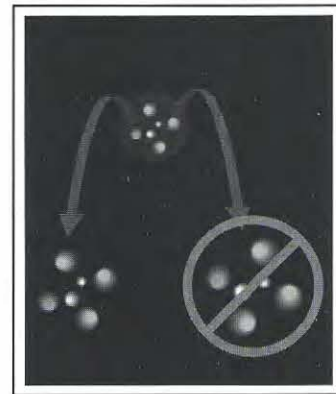
Current: *Legion of Super-Heroes* (4) #8-9, 15-18, 42; *Legion of Super-Heroes Annual* (4) #1-3; *Secret Origins* (3) #47; *Who's Who in the Legion of Super-Heroes* #2, 4; *Who's Who* '91 #9



Carggg's system's three star configuration affected the planet's quantum field in much the same way the field has affected the evolution of the humanoid life thereon.



they have the innate ability to control the parameters of their atomic structure. While using this ability their atoms may still be considered whole, parts of them exist in three different places at once.



the destruction of either (or both) of their duplicate bodies not only physically harms the original but more significantly, it serves a crushing blow to their psyche.

METAL MEN

GOLD

DEX:	11	STR:	7	BODY:	9
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	24	HERO POINTS:	75		

- Powers:** Omni-Arm: 6, Regeneration: 4, Self Manipulation: 12, Stretching: 13
- Skills:** Detective: 4, Scientist: 5, Vehicles: 4
- Advantages:** Connection: Will Magnus (High); Leadership
- Drawbacks:** Miscellaneous: Gold receives a -2 Column Shift penalty when using Character Interaction against human beings.
- Motivation:** Upholding the Good
- Occupation:** Robot

IRON

DEX:	7	STR:	14	BODY:	12
INT:	4	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	17	HERO POINTS:	35		

- Powers:** Omni-Arm: 7, Regeneration: 4, Self Manipulation: 13, Stretching: 10
- Advantages:** Connection: Will Magnus (High)
- Drawbacks:** Attack vulnerability: -2 Column Shifts versus Magnetic Attacks; Innocent; Miscellaneous: Iron receives a -2 Column Shift penalty when using Character Interaction against human beings.
- Motivation:** Upholding the Good
- Occupation:** Robot

LEAD

DEX:	5	STR:	12	BODY:	13
INT:	2	WILL:	4	MIND:	3
INFL:	4	AURA:	3	SPIRIT:	7
INITIATIVE:	11	HERO POINTS:	35		

- Powers:** Energy Absorption: 12, Omni-Arm: 5, Regeneration: 4, Self Manipulation: 10, Stretching: 13
- Limitations:** Energy Absorption only works on radiation.
- Advantages:** Connection: Will Magnus (High)
- Drawbacks:** Innocent; Miscellaneous: Lead receives a -2 Column Shift penalty when using Character Interaction against human beings.

- Motivation:** Upholding the Good
- Occupation:** Robot

MERCURY

DEX:	13	STR:	6	BODY:	5
INT:	3	WILL:	3	MIND:	4
INFL:	6	AURA:	2	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	35		

- Powers:** Omni-Arm: 4, Regeneration: 4, Self Manipulation: 14, Stretching: 8
- Advantages:** Connection: Will Magnus (High)
- Drawbacks:** Innocent; Serious Irrational Attraction to declaring that "mercury is the only metal that is liquid at room temperature;" Miscellaneous: Mercury receives a -3 Column Shift penalty when using Character Interaction against human beings.
- Motivation:** Thrill of Adventure
- Occupation:** Robot

PLATINUM

DEX:	11	STR:	7	BODY:	9
INT:	5	WILL:	3	MIND:	4
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	21	HERO POINTS:	35		

- Powers:** Omni-Arm: 6, Regeneration: 4, Self Manipulation: 13, Stretching: 13
- Advantages:** Connection: Will Magnus (High)
- Drawbacks:** Innocent; Serious Irrational Attraction to Will Magnus; Miscellaneous: Tina receives a -2 Column Shift penalty when using Character Interaction against human beings.
- Alter Ego:** Tina
- Motivation:** Upholding the Good
- Occupation:** Robot

TIN

DEX:	9	STR:	4	BODY:	8
INT:	3	WILL:	2	MIND:	3
INFL:	5	AURA:	6	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	35		

- Powers:** Omni-Arm: 6, Regeneration: 4, Self Manipulation: 12, Stretching: 13
- Skills:** Gadgetry: 6
- Advantages:** Connection: Will Magnus (High); Scholar (robotics)
- Drawbacks:** Innocent; Minor Physical Restriction: stuttering; Miscellaneous: Tin receives a -2 Column Shift penalty when using Character Interaction against human beings.

- Motivation:** Upholding the Good
- Occupation:** Robot

Powers and Abilities

The Metal Men have very strong, malleable bodies, constructed almost entirely from the metals that give them their names. They can all Stretch and mold their bodies to varying degrees, the most extreme example being Tin, who can stretch his body out into a thin wire 16 miles long!

All the Metal Men can form their arms into various tools and weapons (Omni-Arm), and can convert their bodies into vehicles and machinery (Self Manipulation). They can also combine with one another to form especially large, complex devices, or large walls or structures.

Since they are robots, and also completely amorphous, the Metal men are practically immortal. They can suffer serious damage, including the loss of limbs, and still be revived, as long as the responsometer survives.

Metal Merge

The Metal men can join their bodies together to form large, complex machines. In game terms, any Metal Men within 2 APs (40 feet) of each other can choose to combine, adding their APs of Self Manipulation together to determine the STR, DEX, Powers, and the maximum volume of the new shape.

The combined Metal Men form has a BODY rating equal to the highest participant's BODY, plus one for each additional Metal Man. Examples of the various combined forms they can take include:

CANNON (Iron & Tin) [DEX: 7, STR: 7, BODY: 13, Projectile Weapons: 11]
 TANK (Gold, Iron, Lead) [DEX: 5, STR: 12, BODY: 15, Running: 7, Projectile Weapons: 10]
 SUBMARINE (Gold, Iron, Lead, Platinum) [DEX: 6, STR: 19, BODY: 16, Swimming: 5, Water Freedom: 6, Sonar: 12]

Doctor Magnus

Dr. Will Magnus is one of the Earth's leading experts in robotics, and creator of the amazing responsometer, which allows the Metal Men to have artificial intelligence and (to Magnus' eternal consternation) human-like emotions.

DR. WILL MAGNUS

DEX:	4	STR:	2	BODY:	3
INT:	9	WILL:	7	MIND:	7
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	40		

- Skills:** Gadgetry: 10, Scientist: 10, Weaponry: 5
- Advantages:** Connections: The Metal Men (High),

The Doom Patrol (High), Stagg Industries (Low), U.S. Government (Low); Genius; Expansive Headquarters; Leadership; Scholar (robotics, cybernetics)

- Drawbacks:** Minor Psychological Instability; Unluck
- Motivation:** Upholding the Good
- Occupation:** Scientist
- Wealth:** 9

Using the Metal Men in Adventures

Considering Will Magnus' many prominent contacts, the Metal men find themselves in many diverse adventures. They can be used as an unusual Player Character Team, performing heroic deeds across the world at the direction of Magnus.

Alternately, the Metal Men can join or oppose Player Heroes. Since they will do whatever Magnus tells them, they sometimes end up at odds with other heroes. The Metal Men once clashed with Metamorpho of the Justice League to protect Stagg Industries, because Simon Stagg is friends with Magnus.

Subplots

Tina (Platinum) is deeply in love with Will Magnus, in an unrequited Romance Subplot.

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

Background/Roster Book (Metal Men only), Atlas of the DC Universe (Will Magnus only)

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* #55, 66, 74, 103, 113, 121, 135-136, 186-187; *Crisis On Infinite Earths* #5, 9-10; *DC Comics Presents* #4, 70; *Infinity, Inc.* #22; *Metal Men* (1) #1-41, 45-56; *Showcase* #37-40, 94 (Doc only), 100 *Who's Who* '86 #15; *World's Finest Comics* #239 (Gold only)

Current: *Action Comics* #590, 599, 675; *Action Comics Annual* #4 (Doc behind the scenes); *Armageddon 2001* #2; *Doom Patrol* (2) #19-20, 31, 60-62 (Doc only in all); *Eclipso: The Darkness Within* #2 (Doc); *Invasion!* #3 (Doc); *Justice League Europe* #11-12; *Secret Origins Annual* #1 (Doc in flashback); *Superman* (2) #61, 65-66; *Superman: The Man of Steel* #10, 20; *Superman: Man of Steel Annual* #1 (flashback); *Teen Titans Spotlight* #3 (Gold); *Time Masters* #1 (Doc); *War of the Gods* #2-4; *Who's Who* '91 #12

MISTER MIRACLE

SCOTT FREE

DEX:	11	STR:	4	BODY:	6
INT:	10	WILL:	7	MIND:	8
INFL:	6	AURA:	6	SPIRIT:	10
INITIATIVE:	31	HERO POINTS:	120		

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

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

•**Drawbacks:** Married; Secret Identity

•**Alter Ego:** Scott Free

•**Motivation:** Thrill of Adventure

•**Occupation:** Escape Artist

•**Wealth:** 5

•**Equipment:**

Aero Discs [BODY: 12, Flight: 8] Limitation: the Discs are controlled by Mother Box, and cannot be used if she is taken away.

Multi-Cube [BODY: 3, INT: 2, Flash: 5, Flight: 7, Heat Vision: 9, Illusion: 5, Telepathy: 15, Recall: 10, Sonic Beam: 9, R#: 2] The Cube can release a cable with STR: 9, BODY: 1, and a Length of 5 APs. Limitations: Flight only allows the Cube itself to fly; Telepathy represents range of communicator signal; Will not work without Mother Box.

MOTHER BOX see "Mother Box" below.

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

11 AP ABCD Omni-Gadgets (x5)

Powers and Abilities

Scott Free has no meta-human abilities, but more than compensates in skill and determination. He is a superior athlete, easily surpassing Olympic levels in gymnastic prowess (DEX and Acrobatics). Scott is in excellent physical condition, and is a superior hand-to-hand combatant (Martial Artist).

Mister Miracle has trained rigorously over the years in many diverse Skills. He is best known for his unsurpassed talent as an escape artist, including the ability to pick locks and crack safes (Thief). Miracle is a genius with other mechanical devices as well,

and can design and build all manner of useful gadgets (Gadgetry and Genius). His years on Apokolips taught him all about the many aspects of war (Military Science), and he can pilot any type of vehicle with amazing ability (Vehicles).

Scott carries a wide range of equipment. In addition to his Aero Discs and Multi-Cube, he always seems to have just the right thing concealed in his pocket to save the day (Omni-Gadgets), but will never resort to a device when pure Skill will suffice.

Miracle Escapes

Mister Miracle is the world's foremost escape artist, and can easily free himself from any bonds. The AV/EV of the attempt equals his APs of Thief Skill (13) against an OV/RV based on the level of the restraint. Positive RAPs indicate a successful escape.

Restraint Type	OV/RV
Quick Binding (rope tie)	2/2
Tightly bound (heavy rope or cord)	4/4
Handcuffs	6/6
Chained to Wall	8/8
Locked in a Jail Cell	10/10
Locked in Safe	15/15

Mother Box

Mother Box is a free-thinking entity, a living computer with incredible power. Scott's personal Mother Box is worked into the hood of his costume, and provides him with companionship and assistance in times of need.

MOTHER BOX

DEX:	-	STR:	-	BODY:	7
INT:	10	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6
HERO POINTS:	75				

•**Powers:** Danger Sense: 12, Life Sense: 6, Omni-Power: 11

•**Advantages:** Leadership

Mother Box is a special kind of Omni-Gadget, because she can be used over and over again, unlike a standard Omni-Gadget.

With her Leadership Advantage, Mother Box can transfer some of her Hero Points to Scott. In addition, through his own affection for Mother Box, he can transfer some of his Hero Points back to her. This requires a successful Action Check using

INFL/AURA as the AV/EV against an OV/RV of 6/6 (Mother Box's INFL/SPIRIT). The RAPs are the maximum number of Hero Points that can be transferred. Only one such attempt may be made per 15 APs of time (1 day). Note that all Hero Points spent to enable Mother Box to use her Omni-Power must come from Mother Box herself.

Scott's affection can also repair Mother Box. Treat this as a normal Repair attempt, though no tools are necessary, and Scott's INFL/AURA are used as the AV/EV of the attempt.

If Scott gains a sample of the X-Element, he can use Mother Box to create a Boom Tube capable of transporting him between dimensions and galaxies. Boom Tubes have the Warp Power rated at 65 APs, the Dimension Travel Power rated at 8 APs, and remain open for approximately 8 seconds (1 AP).

Only Characters who are spiritually worthy can use Mother Boxes. In game terms, this means only Characters with heroic Motivations can use a Box; those with villainous Motivations cannot.

Personality/Role-playing

Scott Free is truly a "happy-go-lucky" hero, always ready with an insightful quip or bad joke, even in the midst of battle. It is this nature that both endears him to his teammates in the League, and causes his wife Barda no end of headaches. However, when the chips are down, there is no better man to have on your team than Mister Miracle. He is fiercely loyal to his friends, and will never admit defeat. His perseverance and willpower are legendary.

Scott is constantly driven by a need to escape, whether it is from his horrible past on Apokolips, a villain's death trap, or a boring suburban lifestyle. He is always escaping from something, and consistently gets away "scot-free."

Using Mister Miracle in Adventures

Mister Miracle's easy-going attitude makes him a good character to use to introduce Player Heroes to Justice League America. He is always very helpful when the need is genuine, and might even lend a hand, along with Big Barda.

Scott is a well-known performer as well as a hero. Player Characters might encounter him while he is on tour, providing the opportunity for a villain to strike while he is in the middle of an escape. The PCs would then have to intervene and hold the villain off until Scott can get free.

Since he was raised on Apokolips, Scott might lead Player Heroes on a mission to that dismal planet. Adventures ranging from rescue to espionage to all-out war can take place there, as well as a high-powered showdown with Darkseid!

Subplots

Scott is involved in an ongoing Family/Romance Subplot with his wife, Big Barda. Their star-crossed love has occasionally hit the rocks, but always comes through in the end.

In a strange Job Subplot, Mister Miracle was forced to go on an intergalactic tour by Magna Khan. During this time he was replaced by a robot, which was destroyed by Despero. Miracle was thought dead until he managed to escape from Khan.

Whenever Scott finds himself on Apokolips, he can be sure that Granny Goodness and the Female Furies will be anxious to try and capture him again (Enemies Subplot).

Scott trained another, Shilo Norman, to succeed him as Mr. Miracle (Miscellaneous Subplot).

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

Background/Roster Book (card included), Apokolips Sourcebook, Justice League Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* #112, 128, 138; *Cancelled Comic Cavalcade* #2; *DC Comics Presents* #12; *First Issue Special* #13; *Justice League of America* #183-185; *Mister Miracle* (1) #1-25; *New Gods* (1) #7; *Super Friends* #5 (behind the scenes); *Who's Who* '86 #15

Current: *Action Comics* #593, 650 (flashback), 675; *Adventures of Superman* #463, 488-489; *Blasters Special* #1; *Blue Beetle* (6) #21-22; *Booster Gold* #22; *Captain Atom* (3) #16-17, 20, 24-28; *Doctor Fate* (1) #3; *Doom Patrol* (2) #29; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #67, 69; *Flash* (2) #8; *The Fury of Firestorm* #63-64; *Green Lantern Corps* #220; *Invasion!* #2-3; *Justice League* #1-6; *Justice League America* #26 (behind the scenes), 27, 29-32, 35-36, 37-39 (robot), 42, 47-50; *Justice League America Annual* #5; *Justice League Annual* #1-3; *Justice League Europe* #7-8, 13 (robot), 47-48; *Justice League International* #7-16, 17 (behind the scenes), 18-25; *Justice League Quarterly* #3; *Justice League Special* #1; *Martian Manhunter* #1-2, 4; *Millennium* #1, 3-8; *Mister Miracle* (2) #1-28; *Mister Miracle Special* #1; *New Gods* (3) #9, 18; *Sandman* (2) #5; *Secret Origins* (3) #33; *Suicide Squad* #13; *Superman* (2) #65-66; *Superman: The Man of Steel* #10, 20; *Time Masters* #1; *War of the Gods* #4; *Who's Who* '91 #11; *Wonder Woman* (2) #13, 25

MISTER MIRACLE

SHILO NORMAN

DEX:	7	STR:	4	BODY:	5
INT:	8	WILL:	7	MIND:	7
INFL:	4	AURA:	5	SPIRIT:	9
INITIATIVE:	23	HERO POINTS:	50		

- Skills:** Acrobatics: 5, Gadgetry: 9, Martial Artist: 8, Scientist: 6, Thief: 12
- Advantages:** Connections: Justice League America (Low), New Genesis (Low), Scott Free (High); Genius; Insta-Change; Lightning Reflexes
- Drawbacks:** Secret Identity
- Alter Ego:** Shilo Norman
- Motivation:** Thrill of Adventure
- Occupation:** Student/Performance Artist
- Wealth:** 4
- Equipment:**

MIRACLE COSTUME [BODY: 6, Bomb: 7, Cling: 5, Danger Sense: 6, Energy Blast: 8, Force Field: 8, Jumping: 5, Magnetic Control: 5, R#: 2] Bonus: Force Field can be used to trap others (see "Fractal Forcefield" below). Miscellaneous: Mother Box is worked into the costume, providing power for all of its gadgets. See also "Mother Box" below.

Aero Discs [BODY: 12, Flight: 8] Limitation: the Discs are controlled by Mother Box, and cannot be used if she is taken away.

Mini-Transmitters (x4) [BODY: 1, Cling, 1, Telepathy: 13, R#: 3] Limitation: Telepathy represents range of signal; Will not work without Mother Box.

Multi-Cube [BODY: 3, INT: 2, Flash: 5, Flight: 7, Heat Vision: 9, Illusion: 5, Telepathy: 15, Recall: 10, Sonic Beam: 9, R#: 2] The Cube can release a cable with STR: 9, BODY: 1, and a Length of 5 APs. Limitations: Flight only allows the Cube itself to fly; Telepathy represents range of communicator signal; Will not work without Mother Box.

Powers and Abilities

Shilo Norman, like his mentor Scott Free, relies on his determination and training to fight crime and thrill audiences. He is a skilled Martial Artist and Acrobat, but relies more on his costume's weaponry than his fists.

Shilo is an excellent student, learning about physics and philosophy with equal aptitude. He is particularly accomplished with electronics, and personally designed all of his costume's gadgets

(Scientist, Gadgetry, Genius).

Most useful to Shilo's performance career is his ability to execute amazing escapes from any sort of entrapment (Thief). His skill is only surpassed in this area by his teacher, Scott Free.

In combat, Shilo uses a variety of built-in weapons and devices in his costume. He can fire energy or heat blasts, shock waves, or explosive "enerjams" from his gloves. Shilo's Aero-Discs allow him to fly at over 200 miles per hour, although he sometimes has trouble controlling them.

Fractal Forcefield

Shilo's costume can generate a strong "fractal forcefield." This energy barrier can be created around Shilo to protect him from harm, adding the APs of Force Field to his RV versus Physical Attacks. The Force Field can also expand to cover a sphere with 8 APs of volume, enough to cover about ten people. While the Force Field is up, Shilo may not make Physical Attacks with exterior targets.

Instead of protecting himself, Shilo can use the Force Field to entrap one or more opponents. Such an attack is a Dice Action using the APs of Force Field as the AV/EV, and the target's DEX/DEX as the OV/RV. Multiple targets may be trapped, as long as they are all within 10 feet (0 APs) of one another, using the highest DEX among them as the OV/RV. Positive RAPs indicate that the targets are surrounded by a bubble of "fractal energy." The bubble can be on the ground or in the air, but cannot be moved by Shilo once created.

To maintain the bubble, Shilo must expend one Automatic Action per Phase, and must stay within 8 APs (1/4 mile) of it. He may not use the Force Field for any other purpose until he drops the bubble. To Break free, trapped targets must attack the bubble from the inside. The Bubble is treated as an inanimate object with a BODY of 8.

Miracle Escapes

Shilo is the protegee of Scott Free, the famous escape artist Mister Miracle. As such, he is among the finest escape artists in the world. The AV/EV of an escape attempt equals Shilo's APs of Thief Skill (12) against an OV/RV based on the level of the restraint. Positive RAPs indicate a successful escape.

Restraint Type	OV/RV
Quick Binding (rope tie)	2/2
Tightly bound (heavy rope or cord)	4/4

Handcuffs	6/6
Chained to Wall	8/8
Locked in a Jail Cell	10/10
Locked in Safe	15/15

Mother Box

Mother Box is a free-thinking entity, a living computer with incredible power. Shilo's personal Mother Box is worked into his costume, and provides energy and guidance for all of his special gadgets.

MOTHER BOX

DEX:	-	STR:	-	BODY:	7
INT:	10	WILL:	6	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	6
HERO POINTS: 75					

•**Powers:** Danger Sense: 12, Life Sense: 6, Omni-Power: 11

•**Advantages:** Leadership

Mother Box is a special kind of Omni-Gadget, because she can be used over and over again, unlike a standard Omni-Gadget.

With her Leadership Advantage, Mother Box can transfer some of her Hero Points to Shilo. In addition, through his own affection for Mother Box, he can transfer some of his Hero Points back to her. This requires a successful Action Check using INFL/AURA as the AV/EV against an OV/RV of 6/6 (Mother Box's INFL/SPIRIT). The RAPs are the maximum number of Hero Points that can be transferred. Only one such attempt may be made per 15 APs of time (1 day). Note that all Hero Points spent to enable Mother Box to use her Omni-Power must come from Mother Box herself.

Shilo's affection can also repair Mother Box. Treat this as a normal Repair attempt, though no tools are necessary, and Shilo's INFL/AURA are used as the AV/EV of the attempt.

If Shilo gains a sample of the X-Element, he can use Mother Box to create a Boom Tube capable of transporting him between dimensions and galaxies. Boom Tubes have the Warp Power rated at 65 APs, the Dimension Travel Power rated at 8 APs, and remain open for approximately 8 seconds (1 AP).

Only Characters who are spiritually worthy can use Mother Boxes. In game terms, this means only Characters with heroic Motivations can use a Box; those with villainous Motivations cannot.

Personality/Role-playing

Shilo is an eager young hero, anxious to get into action as the new Mister Miracle. He is constantly frustrated by Scott's insistence that he needs to "train and observe" more. Deep down, Shilo knows he needs more experience, but he's not willing to admit it openly, especially not to Scott.

Shilo's rough childhood and rather unusual teenage years provide him with an odd perspective on life. Like Scott Free, he values freedom (in all its forms) above all else, and is willing to fight for it. However, his confidence sometimes wavers in the face of truly frightening villains, never having lived on Apokolips or New Genesis like his mentor.

As a result of too many comparative philosophy classes, Shilo has the annoying tendency to speak in jumbled-up slang non sequiturs. Phrases like "Let's paint the town pineapple!" and "When the caravan barks, don't the dogs roll by?" make conversation with him something of an adventure.

Using Mister Miracle in Adventures

Since Shilo has not yet been given the mantle of Mister Miracle, he is currently functioning as a sort of sidekick to Scott Free. He can be used in any adventure featuring Justice League America, either by Scott's side or as his temporary replacement.

Subplots

Shilo is involved in a bumpy Romance Subplot with a fellow student at NYU named Fiona Leeway. His exploits as an up-and-coming superhero cause her no end of headaches, but she keeps coming back.

Appearances in DC Comics

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

Pre-Crisis: *Mister Miracle* (1) #15-18

Current: *Justice League America* #47-50; *Mister Miracle* (2) #21-28; *Who's Who* '91 #11

MYSA NAL

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

•**Limitations:** Minor Power Burnout on Sorcery: Mysa must make a Burnout roll *before* she uses her Sorcery Power. If the 2D10 roll is equal to or less than 8, the Sorcery Power fails before she gets a chance to use it at all, and she must resort to her Occultist (Ritual Magic) Skill instead. The normal rules regarding Power Burnout apply to any Dice Powers mimicked by her Sorcery as well.

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

•**Drawbacks:** Innocent; Married (still considers herself married to Mordru); Uncertainty

•**Alter Ego:** The White Witch

•**Motivation:** Upholding the Good

•**Occupation:** Legionnaire

•**Wealth:** 6

Powers and Abilities

Mysa Nal is able to cast a nearly limitless variety of spells, capable of accomplishing virtually anything she can imagine (Sorcery). She is also extremely sensitive to the flow of mana through the universe, and can sense when "cosmic" events are occurring by feeling the resultant disturbance in the mana flow (Magic Sense, Awareness).

Mysa was so confused and demoralized by her treatment at the hands of Mordru that she had great difficulty directly manipulating mana, and had to resort to the use of incantations and material components to accomplish what she used to with a wave of her hand (Occultist). She is currently recovering from this ordeal as well as possession by the Amethyst power.

Mysa's Sorcery Power

Using her Sorcery Power, Mysa can focus mana energies to produce a wide variety of magical results. In game terms, Sorcery allows Mysa to mimic the effects of other Powers, subject to certain basic

restrictions. Using the Sorcery Power is known as casting a spell, which is a three-step process:

First, the caster decides what effect she wishes to achieve and determines which Power most closely resembles that effect, along with appropriate Bonuses and Limitations (if any).

Second, the Sorcerer decides how many APs of Sorcery to use while invoking the effect. Since spell casting is extremely taxing on the psyche, the caster must then immediately cross-reference the number of APs of Sorcery she is invoking (as an EV) against her SPIRIT (as an RV) on the Result Table. The resulting RAPs (if any) are immediately inflicted upon the caster as Mystical Bashing Damage. Damage earned in this fashion may not be eliminated through the use of Last Ditch Defense, nor may Hero Points be spent to raise the caster's RV against such damage.

Finally, the caster resolves the effects of the mimicked Power using the appropriate rules found in the *Character Handbook*. A Power mimicked by Sorcery may be used as long as the caster likes. However, for every phase that a mimicked Power is used or remains in effect, the caster again suffers the appropriate Mystical Bashing Damage described above.

A Sorcerer may invoke more than one Power at a time using Sorcery, but the total number of APs the Sorcerer has placed in mimicked Powers may never exceed her Sorcery APs. Furthermore, the total AP value of all invoked Powers is used as the Effect Value when determining the Mystical Bashing Damage suffered by a Sorcerer with more than one invoked Power in effect.

A Sorcerer may duplicate as many Powers during a single phase as she sees fit but may only resolve those Powers subject to the usual restrictions found on pages 14 and 15 of the *Rules Manual*.

Xola Aq

When Mysa first encountered the Legion, she had been imprisoned in the body of the evil sorceress Xola Aq. She was hypnotized by Evillo of Tartarus to work with his Devil's Dozen as "The Hag."

THE HAG

DEX:	3	STR:	2	BODY:	3
INT:	9	WILL:	7	MIND:	6
INFL:	10	AURA:	11	SPIRIT:	14
INITIATIVE:	20	HERO POINTS:	50		

•**Powers:** Sorcery: 15

•**Skills:** Occultist: 8

- Advantages:** Connection: Prince Evillo (High)
- Drawbacks:** Age (Old)
- Alter Ego:** Xola Aq, Mysa Nal
- Motivation:** Mercenary
- Occupation:** Criminal
- Wealth:** 5
- Equipment:**
Broomstick [BODY: 5, Flight: 7, R: 3]

Personality/Role-playing

Mysa is a very kind, gentle, and trusting woman who believes there is good in all beings, if you look deep enough. This belief has put her in danger a number of times, but is so essential to her character that she refuses to change it.

Mysa's good nature has put her in conflict with the other Legionnaires on a few occasions. She thinks that their methods are sometimes too harsh, and that revenge is wrong, regardless of the rationale.

Since her rescue from Mordru, however, Mysa has retreated into herself. She barely communicates with her Legion Friends, and can hardly use her magical powers. She spends most of her time in her quarters, alternating between sorrowful silence and mournful weeping.

With the help of the Legion's support and care, Mysa is likely to recover both her emotional well-being and her considerable sorcerous might. What is unknown, however, is if her altruism will return along with her powers, or if she will be forever darkened by her nightmare years with Mordru.

Using Mysa Nal in Adventures

In the days before the Magic Wars and the Great Collapse, Mysa was an active Legionnaire whose magical powers were invaluable on many missions.

She can be used during this era as a Player Character or NPC, as well as an important link to Zerox.

Since her ordeal on Tham, Mysa has been distant, preferring her solitude to the company of her friends. In an adventure set in the "current" 30th century, Mysa can be a challenging Player Character. Her struggle to shake loose of Mordru's influence and regain her powers provide plenty of opportunities for role-play.

Subplots

Mysa still considers herself married to Mordru, and is struggling to resolve her feelings about him in a tragic Romance Subplot.

Mysa has rejoined the LSH and is trying to restore her powers to what they formerly were (Power Complication Subplot).

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

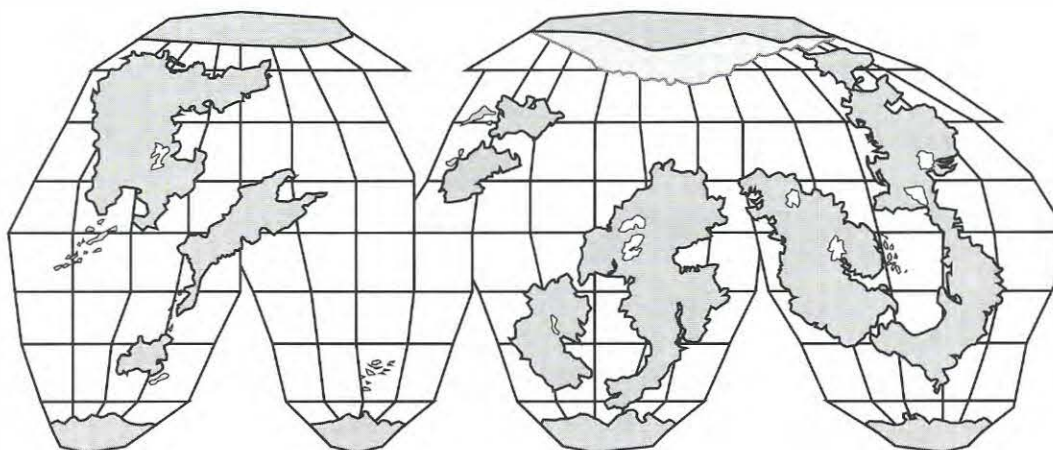
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #350-351, 370; *Crisis On Infinite Earths* #5, 8, 10; *Legion of Super-Heroes* (2) #291-294, 296, 298-300, 302, 304, 308, 311-313; (3) 2-5, 7-11, 13-14, 16-20, 25-30, 32-36, 38, 40-41, 47, 49-50, 55, 63; *Legion of Super-Heroes Annual* (2) #2-3; *Tales of the Legion* #314-316, 318, 324-325; *The Wanderers* #3; *Who's Who* '87 (2) #25

Current: *Amethyst* (2) #4; *Legion of Super-Heroes* (4) #6-7, 10, 15-18, 20, 40, 43; *Who's Who in the Legion of Super-Heroes* #4, 7; *Who's Who* '91 #9



Tharn

THE QUESTION

DEX:	7	STR:	4	BODY:	5
INT:	7	WILL:	9	MIND:	9
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	55		

•**Skills:** Acrobatics: 4, Detective: 7, Martial Artist: 8, Thief: 7, Weaponry: 5, Vehicles (Land): 5

•**Advantages:** Area Knowledge (Hub City); Connections: Batman (Low), Green Arrow (Low), Hub City Government (High), Hub City Media (High), Lady Shiva (Low); Iron Nerves; Sharp Eye

•**Drawbacks:** Secret Identity

•**Alter Ego:** Charles Victor Szasz, Vic Sage

•**Motivation:** Seeking Justice

•**Occupation:** Journalist

•**Wealth:** 6

•**Equipment:**

MASK [Cling: 8, BODY: 1]

Limitation: Cling is usable only to hold the mask on the Question's face

BELT BUCKLE GAS DISPENSER [Fog: 8, Illusion: 12, BODY: 5]

Limitation: Illusion is usable only to change the Question's hair and clothes color. See below for complete descriptions of the Question's items.

Powers and Abilities

Having received his training from the legendary Richard Dragon, the Question is a highly-trained martial artist and hand-to-hand combatant. Under normal circumstances, he is easily capable of defeating four armed men of lesser experience in a hand-to-hand confrontation. Beyond his fighting abilities, the Question is also a skilled acrobat and detective.

Pseudoderm

The Question's mask is made of a special substance known as *pseudoderm* that binds to human flesh when treated with a special gas that Question carries in his belt buckle. Using the gas to attach the mask takes Question three phases and surrounds him for the next three phases with the Fog Power rated at 8 APs. Once attached, the mask clings to Question's face with a STR of 8 (ie. only characters with a STR of 8 or greater can tear it from his face). A special side

effect of the gas used to activate the pseudoderm temporarily changes the color of the Question's hair and clothes. An observer studying the Question can determine that there is something unusual about his hair or clothes with a successful Perception Check against an OV/RV of 12/12 (equal to the gas's APs of Illusion Power).

Dr. Aristotle Rodor

Dr. Rodor is the Question's friend and mentor. He has the following game statistics:

ARISTOTLE RODOR

DEX:	3	STR:	2	BODY:	3
INT:	8	WILL:	8	MIND:	7
INFL:	4	AURA:	6	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	15		

•**Skills:** Gadgets: 5, Martial Artist: 3, Scientist: 5

•**Advantages:** Scholar (philosophy); Sharp Eye

•**Motivation:** Seeking Justice

•**Occupation:** Professor

•**Wealth:** 5

Personality/Role-playing

Although his methods often seem unsubtle or unsympathetic, the Question's actions are unwaveringly guided by a strict, though complex moral code. A student of philosophy and ethics, Vic Sage has spent long hours reflecting upon the role of the hero in modern society. Vic may have begun his career as a mere "concerned" investigative reporter, but he now believes he is fulfilling a sort of spiritual destiny through his activities as the Question.

In manner, Vic is typically blunt and brooding, almost apocalyptic.

Using the Question in Adventures

The Question can be encountered during just about any street-level adventure in which the player heroes find themselves embroiled. His idiosyncratic moral code and his ability to make the heroes question their own actions and activities should provide for some interesting role playing. In any case, GMs should remember that the Question rarely tangles with the so-called "super-villains" who prowl the DC Universe, preferring instead to deal with less flamboyant and (in his eyes) more dangerous menaces.

Subplots

For a time, Vic was involved in a Romance Subplot with Myra Fermin, mayor of Hub City. He is also involved in frequent Friends Subplots with his mentor, Doctor Rodor.

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

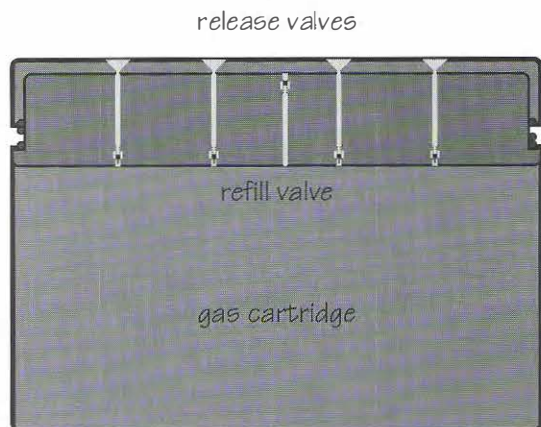
Background/Roster Book (card included)

Appearances in DC Comics

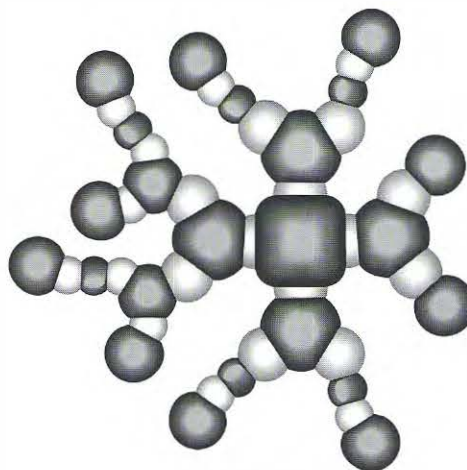
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Americomics Special* #1; *Blue Beetle* (5) #1-5; *Charlton Bullseye* #1; *Crisis On Infinite Earths* #6-7; *Mysterious Suspense* #1; *Who's Who* '86 #19

Current: *Blue Beetle* (6) #4-7; *The Brave and The Bold* (2) #2-6; *Checkmate!* #25; *Detective Comics Annual* #1; *Green Arrow Annual* #2-3; *Invasion!* #2; *The Question* #1-36; *The Question Annual* #1-2; *The Question Quarterly* #1-5; *Who's Who* '87 (2) #3; *Who's Who* '91 #12



gas cartridge belt buckle attachment



gas molecule

RED STAR

DEX:	9	STR:	10	BODY:	10
INT:	5	WILL:	7	MIND:	7
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	60		

- Powers:** Flame Being: 12, Jumping: 7, Running: 7
- Skills:** Acrobatics: 4, Military Science: 5, Thief: 4, Weaponry: 6
- Limitations:** Red Star has no control over his Flame Being Power. He will ignite if angered and when struck by incendiary attacks, and must be "put out" in order to turn the Power off (smothered, sprayed with a fire extinguisher, etc.). With supreme effort, Red Star can attempt to turn his power on or off through force of will. This is a Dice Action using his WILL as the AV/RV against OV/RVs of 12/12. Positive RAPs indicate success.
- Advantages:** Connections: Soviet Government (Low), New Titans (High); Lightning Reflexes
- Drawbacks:** Exile (voluntary, from former Soviet Union)
- Alter Ego:** Leonid Kovar, Starfire
- Motivation:** Responsibility of Power
- Occupation:** Hero
- Wealth:** 3

Powers and Abilities

The powers gained by Leonid Kovar from contact with the alien spacecraft are continually evolving and changing. Red Star has always had greatly heightened strength, stamina, and reflexes, which have apparently increased even more since his Starfire days. His strength is sufficient to "whip" pavement and to wield stone columns like clubs. His resistance to damage is such that he can withstand being punched through a solid stone wall without being stunned. Though nowhere near as fast as the Flash, Red Star can run at incredible speeds and can leap great distances. He has jumped from a window in Titan's Tower, landing in New York harbor in a single leap. He has apparently undergone extensive physical training while in the care of the Soviet Union and possesses a formidable acrobatic skill to compliment his physical power.

For a time, Red Star's fists seemed to glow during combat. Whether this was merely the manifestation of his physical powers or some additional, short-lived energy power is unknown.

The latest alteration in Red Star's power is his

uncontrollable ability to ignite into a white-hot being of flame. When in this form, everything he touches burns, including his clothes and hair.

Starfire

Early in his career as a young hero of the Soviet Union, Leonid Kovar was given the name Starfire. His powers were not as formidable as they are today, but he was still a powerful hero of the people.

STARFIRE (EARLY RED STAR)

DEX:	5	STR:	6	BODY:	5
INT:	3	WILL:	5	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	25		

- Powers:** Jumping: 3, Running: 5
- Skills:** Acrobatics: 2, Military Science: 3
- Advantages:** Connections: Soviet Government (High), Teen Titans (Low); Lightning Reflexes
- Drawbacks:** Serious Irrational Attraction to Defending Soviet Union
- Alter Ego:** Leonid Kovar
- Motivation:** Responsibility of Power
- Occupation:** Soviet Hero
- Wealth:** 4

Personality/Role-playing

As a hero of the Soviet government, Starfire (and later Red Star), was serious and humorless. He performed his heroic deeds with grim determination. Like many of the Soviet people, he believed in the ideals of communism and that his government had the best interests of the people at heart. He followed the orders of his superiors without question, even to the extent of seeing to the death of his own fiancee who had been infected with a deadly plague and sent to America to spread the disease.

Since the collapse of the Soviet union and his treacherous treatment at the hands of his former superiors, Leonid has returned to America in an attempt to form his own ideology. During his alliance with the New Titans Red Star has begun to loosen his tightly bound personality, though it can't yet be said that he has developed a passable sense of humor.

Using Red Star in Adventures

Heroes who work with or encounter the New Titans are liable to meet Red Star as well. Though he has not been a Titan long, Red Star is spending most

of his time in America with the group. Any adventures which involve interaction with the former Soviet Union could easily involve Red Star as well. With the current Soviet Republics in disarray, Red Star's loyalties and beliefs might come into question leading to possible confrontation with heroes.

Subplots

Since his powers are constantly evolving Red Star could easily become immersed in a Power Complication Subplot as his powers grow, decrease, or change, possibly beyond his control.

Because of his former actions in the U.S. on behalf of the Soviets, Red Star is sometimes tied into a kind of Criminal Past Subplot.

Though he appears recovered from it now, there was certainly a period in his recent past in which the death of his fiancée weighed heavily upon him (Death Guilt Subplot).

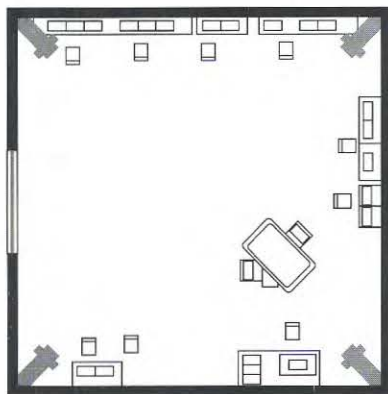
Appearances in the DC HEROES Role-Playing Game, Second Edition

New Titans Sourcebook

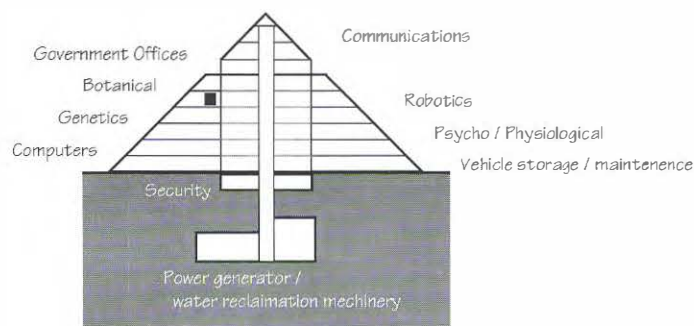
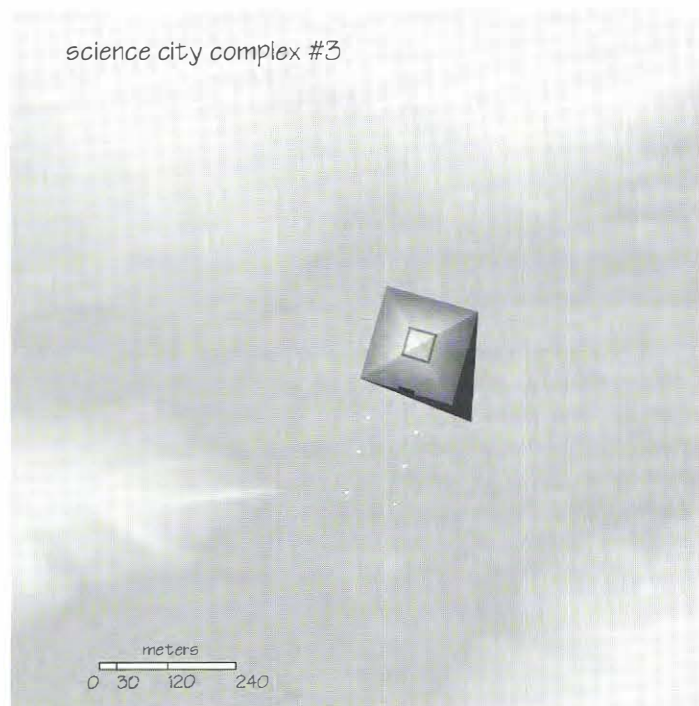
Appearances in DC Comics

Pre-Crisis: *Action Comics* #551 (mention) *Crisis On Infinite Earths* #5, 9, 12; *The New Teen Titans* (1) #18; *Teen Titans* #18; *Who's Who* '86 #19

Current: *Adventures of Superman Annual* #4; *Aquaman* (4) #5; *Deathstroke, the Terminator* #13-15; *Eclipso: The Darkness Within* #2; *Justice League International* #13; *Justice League Quarterly* #5; *The New Teen Titans* (2) #48-49; *The New Titans* #76-79, 81-on; *The New Titans Annual* #7-8; *Secret Origins Annual* #3; *Showcase* 93 #1-2; *Suicide Squad* #13; *Superman: The Man of Steel* #20; *Team Titans* #1-3, 5; *Titans Sell-Out Special* #1; *War of the Gods* #4; *Who's Who* '91 #11



Lab where Cyborg was rebuilt



RED TORNADO

INT:	7	WILL:	7	MIND:	8
INFL:	9	AURA:	13	SPIRIT:	9
INITIATIVE:	28/23	HERO POINTS:	90		

- Powers:** Air Animation: 19, Air Control: 19, Awareness: 9, Flight: 15, Growth: 14, Invisibility: 9, Invulnerability: 12, Lightning: 9, Self-Link (Spirit Travel): 12, Super Breath: 19, Telepathy: 9, Weather Control: 12
- Bonuses:** Red Tornado's APs of Spirit Travel are added to his Initiative when he is not occupying his robotic body.
- Limitations:** Dimension Travel may only be used for travel; Red Tornado's Powers have no direct effect on other elementals.
- Advantages:** Connections: Firestorm (High), Captain Atom (High), Justice League of America (Low)
- Drawbacks:** Innocent; Unluck; Miscellaneous: Red Tornado is trying to relearn what it means to be human.
- Motivation:** Seeking Justice
- Occupation:** Elemental
- Equipment:**
ROBOTIC BODY [DEX: 7, STR: 9, BODY: 12, R#: 3]

Powers and Abilities

As the Earth's air elemental, Red Tornado possesses virtually limitless powers. He has complete control over air, and can shape and control it in any way he sees fit (Air Animation, Air Control). This also allows him to Fly at speeds of over 30,000 miles per hour, and generate gusts of wind powerful enough to demolish buildings (Super Breath).

When he leaves his robotic body, Red Tornado can actually become wind, allowing him to Grow to immense size, become Invisible, or even completely intangible (Self Link: Spirit Travel). Note that when Red Tornado is outside of his robot body, he has no Physical Attributes and as such is immune to Physical Attacks.

Red Tornado's power over wind allows him to control air currents and pressure zones, granting him the Weather Control Power. With it, he can create tornados and hurricanes, as well as any desired level of temperature or precipitation. Red Tornado can also use his mastery of air to generate powerful bolts of Lightning.

Red Tornado's nature as an elemental also grants him a number of supernatural abilities. He is virtually impossible to kill (Invulnerability), and possesses a special Awareness of cosmic happenings, especially when the Earth's well-being is involved.

Red Tornado's Air Control

Red tornado has complete control over air, represented by his Air Animation, Air Control, Super Breath, and Weather Control Powers. Of these Powers, Air Control is his most flexible and powerful weapon, granting him the following abilities:

- Forceful Gusts:** Red tornado can generate winds with hurricane force to use against his opponents. This is treated as a Physical attack with AV/EVs equal to the APs of Air Control, and OV/RVs equal to the target's DEX/BODY.
- Buffeting Winds:** Using carefully controlled windstorms, Red Tornado can lift and toss his opponents as if they were rag dolls. This attack affects everyone and everything within an area equal to the APs of Power (except Red Tornado). Red Tornado may shape this volume in any way he sees fit. Each target is attacked separately, using the APs of Power as the AV/EV and the target's DEX/BODY as the OV/RV. The target does not sustain damage from this attack, but is Knocked Back a number of APs distant equal to the RAPs received minus the target's weight in APs. Red Tornado may choose which direction each target is Knocked Back.
- Vacuum:** Red Tornado may attempt to remove existing volumes of air to create a vacuum, using his APs of Air Control as the AV/EV and the volume of air to be displaced as the OV/RV. The OV/RV receives a special +2 Column Shift modifier due to the difficulty of creating a vacuum. Characters caught in a vacuum lose 1 AP of Current BODY Condition per phase of exposure.
- Flight:** Red Tornado may propel himself with gusts of wind at a speed of 19 APs.
- Move Air:** Red Tornado may move a volume of air, using the APs of Power as AV/EV and the volume to be moved as the OV/RV. RAPs equal the distance the volume is displaced.

The Original Red Tornado Robot

Before he was transformed into Earth's air elemental, Red Tornado was a powerful android,

created by T.O. Morrow and possessed by the spirit of the Tornado Champion.

RED TORNADO (ORIGINAL ROBOT FORM)

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

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

•**Skills:** Gadgetry: 5, Scientist: 5

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

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

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

•**Alter Ego:** John Smith

•**Motivation:** Upholding the Good

•**Occupation:** Office Worker

•**Wealth:** 4

Personality/Role-playing

As a super-android, Red Tornado was heroic and self-sacrificing. He was always willing to put himself at risk to save his friends and teammates, to the point of being destroyed several times. During this period, Red Tornado periodically took on a human appearance and name, and tried to live life as a normal person.

Since his resurrection as Earth's Air Elemental, Red Tornado has been a cold, stern, and ruthless protector of the environment. His crusade to purify the atmosphere is more important to him than anything else, including human life.

Recently, Tornado's extreme nature has been tempered by several clashes with his fellow elementals, as well as Captain Atom. Red Tornado has learned that humans are a necessary, though annoying, part of the Earth's ecosystem. He remains somewhat aloof from humans, but strives to understand them from afar.

Red Tornado's new view of humans in no way dilutes his quest, but it does prevent him from simply killing people out of spite. Despite his recent understanding, abusers of the air still must fear the wrath of the Red Tornado.

Using Red Tornado in Adventures

Because of his immense power and vengeful nature, Red Tornado is best used as a misunderstood opponent for Player Heroes. For instance, in lashing out at an industrial complex that is polluting the air, he might be putting surrounding innocents at risk. The Player Heroes would have to intervene and convince Tornado to spare the lives of the people involved, explaining how important humans are to the Earth in the process.

Subplots

Red Tornado suffered a major Power Complication Subplot when he was reborn as Earth's Air Elemental. This metamorphosis forever changed his outlook on humanity.

In a Miscellaneous Subplot, Firestorm created a robotic body for Tornado, to help him relate to humans. Red Tornado still dislikes humans because of their constant abuse of the planet, but is struggling to understand them anyway, so he may fulfill his elemental duties more effectively.

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

Justice League Sourcebook

Appearances in DC Comics

Red Tornado II (pre-Crisis): *Action Comics* #443, 480, 481-483 (behind the scenes), 546; *All-Star Squadron* #54 *Batman Family* #20; *The Brave and the Bold* #153, 172; *Crisis on Infinite Earths* #4-5, 8; *DC Comics Presents* #7, 42-43; *Detective Comics* #493; *The Fury of Firestorm* #4; *Justice League of America* #64-65, 72-74, 82-83, 100-101 (behind the scenes), 102, 105-110, 112, 114, 117-119, 121, 127, 129, 145-146, 149-153, 155-172, 175-176, 179-180, 183, 189-190, 192-193, 195, 200-202, 209-220, 224, 226-230; *Justice League of America Annual* #1-3; *Limited Collectors' Edition* #C-41; *The Phantom Zone* #2, 4 (both behind the scenes); *Red Tornado* #1-4; *Super Friends* #8; *Supergirl* (2) #20; *Superman* (1) #387; *Who's Who* '86 #19; *Wonder Woman* (1) #218, 220-222, 256, 300; *World's Finest Comics* #261, 264-270, 272, 300, 302

Red Tornado II (current): *Captain Atom* (3) #16-17, 38-39, 41-42, 43 (behind the scenes), 48, 50; *Firestorm, the Nuclear Man* #91-93; *Secret Origins* (3) #22 (flashback); *Who's Who* '91 #12

RHEA JONES

DEX:	7	STR:	10	BODY:	12
INT:	18	WILL:	8	MIND:	7
INFL:	12	AURA:	8	SPIRIT:	8
INITIATIVE:	37	HERO POINTS:	75		

•**Powers:** Flight: 40, Force Field: 20, Invulnerability: 14, Magnetic Control: 30, Sealed Systems: 30, Telekinesis: 25

•**Advantages:** Connection: Doom Patrol (High)

•**Motivation:** Responsibility of Power

•**Occupation:** Cosmic Force

Powers and Abilities

Rhea's bond with the magnetic spectrum enables her to generate enormously powerful waves of magnetic energy. By properly controlling these emanations, Rhea can transport herself at faster-than-light speeds, shatter small mountains, and generate force fields capable of stopping the most powerful weapons known to man.

Lodestone

Before the Dominators' gene bomb exploded, beginning Rhea's strange transformation, she was far less powerful. In her old Lodestone identity, Rhea had the following statistics:

LODESTONE

DEX:	4	STR:	7	BODY:	6
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	13	HERO POINTS:	40		

•**Powers:** Flight: 8, Force Field: 9, Magnetic Control: 9, Telekinesis: 6

•**Advantages:** Connection: Doom Patrol (High)

•**Drawbacks:** Innocent

•**Alter Ego:** Rhea Jones

•**Motivation:** Upholding the Good

•**Occupation:** Ex-circus performer

•**Wealth:** 3

Personality/Role-playing

When Rhea first began her career as a costumed adventurer, she was headstrong and happy-go-lucky.

No matter how harrowing the circumstances in which she found herself, she absolutely refused to give up hope or put anything but the brightest possible face on her predicament. After her mother died and Rhea realized that her father was in terrible danger, for instance, rather than accept his demise, she decided to help her father by stowing away aboard an air force jet bound for Antarctica. Throughout these early adventures and her first few forays alongside the Doom Patrol, Rhea's innocence seemed to shield her from the dangers of the outside world.

Later, after she awoke from her coma, Rhea's personality changed completely. With her powers heightened, she was now attuned to the cosmos in a fashion incomprehensible to most mortals. In this state she seems to pursue her own agenda and interacts with mortals in a manner that is difficult to understand. When last seen, she was travelling out into the cosmos in pursuit of new mysteries.

Using Rhea Jones in Adventures

The easiest way to incorporate Rhea into an adventure is to force the player heroes to seek her out so she can provide them with the clues or insights they need to solve some cosmic mystery. Unravelling such a mystery might allow the player heroes to foil an "epic scale" plot threatening all of creation.

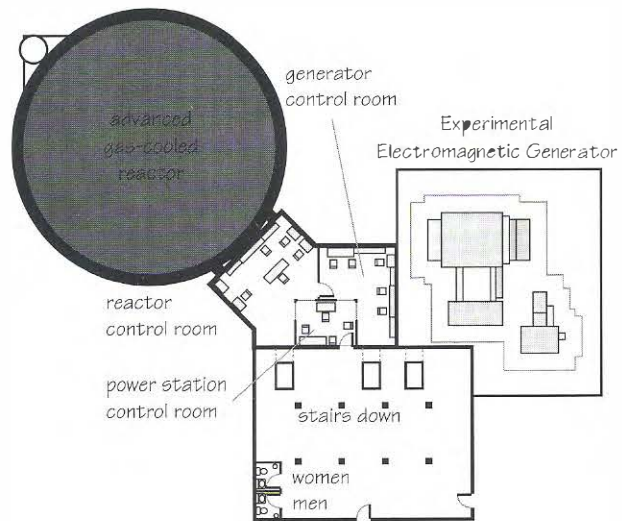
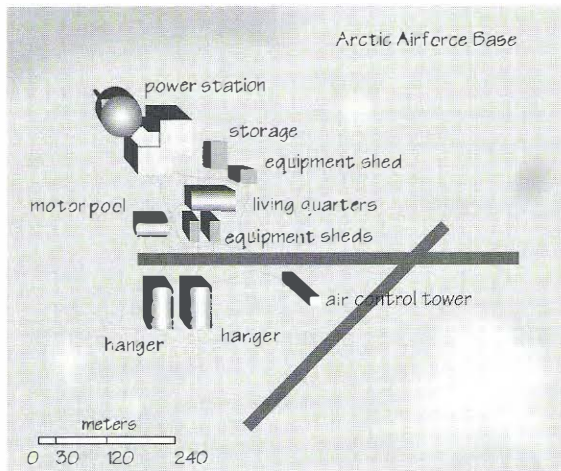
An adventure revolving around the player heroes' attempts to convince Rhea to use her powers on their behalf might also prove interesting.

Subplots

Rhea's newfound abilities and the "destiny" she believes they have thrust upon her constitute a Power Complication Subplot.

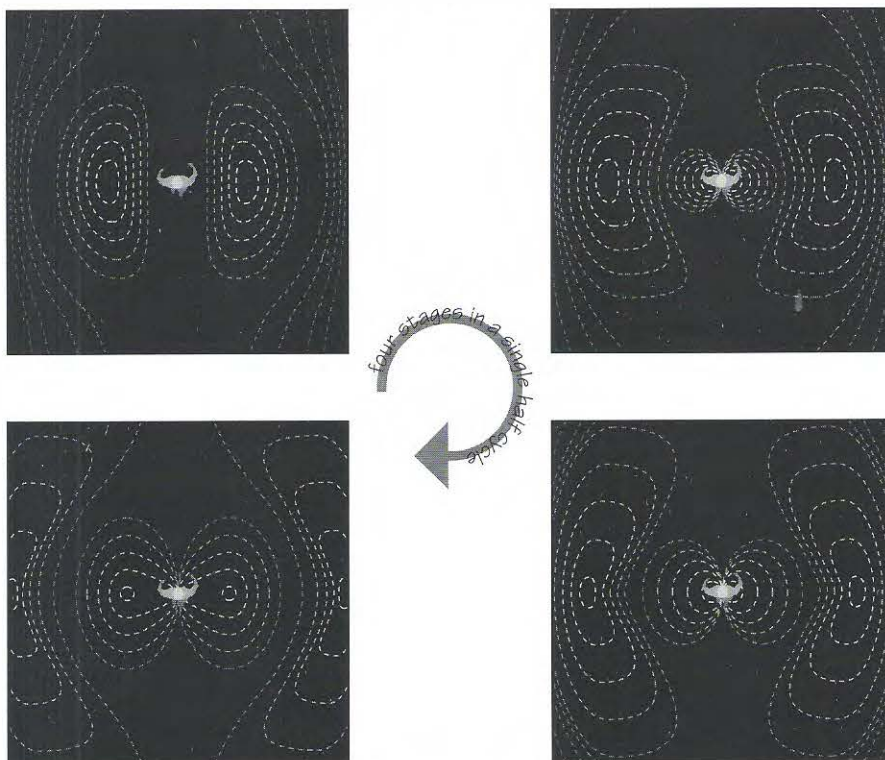
Appearances in DC Comics

Doom Patrol (2) #3-18, 22-24, 26, 33, 34 (behind the scenes), 36-42; *Doom Patrol Annual* #1; *Invasion!* #2-3; *Superman* (2) #20; *Who's Who* '88 #2; *Who's Who* '91 #9



Airforce E.E.G. testing plant

Magnetic Radiation Given Off During Power Use



ROBIN III

DEX:	7	STR:	2	BODY:	4
INT:	7	WILL:	5	MIND:	5
INFL:	7	AURA:	5	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	20		

•**Skills:** *linked

Acrobatics: 7*, Charisma (Persuasion): 5, Detective: 7*, Gadgetry: 7*, Martial Artist: 7*, Medicine (First Aid, Forensics): 4, Thief: 7*, Weaponry (Melee Weapons, Missile Weapons): 7*

•**Advantages:** Connections: Batman (High), Nightwing (High), New Titans (Low); Intensive Training; Scholar (computers); Sharp Eye

•**Drawbacks:** Age (young); Secret Identity

•**Alter Ego:** Timothy Drake

•**Motivation:** Responsibility of Power

•**Occupation:** Student

•**Wealth:** 5

•**Equipment:**

COSTUME [BODY: 5] Robin's costume is constructed of woven kevlar fiber which is highly resistant to bullets. His cape as well as his costume is resistant to fire and acid.

Staff [BODY: 8, EV: 3] Robin's combat staff is composed of ceramic coated magnesium alloy and breaks down into sections for easy carrying. When being wielded in combat it produces an eerie wail which distracts his opponents. Robin receives a -1 Column Shift to the OV when using it in combat.

Batarang w/Rope [BODY: 7, EV: 3, Gliding: 2] The rope is 4 APs long.

Radio [BODY 1, Radio Communication: 10] Robin's radio can be used as a two-way radio and can also pick up police and fire department transmissions.

Razor "R" (w/ optional rope) [BODY: 7, Claws: 3, Gliding: 2]. The rope is 4 APs long.

Sling w/bullets [BODY: 2, EV: 3]

Swingline Gun [BODY: 3, Range: 5, Gliding: 2]

Binoculars [BODY: 1, Telescopic Vision: 4]

Smoke Pellets (x6) [BODY: 1, Fog: 10]

Tracking Device [BODY: 1, Radio Communication: 10] Limitation: Radio Communication only emits a traceable signal.

Poison Antidote [BODY: 1, Systemic Antidote: 5]

Air Supply [BODY: 1, Sealed Systems: 5]

5 AP AB Omni-Gadgets (x2)

Powers and Abilities

Tim Drake has been as well trained to work with the Batman as anyone could possibly be. After Tim and Dick Grayson convinced Batman to accept him as the new Robin, Tim was trained by Alfred and Batman in the operations of the Batcave. After this, Tim spent a time with Dick Grayson learning from him what it takes to be a partner to someone like Batman. Tim was then sent to Paris to learn Tibetan martial arts from its last living master, the Ruhul Lama. During this trip Tim's training was supplemented by former DEA agent Clyde Rawlins and the mysterious Lady Shiva. Robin now employs a unique and effective martial arts style combining the best qualities of his tutors, the acrobatic speed of the Batman, the discipline of the Ruhul Lama, the power of Rawlins, and the grace of Shiva. He has been taught to use his small stature, which causes most foes to underestimate him, to his advantage during combat.

Robin's physical prowess is complimented by his amazing deductive ability and computer knowledge. Even before he received any training from Batman, Tim had deduced the secret identities of Batman (Bruce Wayne), the second Robin (Jason Todd), and the original Robin and Nightwing (Dick Grayson). Since he became Robin, Tim has also discovered the identity of the Huntress (Helena Bertinelli). Tim's amazing affinity for computers gives him access to a wealth of information through "hacking". He can bypass all but the most sophisticated computer safeguards.

Personality/Role-playing

Tim Drake began his association with Batman not with a desire to become Robin, but with a deep concern for Batman's mental well-being. He felt that Batman needed a Robin by his side to temper his violent methods. After Dick Grayson, the original Robin, refused to return to being the Batman's sidekick, Tim strove to assume the role himself.

Now that he has been accepted as the new Robin, Tim's concern for the welfare of Batman has changed to a concern for living up to Batman's expectations. He often worries about being everything Batman needs him to be.

Recently, Tim's father, Jack Drake, has emerged from his coma and returned to Tim's life. Tim is

having to adjust to this new complication to being Robin, and frequently has to lie to his father about his continual cuts and bruises. He now has to sneak to the Batcave through a secret entrance hidden beneath a cistern in the Drakes' basement.

Using Robin in Adventures

Robin can be used in an adventure to get characters in touch with Batman. His access to the Batcave can also provide Player Characters with the means to analyze clues with the sophisticated equipment there (see *Technology*, Batcave).

Though Robin doesn't often work without Batman, his strong will sometimes leads him into solo adventures which could also eventually involve the Player Heroes.

Subplots

Though Tim Drake had nothing to do with the death of Jason Todd, he feels a great need to live up to the reputation of Todd and Dick Grayson before him. This reaction is similar to Batman's own Death Guilt Subplot.

Robin frequently encounters Lynx and the Ghost Dragons (as well as their sponsor, King Snake) as part of a regular Enemies Subplot.

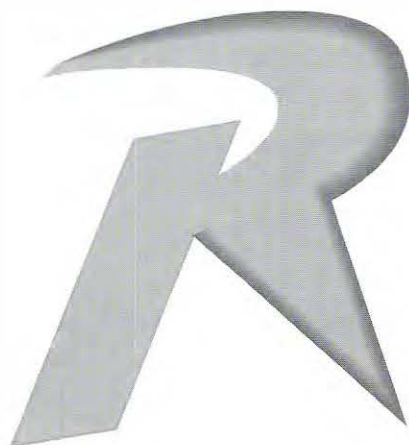
Tim's personal life is becoming a greater and greater hindrance to his life as Robin. His relationship with his father, and his responsibilities at home and at school frequently involve Tim in Family, School, and Secret Identity Subplots.

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

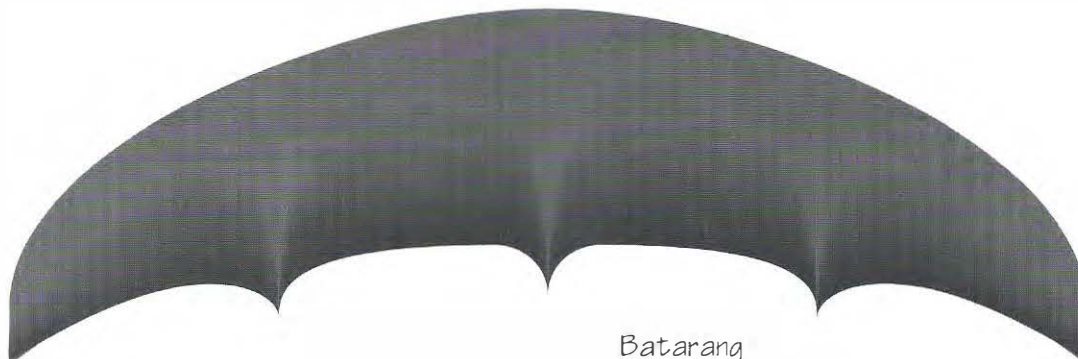
New Titans Sourcebook

Appearances in DC Comics

Action Comics #683; *Armageddon 2001* #2; *Batman* #436, 440-445, 448-450, 455-457, 465-472, 480-481, 483-490 ; *Batman: Bride of the Demon* *Batman: Penguin Triumphant*; *Batman: Seduction of the Gun* #1; *Batman: Shadow of the Bat* #1-2, 8-9; *The Demon* (3) #23-24; *Detective Comics* #615-616, 618-621, 635-637, 644-651, 653, 655 (public service announcement), 657-660; *Justice League America* #70; *The New Titans* #60-61, 64-65; *Robin* #1-5; *Robin Annual* #1; *Robin II* #1-4; *Robin III: Cry of the Huntress* #1-6; *Showcase* 93 #2-5; *Superman* (2) #70, 76; *Superman: The Man of Steel* #14, 20; *War of the Gods* #2, 4; *Who's Who '91* #10; *Wonder Woman* (2) #59-61



"R" throwing knife



Batarang

STARFIRE

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

- Powers:** Comprehend Languages: 14, Energy Blast: 11, Flight: 12, Solar Sustenance: 15
- Skills:** Charisma: 7, Martial Artist: 8, Weaponry (Melee Weapons, Missile Weapons): 8
- Advantages:** Area Knowledge (Tamaran); Attractive; Connections: Fashion Industry (Low), New Titans (High), Tamaran rulers (High); Lightning Reflexes; Popularity; Sharp Eye
- Drawbacks:** Exile (voluntary, from Tamaran), Serious Irrational Attraction to Nightwing; Minor Rage
- Alter Ego:** Princess Koriand'r/Kory Anders
- Motivation:** Upholding the Good
- Occupation:** Fashion model, Princess
- Wealth:** 6

Starfire's Starbolts

Due to the experiments performed on Koriand'r and her sister Komand'r by the Psions, Starfire can channel part of the solar energy her Tamaranian body absorbs naturally into blasts of devastating force. These blasts, called starbolts, are capable of blowing a hole through plate steel and incinerating a person.

Powers and Abilities

Like the rest of her Tamaranian race (except her sister Blackfire), Starfire has the ability to absorb solar energy into her body and convert it into the ability to fly. Koriand'r has had a considerable amount of opportunity to hone her flying ability (especially as a Titan), and is highly skilled at aerial maneuvering.

Her Tamaranian environment has not only provided her with her power of flight, but exceptional hand to hand martial fighting skills. Though her race is pacifistic by nature, all Tamaranians are well trained in the warrior's art, and Koriand'r particularly so. This training includes not only empty handed techniques, but combat with weapons as well. Starfire is capable of holding her own with all but the best

martial artists on earth, though as a member of the New Titans, she relies heavily on her starbolts and flight.

Personality/Role-playing

Like the rest of her race, Koriand'r is an open, caring, sensuous person with highly charged emotions. She often allows these emotions to govern her actions in spite of her (or anyone else's) better judgment.

When she first came to Earth, Koriand'r was extremely naive in the ways of Earthlings (Innocent Drawback). She was fortunate enough to have been taken into the care of the New Teen Titans who slowly acclimated her to Earth customs as painlessly as possible.

Starfire is extremely aggressive in combat. Her warrior upbringing often leaves her confused as to why Earthlings show mercy to their enemies. Against exceptionally vile adversaries, or if one of her teammates (particularly Nightwing) is hurt, she will fly into a rage, sometimes entering Killing Combat.

Using Starfire in Adventures

Any adventure which involves the New Titans will likely include an encounter with Starfire. Her highly aggressive nature might lead unsuspecting heroes to believe her to be a villain or that she has gone berserk. This assumption could lead further into a full blown confrontation between the heroes and the New Titans.

Subplots

Starfire is occasionally involved in Family and Enemies Subplots on her homeworld of Tamaran with her family and her sister Komand'r (Blackfire). Her obligations to her family, the rulers of Tamaran, sometimes call her back to her home planet.

Starfire is deeply in love with Nightwing (Dick Grayson). Grayson must continually disguise himself when visiting Koriand'r's apartment to conceal his hero identity. Recently Starfire was kidnapped by Mirage of the Team Titans who replaced her to have an affair with Nightwing. Though their relationship was strained after Starfire escaped, they seem to now recognize their mutual love, and have become

engaged. However, Kory has been having second thoughts about her relationship with Dick and is returning to her warrior-like nature.

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

Background/Roster Book (card included), New Titans Sourcebook

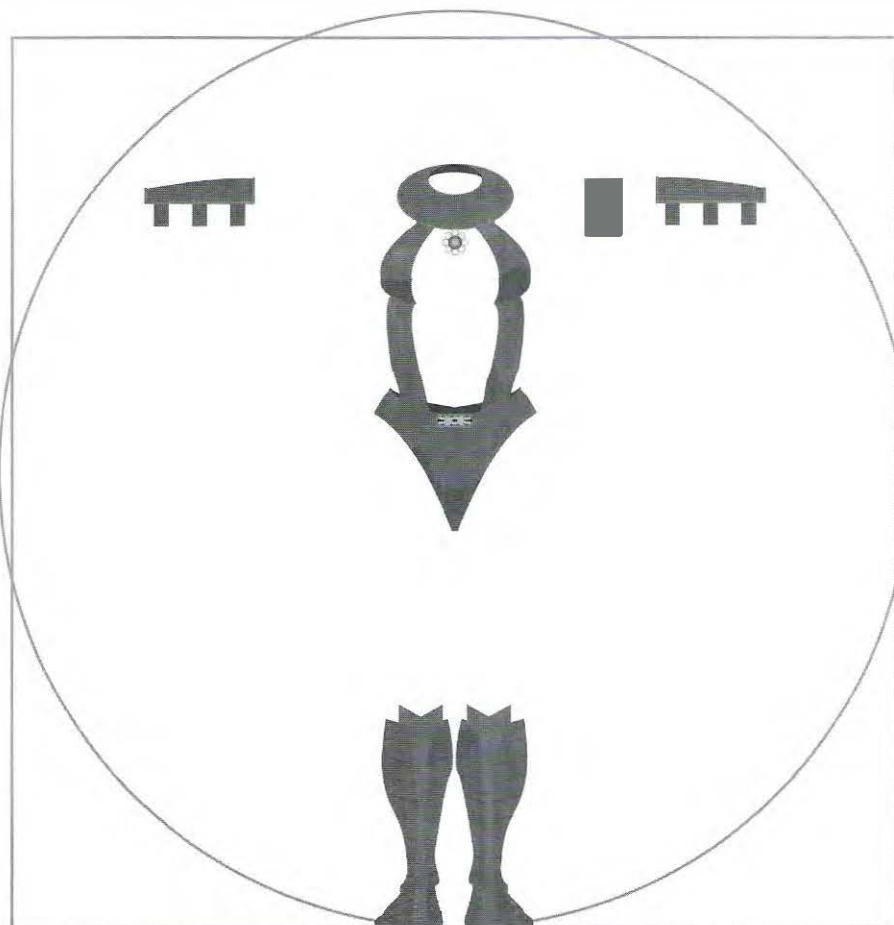
Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #532, 546; *Batman and the Outsiders* #5; *The Best of DC* #18; *Crisis on Infinite Earths* #3-7, 9; *Infinity, Inc.* #22; *The New Teen Titans* (1) #1-16, 18-34, 36-37, 38 (behind the scenes), 39-40; (2) 1-14; *The New Teen Titans Annual* (1) 1-2; (2) 1; *The New Teen Titans Drug Awareness Giveaways* #1-3; *Red Tornado* #3; *Supergirl* (2) #20; *Tales of the New Teen Titans* #1-4;

Tales of the Teen Titans #41-43, 44 (behind the scenes), 45-58; *Teen Titans Annual* #3 *The Vigilante* #3; *Who's Who '86* #22; *Wonder Woman* (1) #287, 293, 300; *World's Finest Comics* #300

Current: *Action Comics Weekly* #615, 618, 634; *Adventures of Superman Annual* #4; *Armageddon: Inferno* #2-4; *Batman* #416, 433, 440; *Blasters Special* #1; *Blue Beetle* (6) #11-14; *Cosmic Odyssey* #1-4; *Deathstroke, the Terminator* #1 (flashback), 4 (flashback), 14-15; *Eclipso: The Darkness Within* #2; *Flash* (2) #1; *Hawk and Dove* (3) #11-12; *Hawk and Dove Annual* #1 (behind the scenes); *Infinity, Inc.* #45, 51; *Justice League America* #40, 70; *Mister Miracle* (2) #17 (behind the scenes); *The New Teen Titans* (2) #15-20, 22-23, 26-49; *The New Teen Titans Annual* (2) #2-4; *The New Titans* #50-55, 57-69, 71, 75, 78-79, 82-86, 90-on; *The New Titans Annual* #5-6, 8; *The Omega Men* #33-35 *Secret Origins* (3) #13, 46; *Secret Origins Annual* #1 (flashback), 3; *Superman: The Man of Steel* #20; *Team Titans* #1-3, 5; *Teen Titans Spotlight* #1-2, 15, 19; *Titans Sell-Out Special* #1; *Who's Who '91* #10



Starfire's Suit

STEALTH

DEX:	10	STR:	10	BODY:	10
INT:	6	WILL:	8	MIND:	11
INFL:	4	AURA:	7	SPIRIT:	10
INITIATIVE:	24	HERO POINTS:	75		

- Powers:** Energy Absorption: 10, Sound Nullify: 15, Reflection/Deflection: 9
- Skills:** Charisma: 5, Martial Artist: 10, Thief (Stealth): 8, Vehicles: 4, Weaponry: 4
- Bonus:** Sonic attacks can be Deflected at any target, not just the original attacker.
- Limitations:** Stealth's Reflection/Deflection and Energy Absorption Powers only affect sonic attacks and other sound energy.
- Advantages:** Connection: L.E.G.I.O.N. (High); Lightning Reflexes
- Drawbacks:** Exile (voluntary); Catastrophic Irrational Attraction to protecting her child
- Motivation:** Thrill of Adventure
- Occupation:** L.E.G.I.O.N. Member
- Wealth:** 5

Sound Nullify

Stealth uses the power Sound Nullify, which is not listed in the *Character Handbook*. It is described as follows:

- Link:** STR
- Range:** Normal
- Type:** Auto
- Base Cost:** 5
- Factor Cost:** 6

Sound Nullify allows Stealth to generate a field through which no sound can pass. Normal hearing is completely blocked. The APs of Sound Nullify become the OV/RV of any attempts to penetrate the field through the use of such Powers as Directional Hearing or Sonar.

Sound Nullify also reduces the effect of Sonic Beam and other sound based attacks. Whenever a sonic attack is made from within a nul-sound field or is made at a target within a nul-sound field, the APs of the attacking power are reduced by the APs of Sound Nullify. If any APs of the attacking power remain, they are applied normally.

The nul-sound field generated has a volume equal to the Stealth's APs of the Power. This field remains in effect for as long as Stealth wishes (through the expenditure of an Automatic Action each successive phase) or until Stealth falls unconscious.

Powers and Abilities

Aside from her mutant-born sound nullifying powers, Stealth has the ability to reflect or deflect damaging sonic attacks. To deflect a sonic attack, she makes an Action Check using her APs of Reflection/Deflection as AV/EV and the APs of the incoming attack as OV/RV. If positive RAPs are indicated the attack is automatically deflected. Stealth can then choose to reflect the attack back at her attacker or direct it at another target using the RAPs as AV/EV against the target's DEX/BODY as OV/RV.

Stealth also displays exceptional hand to hand fighting abilities as well as an remarkable skill with weapons. She is extremely dexterous and athletic, capable of relying as much on her own fighting prowess as the formidable L.E.G.I.O.N. weapons.

Stealth's Mating Rage and Pregnancy

Shortly after the L.E.G.I.O.N. was formed, Stealth went into an uncontrollable mating rage during which she forcibly mated with Vril Dox and then brutally killed him. During later testing it was discovered that this rage was caused by an unusual gland in her system which released a rage-inducing hormone. As this gland burned itself out in the episode, it is assumed that it served a "one-shot" purpose. It is not known if this gland is a result of Stealth's mutation or if her entire race possesses such a gland.

During Stealth's delivery of her baby, her body went through several painful transformations. The procedure involved the complete mutation of her body and the eventual restoration of her body and an egg-pod which contained her infant son.

Personality/Role-playing

Stealth is a high-spirited, adventure-loving member of the L.E.G.I.O.N. who enjoys the exciting missions she frequently takes part in. She treats her fellow L.E.G.I.O.N. members with an equal amount of friendship except for Vril Dox, who she views as a cold-hearted, megalomaniacal bastard and a threat to the well-being of her son. She shares the group's common mistrust of Lobo and has fought with him on occasion.

Using Stealth in Adventures

Stealth's moderately high power level and excitement-loving attitude make her a fun Player

Character for new players. Her participation would likely be limited however, unless the other players are playing other L.E.G.I.O.N. members.

Stealth is a fine ally or trainer for new heroes who might meet the L.E.G.I.O.N. during one of their missions or wish to become L.E.G.I.O.N. members.

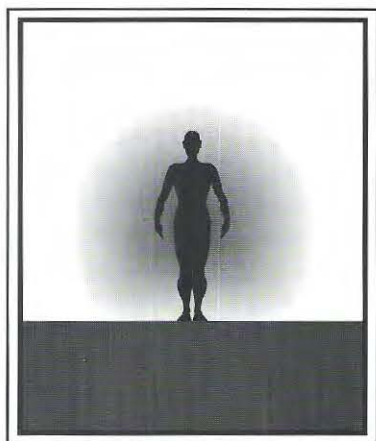
Subplots

Stealth has hinted at her involvement in a Secret Past subplot dealing with her exile because of her mutant powers.

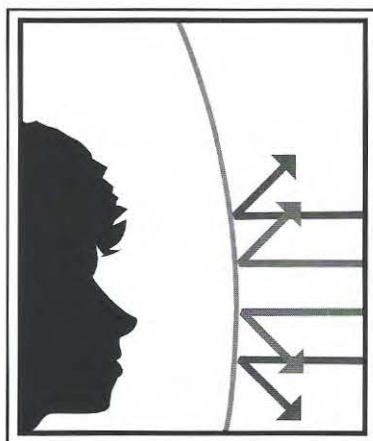
Stealth is likely to become more and more involved in a Family subplot as her son (by the forceful mating with Vril Dox) grows up.

Appearances in DC Comics

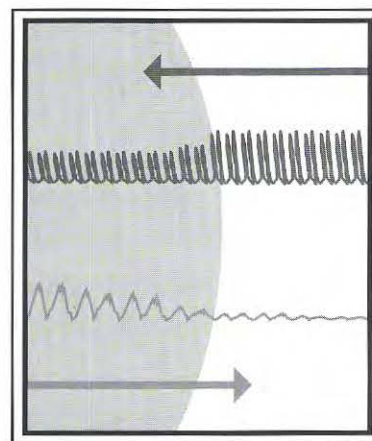
Adventures of Superman Annual #2, 4; *Eclipso: The Darkness Within* #2; *Invasion!* #2 (behind the scenes); *L.E.G.I.O.N.* '89 (et al.) #1-17, 20-22, 24-28, 30-50; *L.E.G.I.O.N.* '90 *Annual* (et al.) #1, 3; *Valor* #4; *Who's Who* '91 #12



She has the ability to alter the air pressure / temperature / viscosity surrounding her body in varying degrees.



by localizing her control at the perimeter of the sphere she can raise the molecular density enough to reflect most sound frequencies.



while sound leaving the sphere is initially muffled by air pressure / etc. incoming sound is only affected only slightly by this interference.

SUICIDE SQUAD

ATOM III-deceased

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

•**Skills:** Acrobatics: 4, Martial Artist: 5, Military Science: 3, Thief: 7, Weaponry: 3

•**Advantages:** Connection: Suicide Squad (High); Rich Family

•**Drawbacks:** Secret Identity; Uncertainty

•**Alter Ego:** Adam Cray

•**Motivation:** Seeking Justice

•**Occupation:** Burglar

•**Wealth:** 4

•**Equipment:**

SIZE-CHANGING BELT [BODY: 5, Density Increase: 5, Gliding: 6, Shrinking: 12, Teleportation: 22] Limitations: The Atom can only Teleport over telephone lines, and travel over cellular (broadcast) lines causes him extreme discomfort; Gliding may only be used while 8 or more APs of Shrinking are in effect.

NEMESIS

DEX:	7	STR:	4	BODY:	5
INT:	9	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	26	HERO POINTS:	65		

•**Skills:** *linked

Artist (Actor): 6*, Acrobatics: 7*, Charisma: 6*, Martial Artist: 7*, Military Science: 9*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•**Advantages:** Connections: Suicide Squad (High), U.S. Intelligence (Low); Connoisseur; Intensive Training; Lightning Reflexes; Scholar (disguise)

•**Alter Ego:** Thomas Tresser

•**Motivation:** Seeking Justice

•**Occupation:** Secret Agent

•**Wealth:** 6

•**Equipment:**

Concussion Gun [BODY: 3, EV: 7, Super Breath: 5, R#: 3]
Quick-Change Masks [BODY: 1, Chameleon: 10] Nemesis' Masks are made of latex that applies quickly (4 APs) and can be dissolved instantly with a special gas
Tranquilizer Gun [BODY: 4, EV: 4, Poison Touch: 6, R#: 2]

THE NEW THINKER

DEX:	3	STR:	3	BODY:	3
INT:	12/6	WILL:	12/7	MIND:	12/4
INFL:	5	AURA:	5	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	30		

•**Powers:** Control: 11, Mind Probe: 9, Recall: 12

•**Skills:** *linked

Gadgetry: 12/6*, Scientist: 12/6*

•**Limitations:** Power Restrictions: The Thinker's Powers have a maximum range of 1 AP; Targets of Thinker's

Control Power must be given verbal instructions or they will stand motionless; Targets of Thinker's Mind Probe Power must be verbally questioned and will respond verbally as well. Miscellaneous: Carmichael's Powers come from microchips implanted in his brain. His chips have been fitted with dampers that can inhibit his Powers: when they are activated, his Mental Attributes and Skills drop to the values listed to the right of the slash and he loses his Powers. The "button" that controls the dampers is normally held by Oracle, who keeps careful track of the Thinker's activities.

•**Advantages:** Connection: Suicide Squad (High); Genius; Scholar ("cyberpunk" fiction, electronics); Miscellaneous: The Thinker can "jack-in" to computer networks by plugging any phone line into his head. He can then download information directly to his Recall or operate any on-line computer remotely using Scientist.

•**Drawbacks:** Serious Psychological Instability

•**Alter Ego:** Cliff Carmichael

•**Motivation:** Psychopath

•**Occupation:** Government Tool

•**Wealth:** 4

•**Note:** Carmichael is currently free of the influence of the dampers in his brain, due to both the disbanding of the Squad and his own computer skills.

MARK SHAW

DEX:	8	STR:	4	BODY:	6
INT:	7	WILL:	6	MIND:	6
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	70		

•**Skills:** *linked

Acrobatics: 8*, Artist (Actor): 6*, Charisma: 6*, Detective: 7*, Martial Artist: 8*, Gadgetry: 7*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•**Advantages:** Connection: Suicide Squad (High); Genius; Intensive Training; Lightning Reflexes; Sharp Eye

•**Alter Ego:** Manhunter

•**Motivation:** Seeking Justice

•**Occupation:** Bounty Hunter

•**Wealth:** 6

•**Equipment:**

MANHUNTER MASK [BODY: 4, Danger Sense: 4, Thermal Vision: 7, Directional Hearing: 4, Extended Hearing: 4, Telescopic Vision: 4]

Power Baton [BODY: 5, EV: 5, Energy Blast: 7, Jumping: 5, Magnetic Control: 5, R#: 2] Miscellaneous Drawback: The Baton cannot be used for Killing Combat.
5 APC Omni-Gadgets (x2)

Powers and Abilities

Adam Cray gained his Atom powers from a belt made of the same white dwarf star material that gives Ray Palmer (Atom II) his powers. Using it, he can control his size and density to become as small as an insect or as heavy as a rhino (or both). Atom can control his density and size to such an extent that he can actually enter telephone lines and travel through them at the speed of light (Teleportation).

Cray was recently killed by the villain Blacksnake.

Nemesis has no super-powers, but is an excellent espionage agent and a master of disguise. Using his specially-designed masks, he can assume dozens of identities in the space of an hour.

The New Thinker has the power to Control the actions of others by dominating their minds. He acquired this ability by miniaturizing the original Thinker's Cap into a small set of microchips, and installing them in his brain. The chips also act as a built-in computer that the Thinker can use to help him plan strategies and "jack-in" to the computer networks of the world.

Mark Shaw possesses no super-human abilities, but is a superb athlete and gymnast, well trained in all forms of combat. He is also a technical Genius, and has built a number of specialized gadgets to help him in his work, including his Power Baton, which can generate a blast of energy strong enough to knock out an elephant.

More Parolees

Most of the members of the Suicide Squad have their own entries; Pages for Amanda Waller, Deadshot, Captain Boomerang, and Count Vertigo can be found in *Who's Who* #1. For entries on Nightshade, Poison Ivy, and Barbara (Oracle) Gordon, see *Who's Who* #2. Pages for Bronze Tiger and Vixen are contained elsewhere in this volume.

Belle Reve Prison

Belle Reve Prison is a maximum security federal prison designed specifically for incarcerating metahuman criminals. It is located about fifty miles southwest of New Orleans and ten miles from Houma, the nearest township.

Until recently, the Squad used Belle Reve Prison as its base. Although the current warden hates Amanda Waller, the Squad can sometimes gain access to the equipment and facilities of the prison by pulling strings in Washington.

The walls of the prison are made of a specially reinforced concrete with a BODY of 12. Belle Reve has a security system rated at 10 APs, and 84 cells. Twenty-four of these cells are modular in design and can be modified to neutralize the superpowers of metahuman prisoners. Game statistics for the modular cells and other Belle Reve equipment follow:

MODULAR CELL [BODY: 15, Neutralize: 10, R#: 2]

BELLE REVE COMPUTER [BODY: 7, INT: 5, Recall: 25, Detective (Law, Police Procedures): 7, R#: 2]

SUICIDE SQUAD SECURITY BRACELET [BODY: 5, Lightning: 6, Bomb: 6, R#: 3] Limitation: Lightning has a range of Touch.

Miscellaneous Drawback: Use of the Bomb Power is always considered a Trick Shot to blow off the wearer's arm. The OV of this attack is 0 and the RV is the wearer's BODY. If the RAPs received exceed one-half of the RV, his hand is blown off, permanently reducing his DEX by 3 APs, in addition to the Killing Damage done by the attack.

SHEBA [DEX: 3, STR: 6, BODY: 10, INT: 1, Flight: 9, Radar Sense: 11, Thermal Vision: 8, Ultra Vision: 8, Thief (Stealth): 6, R#: 2]

Sheba was an attack helicopter that the Suicide Squad used on several of its field missions. She was named by her pilot, Briscoe, after his deceased daughter. Briscoe was killed and Sheba destroyed on Apokolips. While still in existence, Sheba had the following on-board weaponry:

30 MM CHAIN GUN [BODY: 4, EV: 8, R#: 2]

AIR-TO-GROUND ROCKETS (x8) [BODY: 4, Flight: 7, Bomb: 7, R#: 5]

SIDEWINDER MISSILES (x2) [BODY: 5, Flight: 10, Bomb: 8, R#: 3] Limitation: The sidewinders can only be used against airborne targets.

Using Suicide Squad in Adventures

Since the Squad will take on any mission (for the right price), it can be encountered nearly anywhere, doing anything. For example, Player heroes might meet the Squad in connection with a covert mission and be forced to join forces with them to accomplish their goals. Amanda Waller will undoubtedly try to take over as leader in such a situation, which may generate further conflict.

Subplots

The bulk of the Squad's members are either criminals, or had shady pasts, creating endless conflicts of interest and backstabbing among the ranks (Criminal Past Subplots).

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

Background/Roster Book

Appearances in DC Comics

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

Suicide Squad I (pre-Crisis): *Star-Spangled War Stories* #110-111, 116-121, 125, 127-128; *Who's Who* '86 #22

Suicide Squad I (current): *Secret Origins* (3) #14; *Suicide Squad* #26, 50

Suicide Squad II (pre-Crisis): *Action Comics* #552; *The Brave and The Bold* (2) #25-27, 37-39; *Who's Who* '86 #22

Suicide Squad II (current): *Secret Origins* (3) #14; *Suicide Squad* #50; *Who's Who* '91 #12

Suicide Squad III: *Checkmate!* #15-16, 18; *Deadshot* #1; *Doom Patrol and Suicide Squad Special* #1 *Eclipso: The Darkness Within* #2; *Firestorm Annual* #5; *Firestorm, the Nuclear Man* #87; *The Fury of Firestorm* #64; *Invasion!* #1-3; *Justice League International* #13; *Legends* #2-6; *Millennium* #4; *Secret Origins* (3) #14, 28; *The Spectre* (2) #11; *Suicide Squad* #1-66; *Suicide Squad Annual* #1; *War of the Gods* #2-4; *Who's Who* '86 #22; *Who's Who* '87 (2) #5; *Who's Who* '88 #3; *Who's Who* '91 #12; *Wonder Woman* (2) #61

TASMANIAN DEVIL

DEX:	7	STR:	9	BODY:	7
INT:	5	WILL:	6	MIND:	5
INFL:	3	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	50		

- Powers:** Analytical Smell/Tracking Scent: 6, Claws: 5, Digging: 5, Extended Hearing: 5, Running: 6, Ultra Vision: 5
- Skills:** Artist (Actor): 4
- Advantages:** Connections: Global Guardians (High), Justice League International (Low); Lightning Reflexes
- Drawbacks:** Minor Rage; Strange Appearance
- Alter Ego:** Hugh Dawkins
- Motivation:** Responsibility of Power
- Occupation:** Hero
- Wealth:** 5

Powers and Abilities

The Tasmanian Devil possesses a number of superhuman powers, but chief among them is his incredible strength. He can easily demolish a brick wall, lift an armored personnel carrier, or burrow through rough soil (Digging). The Tasmanian Devil's enlarged musculature also allows him to run at sustained speeds of more than 60 miles per hour.

In addition to his brute strength, the Tasmanian Devil also has enhanced senses of hearing and smell (Extended Hearing, Analytical Smell/Tracking Scent). Additional rod cells in his eyes allow him to see at night as well as in the day, but he remains blinded by total darkness (Ultra Vision).

Hugh Dawkins

When he's not out fighting crime and injustice as the Tasmanian Devil, Hugh Dawkins returns to the form of a normal man. The transformations to and from his Devil form are instantaneous, although it is possible to attack Hugh in his normal form in a Blindside or Surprise situation.

HUGH DAWKINS

DEX:	4	STR:	3	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	3	AURA:	5	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:	50		

- Skills:** Artist (Actor): 4
- Advantages:** Connections: Global Guardians (High), Justice League International (Low)
- Alter Ego:** Tasmanian Devil
- Motivation:** Responsibility of Power
- Occupation:** Part-time drama coach
- Wealth:** 5

Personality/Role-playing

Hugh Dawkins feels very strongly about his job as a hero, and will do whatever it takes to protect the innocent and uphold freedom for all people. Although he can be light-hearted and jocular, Hugh takes his role as a hero very seriously, and will stop the laughs when the chips are down.

When in his normal, human form, Hugh Dawkins is a true pacifist. He will always try to use reason to solve a problem, resorting to violence only when absolutely necessary. Hugh's duties with the JLI and Global Guardians leave little time for his human occupation as a drama coach, a job he enjoys almost as much as being a super-hero.

In his large, furry form, however, Tasmanian Devil is bold and adventurous. His fearsome appearance belies his outgoing, friendly nature. Unlike his human self, the Tasmanian Devil often lets his fists do the talking for him, especially when super-villains are involved.

Using Tasmanian Devil in Adventures

As a part-time reserve member of both the Justice League and the Global Guardians, the Tasmanian Devil can turn up just about anywhere. He can be used as a Player Character or NPC in adventures involving either team.

Hugh spends most of his time in Australia, so he might be involved in any adventures set in that country. He will gladly offer his services as a guide to the land and its culture to any well-known heroes travelling there. Minor (and Player-generated) heroes should have to Persuade Hugh to help them, perhaps by offering him temporary leadership of their team.

Subplots

In a Miscellaneous Subplot, Hugh has had difficulty dealing with his more savage tendencies as the Devil. Recently, however, he has come to accept his alter-ego as a part of himself.

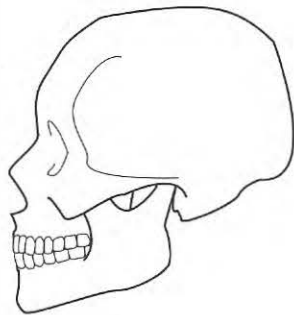
Appearances in DC Comics

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

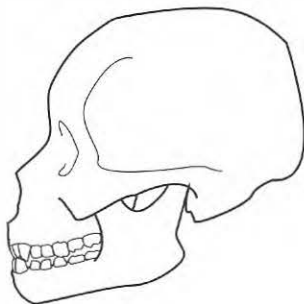
Pre-Crisis: *Super Friends* #9, 25

Current: *Green Lantern* (3) #18; *Infinity, Inc.* #32, 34-37, 47; *Invasion!* #1-2; *Justice League America* #54-56; *Justice League Annual* #3 (Who's Who) *Justice League Europe* #30, 47-48; *Justice League Europe Annual* #1; *Justice League International Quarterly* #7-8; *Secret Origins* (3) #33; *Who's Who* '91 #12

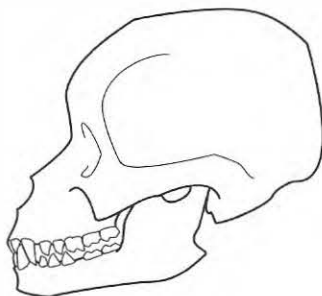
Transition from human to "Tasmanian Devil" form (Skull Detail)



Crainial sutures open, muscle / bone density
1.28-.56 x normal human average, body
temperature rises 2.24 - 3.72 F...



Neuro-transmitter production slowed... tactile
sensitivity reduced 63%, widening of crainial
sutures, noticable change in dentation,
rapid hair growth...



Muzzle reaches full protrusion, crainial sutures
close, increase in overall mass partially illusory
(ie. hair growth) partially true (ie. swelling of
muscle tissue from increased blood production),
neuro-transmitter production and body temp.
back within normal parameters.

TENZIL KEM

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, Detective (Law): 3
- Limitations:** Miscellaneous: Tenzil's Acid Power represents his digestive juices. He must therefore eat the target in order to use Acid on it; Tenzil's Acid Power does not work on magnozite; Systemic Antidote applies only to ingested toxins.
- Advantages:** Connections: Legion of Super-Heroes (High), United Planets Governments (Low), Anti-Earthgov Resistance (High); Gift of Gab; Omni-Connection; Scholar (politics)
- Alter Ego:** Matter-Eater Lad
- Motivation:** Thrill of Adventure
- Occupation:** Legionnaire
- Wealth:** 7

Powers and Abilities

Tenzil Kem's Bismollian digestive system allows him to eat matter in all its forms (Acid). His stomach acids are powerful enough to dissolve any material he consumes (although Inertron gives him indigestion). A side-effect of this ability makes Tenzil immune to ingested poisons (Systemic Antidote).

Since he ignored most of his Legion combat training, Tenzil is a poor combatant, and prefers to use diplomacy to resolve tense situations (Charisma/Persuasion). From his years on the Bismollian Senate, he picked up some knowledge of law (Detective/Law) as well as a number of important Connections.

The Miracle Machine

The Miracle Machine was a tremendously powerful device that could literally transform the user's thoughts into reality. The Legion kept it locked in the ultra-secure armory room of their base.

When the Omega creature threatened to destroy the entire universe, Brainiac 5 had Tenzil eat the Machine. It turned out that Brainiac 5, who had become insane, had used the Machine to create

Omega. After Tenzil ate the Machine, Brainiac 5 claimed he was the rightful ruler of the universe because he had saved it.

The alien energies of the Miracle Machine drove Tenzil temporarily insane, and also endowed him with its powers. It is rumored that some vestiges of the power (and the insanity) still remain.

MIRACLE MACHINE [BODY: 20, Omni-Power: 50]

Personality/Role-playing

Tenzil thoroughly enjoys being in the Legion, along with all the excitement and adventure membership brings. He will try to outthink his opponent rather than engage him physically.

Tenzil dislikes responsibility and will avoid it at all costs. As a matter of fact, the antics that comprised the last thirteen years of his life were a deliberate attempt to get out of being a Senator on Bismoll.

Tenzil is a loyal Legionnaire, always willing to tell a bad joke at just the wrong moment. His jovial nature and devil-may-care attitude provide his teammates with hour upon hour of fun and laughter, whether they like it or not.

Using Tenzil Kem in Adventures

Tenzil Kem is best suited for "soft" missions, such as signing autographs and shaking hands. These types of "adventures" not only suit his particular talents, but they also have a tendency to become more complicated than they first seem. Tenzil might find a simple book signing suddenly has become a deadly space battle with the Khunds, and he will have to either talk or eat his way out of the situation.

In any "normal" Legion adventure, Tenzil can provide handy comedy relief, either as a Player Character or NPC. Additionally, he knows hundreds of minor officials and dignitaries throughout the galaxy, granting him access to vital documents, secret formulas, and important guest lists for fancy parties that he would never be invited to on purpose.

Subplots

In a long-running Job Subplot, Tenzil served a 13-year Senate term on Bismoll (under protest). Since starring in a wide range of commercials and holo-movies, he has become well-known (if not popular) all over the United Planets (Public

Reputation Subplot).

Tenzil may still possess vestiges of power from the Miracle Machine, perhaps accounting for his rather extraordinary luck and phenomenally successful Senate career (Miscellaneous Subplot).

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

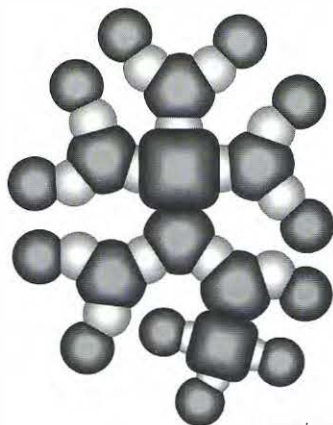
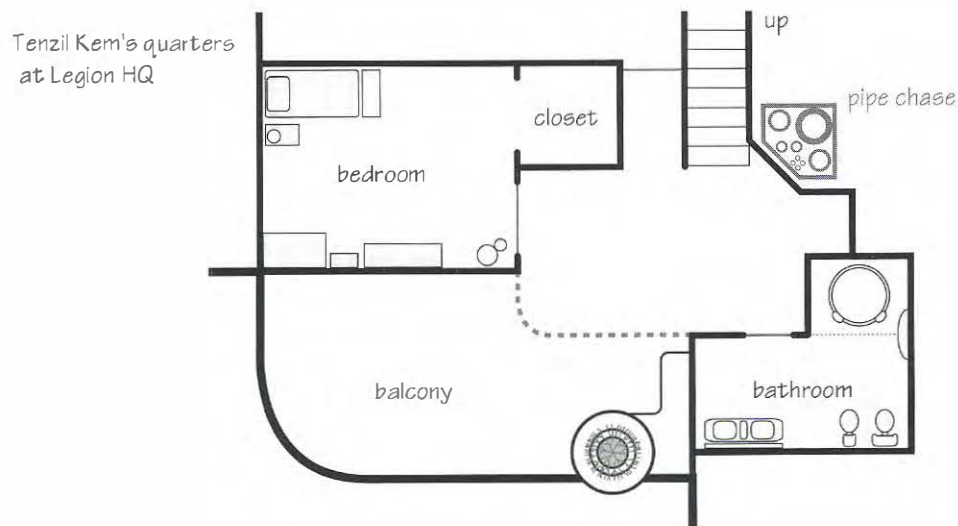
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #381, 392; *Adventure Comics* #301, 303-304, 316 (feature), 317-319, 321, 325-326, 330, 335-336, 338, 341-345, 346 (behind the scenes), 348 (behind the scenes), 350-351, 354, 356, 359-360, 362 (behind the scenes), 363, 374-375; *The Amazing World of DC Comics* #9; *Legion of Substitute Heroes Special* #1; *Legion of Super-Heroes* (2) #289, 296-297, 300; (3) 38; *Secret Origins* (3) #42; *Superboy* (1) #184, 193, 195, 200-202, 212; *Superboy and the Legion of Super-Heroes* #251, 256; *Who's Who* '86 #15

Current: *Legion of Super-Heroes* (4) #10-11, 13-14, 20, 27, 28 (flashback), 29, 32, 34-36, 39-41; *Legion of Super-Heroes Annual* (4) #1-2; *Secret Origins* (3) #47; *Who's Who in the Legion of Super-Heroes* #4; *Who's Who* '91 #9



molecular diagram of Bismollian digestive acid

THORN

DEX:	6	STR:	3	BODY:	4
INT:	4	WILL:	5	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	17	HERO POINTS:	40		

•**Skills:** **linked*

Acrobatics: 6*, Charisma: 5, Detective: 4*, Martial Artist: 6*, Military Science (Tracking): 4*, Thief: 6*, Weaponry: 6*

•**Advantages:** Connection: Booster Gold (Low); Intensive Training; Lightning Reflexes

•**Drawbacks:** Catastrophic Psychological Instability: Thorn suffers from a classic case of multiple personality disorder. Rose Forrest is unaware that she is Thorn, and the Thorn considers Rose her sister.

•**Alter Ego:** Rose Forrest

•**Motivation:** Seeking Justice

•**Occupation:** Advertising Agency Creative Director

•**Wealth:** 7

•**Equipment:**

Explosive Thorn [BODY: 1, Bomb: 5, R#: 2]

Flash Thorn [BODY: 1, Flash: 5, R#: 2]

Acid Thorn [BODY: 1, Acid: 5, R#: 2]

Smoke Thorn [BODY: 1, Fog: 5, R#: 2]

Night Vision Goggles [BODY: 2, Ultra Vision: 6]

5 AP C Omni-Gadget Thorns (x5)

Powers and Abilities

The Thorn is an exceptional athlete and physical combatant, proficient in judo and karate (Acrobatics, Martial Artist). She is also adept at infiltration techniques, including stealth, climbing, tracking, and bypassing security (Thief, Military Science).

Thorn carries a veritable arsenal of specialized "thorns," small thorn-shaped gadgets and thrown weapons, which she employs expertly (Weaponry). Her array of thorns include: explosive thorns, smoke thorns, magnesium flash thorns, and highly corrosive acid thorns. It is unknown whether Thorn makes these gadgets herself or if she is supplied with them by some unknown benefactor.

Leading a Dual Life

Rose Forrest suffers from multiple personality disorder. Her inner feelings of anger and outrage against those that murdered her father manifest in her second personality: The Thorn.

In game terms, this is treated as Psychological Instability, although there are some important differences from the standard rules found in the *Character Handbook*:

Whenever Rose rolls a natural "2" (double ones) on any Dice Action, Thorn will begin to emerge. Since the Thorn persona is fully aware of Rose's life, she will wait for an appropriate time and place to emerge fully. Often this results in Thorn waiting for Rose to go to sleep before becoming dominant.

Once the Thorn persona is in control, she will immediately put on her costume and continue her war on crime in Metropolis. She will normally stay in control for about 8 hours (13 APs), and then return home so that Rose can "wake up" and resume her normal life, feeling tired but otherwise oblivious to the night's activities.

If Thorn needs to keep control for more than a full day (15 APs), she must make an Action Check, using her INT/WILL as the AV/EV and Rose's (her) INT/MIND as the OV/RV. Success indicates that Thorn can keep control for another day, after which another Check will be required. Each Action Check after the first suffers a +1 Column Shift to the OV/RV, making it very difficult for Thorn to keep control for more than 3 or 4 days (17 APs).

Note that if Thorn is to be used in an adventure, it can be assumed by the Gamemaster that she is already Thorn, without requiring Rose to actually roll a natural "2" during game play.

Personality/Role-playing

Rose Forrest is a kind and gentle individual. She generally keeps to herself and is very dedicated to her job at McClellan & Johnson. Rose quietly goes about her normal life, blissfully unaware that she rises at night to fight crime as the Thorn.

Once she dons the Thorn costume, Rose's attitude changes completely. The only constant between Thorn and Rose is that they are both quiet, although in the case of Thorn, silence is a tactic of stealth rather than a personality trait.

Thorn is compelled to fight crime, especially The 1000. Her driving motivation borders on mania, since all of Rose's aggression seems to be channeled through Thorn. As a result, Thorn is totally ruthless when battling members of The 1000, and will stop at nothing to see them destroyed.

Using Thorn in Adventures

Since Thorn is based in Metropolis, she can become entangled in any adventures set there. Her

usual methods of stealth and secrecy do not mesh well with team actions, but she has been known to aid other heroes when the need is great.

Since she has had dealings with them in the past, Thorn will join up with any group that includes Booster Gold or Superman, although she will not completely trust any of her teammates. After the completion of a mission, Thorn will seem to disappear as she sneaks back to her life as Rose.

Subplots

The Thorn's ongoing quest to wipe out The 1000 constitutes an Enemies Subplot.

As Rose's career continues in its prosperity, more and more of her time is spent at work, cutting into Thorn's ability to battle crime (Job Subplot).

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

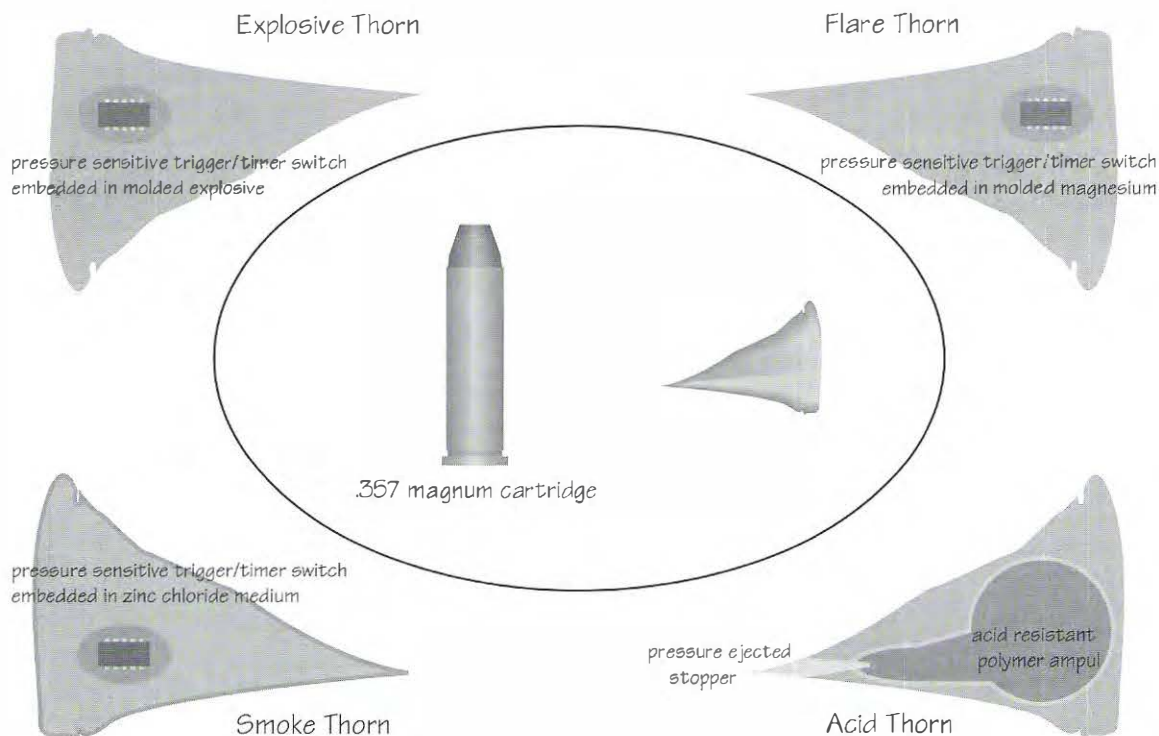
Superman- The Man of Steel Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* #188-189; *Superman (1)* #336; *Superman's Girl Friend, Lois Lane* #105-112, 114-130; *Who's Who '86* #19

Current: *Action Comics* #669, 671, 675; *Adventures of Superman* #482, 488-489; *Booster Gold* #2-4, 9; *Superman (2)* #62, 65-66; *Superman: The Legacy of Superman* #1; *Who's Who '91* #10



VIXEN

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

- Skills:** Acrobatics: 8, Martial Artist: 6, Thief (Stealth): 8
- Advantages:** Attractive; Connections: Animal Man (Low), Martian Manhunter (High), Suicide Squad (High); Lightning Reflexes
- Drawbacks:** Minor Irrational Fear of the Tantu Totem releasing her "animal side;" Secret Identity
- Alter Ego:** Mari Jiwe McCabe
- Motivation:** Seeking Justice
- Occupation:** Fashion Designer/Model
- Wealth:** 8
- Equipment:**

Tantu Totem [BODY: 6, SPIRIT: 6, Animal Mimicry: 12, Danger Sense: 6] Bonus: Animal Mimicry can be used to mimic physical attack forms. Limitations: Animal Mimicry can only mimic one Attribute, Power, or Skill at a time; Only a member of the Jiwe family may use the totem, and it must be used in the cause of justice; The totem bestows the Serious Rage Drawback upon its user.

Powers and Abilities

Vixen's Powers come from the Tantu totem she wears around her neck. The totem allows her to gain any one animal ability at a time, such as the strength of the rhinoceros, or the flight of the hawk (Animal Mimicry). It also grants Vixen an enhanced sensitivity to her environment, allowing her to sense the approach of foes (Danger Sense).

Since she joined the Suicide Squad, Mari has relied less on the Powers of the totem, and more on her formidable Martial Arts training. She is incredibly agile, capable of dodging past arrows and bullets with ease (DEX, Acrobatics).

The Tantu Totem

The Tantu totem is a golden amulet that Vixen wears around her neck. It allows her to acquire various animal Powers. Unlike the normal Animal Mimicry Power, the totem can only mimic one Power, Skill, or Attribute at a time, but it can also

manifest physical attack forms, such as claws. Common animal abilities Vixen can use include:

- Cheetah:** Running: 6
- Dolphin:** Swimming: 5
- Eagle:** Telescopic Vision: 9
- Elephant:** STR: 7
- Hawk:** Flight: 6
- Owl:** Ultra Vision: 6
- Rhinoceros:** BODY: 9
- Tiger:** Claws: 4
- Wolf:** Analytical Smell/Tracking Scent: 7

Only members of the Jiwe family can use the Powers of the totem; in the hands of others it is merely a trinket. Even when wielded by a Jiwe, the totem must be used in the cause of justice, to protect the innocent. If the totem is used for evil or selfish goals, its user will actually become the beast he sought to mimic (including all Physical and Mental Attributes), and will be afflicted with the Catastrophic Rage Drawback.

Even when used righteously, the totem can sometimes unleash the animal instincts within its user. As a result, Vixen will occasionally lose control of her powers and fly into a bestial rage, entering Killing Combat against her foes. This tendency is represented by the Serious Rage Drawback.

Personality/Role-playing

Vixen is a level-headed, individualistic, and highly-motivated heroine. She is a stern figure in the field, usually keeping to herself and acting alone, as befits her abilities. Her independent streak has gotten her into many arguments with team leaders in the past, as she will rarely back down if she believes she is in the right.

Although she can be fierce in battle, Vixen is actually a very tender and sensitive person. She still suffers from guilt whenever she loses control of her "animal side", and constantly fights to keep it inside.

As a Player Character, Vixen should be strong and outspoken, but rarely a leader. She follows her heart and her instincts, and woe be to any who stand in her way. In combat, Vixen tends to use her Martial Arts and Acrobatics, reserving her Animal Mimicry for truly powerful villains.

Using Vixen in Adventures

Vixen's wide range of contacts make her a particularly flexible hero to use in adventures. As a

member of the Suicide Squad, she participates in many dangerous covert missions, often travelling around the world to do so.

Since Mari is originally from Africa, she can be a guide to Player Heroes travelling there. She has a particular affinity for the land, and has faced villains such as Gorilla Grodd there in the past.

Vixen stays in touch with Martian Manhunter, so she can also be called in to help the Justice League, especially in cases requiring stealth and secrecy.

Subplots

When Vixen loses control of her Powers, she sometimes kills her opponents unintentionally, leading to intense feelings of guilt (Death Guilt Subplot).

Although her relationship with Ben Turner (Bronze Tiger) is officially over, Mari still cares about him (Romance/Friends Subplot).

Vixen occasionally takes a break from heroics to look after her modeling career and clothing line (Job Subplot).

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

Background/Roster Book (card included), Justice League Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #521; *Cancelled Comic Cavalcade* #2; *Crisis On Infinite Earths* #8, 10, 12; *DC Comics Presents* #68; *Infinity, Inc.* #19; *Justice League of America* #233-239, 241-245; *Justice League of America Annual* #2-3; *Who's Who* '87 (1) #25

Current: *Animal Man* #10-12, 20, 44, 48-50; *Checkmate!* #18; *Firestorm, the Nuclear Man* #87; *Flash* (2) #45-47; *Invasion!* #2; *Justice League International* #13; *Justice League of America* #246-255, 257-261; *Legends* #1-2; *Suicide Squad* #11-18, 20, 22-30, 32-39, 41-43, 45-47, 51, 58 *Suicide Squad Annual* #1; *Who's Who* '91 #9



Tantu Totem

THE WANDERERS

AVIAX

DEX:	7	STR:	3	BODY:	4
INT:	7	WILL:	5	MIND:	5
INFL:	4	AURA:	5	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	60		

- Powers:** Shape Change: 7
- Skills:** Acrobatics: 4, Scientist: 5, Vehicles: 8
- Limitations:** Shape Change can only be used to turn into any creature of flight, real or imagined.
- Advantages:** Connection: Legion of Super-Heroes (Low); Lightning Reflexes; Scholar (Biology)
- Drawbacks:** Attack Vulnerability: As a result of his lightweight skeletal structure, Aviax suffers a -1 Column Shift penalty to his RV against attacks that involve impact or physical force.
- Alter Ego:** Ornitho
- Motivation:** Thrill of Adventure
- Wealth:** 5

DARTALON

DEX:	6	STR:	5	BODY:	5
INT:	3	WILL:	6	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	65		

- Powers:** Claws: 6, Projectile Weapons: 5
- Skills:** Weaponry (Exotic): 8
- Bonuses:** Dartalon can fire up to five quills per phase with his Projectile Weapons Power. He can either Multi-Attack up to five targets with no OV/RV penalty, or attack one target with a -3 Column Shift bonus to the OV.
- Advantages:** Connection: Legion of Super-Heroes (Low)
- Drawbacks:** Strange Appearance
- Alter Ego:** Dartalg
- Motivation:** Unwanted Power
- Wealth:** 5
- Equipment:**
Explosive Quills (x6) [BODY: 1, Bomb: 7]
Poison Quills (x6) [BODY: 1, EV: 3, Poison Touch: 7]

ELVAR

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

- Skills:** Acrobatics: 10, Martial Artist: 8, Weaponry (Melee Weapons): 11
- Advantages:** Connection: Legion of Super-Heroes (Low); Lightning Reflexes
- Alter Ego:** Elvo
- Motivation:** Thrill of Adventure
- Wealth:** 5
- Equipment:**
Energy Sword [BODY: 10, EV: 14, Mental Blast: 7*,

Reflection/Deflection: 9] Note: The sword's Mental Blast power is linked to the user's WILL.

PSYCHE

DEX:	5	STR:	2	BODY:	3
INT:	8	WILL:	6	MIND:	7
INFL:	5	AURA:	6	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	50		

- Powers:** Broadcast Empath: 15, Empathy: 15, Mind Blast: 10, Telekinesis: 5
- Advantages:** Connection: Legion of Super-Heroes (Low)
- Drawbacks:** Serious Psychological Instability when in the presence of strong personalities or emotions; Uncertainty
- Motivation:** Upholding the Good
- Wealth:** 5

QUANTUM QUEEN

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	65		

- Powers:** Dispersal: 15, Energy Blast: 20, Flame Being: 10, Flame Project: 30, Flash: 15, Flight: 32, Heat Vision: 25, Invisibility: 15, Matter Manipulation: 20, Sealed Systems: 15, Self-Link (Flash): 20, Shrinking: 7, Split: 10
- Limitations:** Power Restriction: Must activate at least 1 AP of Split in order to use Shrinking.
- Advantages:** Attractive; Connection: Legion of Super-Heroes (Low); Popularity
- Motivation:** Responsibility of Power
- Wealth:** 5

RE-ANIMAGE

DEX:	7	STR:	4	BODY:	6
INT:	9	WILL:	8	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:	75		

- Powers:** Damage Transference: 7, Invulnerability: 15, Regeneration: 15
- Skills:** Martial Artist: 6, Scientist: 8, Vehicles: 7, Weaponry: 7
- Bonuses:** Invulnerability is Useable on Others: range of touch, must use within 6 APs (4 minutes) of death.
- Advantages:** Connection: Legion of Super-Heroes (Low); Leadership; Scholar (Computers)
- Alter Ego:** Immorto
- Motivation:** Responsibility of Power
- Wealth:** 5
- Equipment:**
Blaster Carbine [BODY: 5, EV: 12, R#: 2]

Powers and Abilities

Aviax can become any creature of flight he can imagine (Shape Change). He is also an excellent pilot (Vehicles) and Scientist.

Dartalon is covered with sharp quills, which he can launch from his body at high velocity (Projectile Weapons). Several quills protrude from the back of each hand, which he can use in hand-to-hand combat as Claws. Dartalon also carries a bandolier of pre-prepared quills, coated in poisons and explosives, that he can throw with amazing accuracy.

Elvar's Lightning Reflexes, high DEX, and mastery of the blade (Weaponry Skill) make him a formidable melee combatant. His Energy Sword can cut through steel, and can channel its wielder's WILL to form a blast of energy (Mental Blast). Elvar can use the blade of the sword to deflect incoming attacks (Reflection/Deflection).

Psyche is an extremely sensitive Empath. She can sense the emotions of those around her and manipulate them at will (Broadcast Empath). Psyche can also fire blasts of mental energy (Mind Blast), lift small objects with her mind, and levitate herself to fly at speeds of up to 8 miles per hour (Telekinesis).

Quantum Queen has extensive power over most forms of energy, and limited control over matter as well (Matter Manipulation). She can turn herself into pure light, become intangible or invisible, and separate herself into many smaller duplicates (Self-Link Flash, Flame Being, Dispersal, Invisibility, Shrinking, and Split). Quantum Queen can generate tremendous amounts of destructive energy, enough to destroy any barrier. This energy takes many forms, although the most powerful is a blast of flames as hot as a small nova (Flame Project, Flash, Energy Blast, Heat Vision). She can Fly at eight times the speed of light by turning herself into a ball of energy.

Re-Animage is truly immortal, and can quickly revive from any injury short of total disintegration (Invulnerability, Regeneration). He can also use this reanimating energy on others, bringing them back to life. Apart from his Power, Re-Animage is a natural leader, and an accomplished pilot and computer programmer (Leadership, Vehicles, Scientist, Scholar).

The Wanderer's Ship

The Wanderers travel the spaceways in a starship supplied to them by Clonus.

SPACESHIP [STR: 13, BODY: 15, Flight: 31, Sealed Systems: 20, Radar Sense: 25, Recall: 20]
LANDING CRAFT [STR: 7, BODY: 8, Flight: 7]

Celebrand

Although he had no superhuman powers, Celebrand was the leader of the original Wanderers. It is unknown if Elvar's attempt to clone him was successful, and if so, what new powers he has (if any).

CELEBRAND

DEX:	5	STR:	3	BODY:	4
INT:	10	WILL:	7	MIND:	8
INFL:	8	AURA:	5	SPIRIT:	6
INITIATIVE:	25	HERO POINTS:	80		

- Skills:** Charisma: 8, Gadgetry: 7, Martial Artist: 5, Scientist: 7, Vehicles: 5, Weaponry: 5
- Advantages:** Connection: Legion of Super-Heroes (Low); Genius; Leadership
- Motivation:** Responsibility of Power
- Wealth:** 7
- Equipment:** Blaster Pistol [BODY: 4, EV: 7, R#: 2]

Using the Wanderers in Adventures

The Wanderers make a good supplemental team for the Legion of Super-Heroes. If an extremely powerful menace threatens the galaxy, the two teams will work together to overcome it.

At one point, the Wanderers were turned into villains by a nebula's radiation. A similar incident might put them at odds with the Legion again.

Subplots

A major Power Complication Subplot began when the Wanderers were cloned into their current bodies. They are still learning the limits of their new powers and abilities.

The Wanderers are trying to come to terms with their new lives and their clone nature in an odd Family Subplot.

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #375-376; *Legion of Super-Heroes* (2) #294, 300; *Superboy* (1) #200; *Who's Who* '87 (1) #25

Current: *The Wanderers* #1-13; *Who's Who in the Legion of Super-Heroes* #7; *Who's Who* '88 #4; *Who's Who* '91 #11

WAVERIDER

DEX:	6	STR:	4	BODY:	5
INT:	7	WILL:	9	MIND:	8
INFL:	4	AURA:	5	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	75		

- **Powers:** Awareness: 10, Chameleon: 15, Dispersal: 20, Energy Blast: 15, Flight: 30, Invisibility: 15, Postcognition: 50, Precognition: 50, Self-Link (Time Travel): 50
- **Skills:** Gadgetry: 5, Scientist: 6
- **Bonuses:** Self-Link (Time Travel) represents Waverider's nature as a being composed of tachyons (see "One With the Timestream" below).
- **Limitations:** Power Restrictions: Awareness only detects disturbances in the timestream; Waverider cannot take other people or objects with him when he Time Travels; Postcognition and Precognition may only be used to view the past and future "histories" of other people, and Waverider must touch his target to use one of these Powers.
- **Advantages:** Connections: The Linear Men (High), Justice League America (Low), Superman (Low); Iron Nerves; Lightning Reflexes; Scholar (quantum physics, super-heroes)
- **Drawbacks:** Exile (voluntary, from his own time); Guilt; Married
- **Alter Ego:** Matthew Ryder
- **Motivation:** Responsibility of Power
- **Occupation:** Guardian of the Timestream
- **Equipment:** 'Linear Men' Bracelet [BODY: 5, Suspension: 20, Time Travel: 60, R#: 2] Miscellaneous: the bracelet allows instantaneous communication with any other bracelet wearer, even across time and space. Bonuses: Suspension can be used to put people and objects in stasis or stop time altogether. Limitations: Time Travel only allows travel to and from locations of existing time disturbances or the Vanishing Point (see "The Linear Men" below).

Powers and Abilities

Monarch's experiment turned Matthew Ryder into Waverider, a being of pure energy, constructed of faster-than-light particles called tachyons. This transformation also merged Ryder with the timestream, granting him a number of time-related Powers as well.

As an energy being, Waverider can become

intangible, and can easily pass through solid objects (Dispersal). He can alter his electromagnetic emissions to appear as another person (Chameleon) or become totally Invisible. Waverider can also generate Energy Blasts powerful enough to demolish a steel wall, and can propel himself across interstellar distances at twice the speed of light (Flight).

Waverider can ride the timestream, granting him access to the past and future (Time Travel). The limits of this Power are not known, but he has traveled back to the days of the dinosaurs (50 APs), forward to his own time of 2030 (28 APs), and "sideways" to the Vanishing Point, home of the Linear Men (see "The Linear Men" below).

His connection to the timestream gives Waverider the ability to look into a person's past history or most probable future merely by touching him (Postcognition, Precognition). This connection also makes him very sensitive to disturbances in the space-time continuum (Awareness).

Matthew Ryder is an accomplished Scientist, specializing in the field of quantum physics (Scholar).

One with the Timestream

Waverider's Self-Link (Time Travel) Power represents his nature as a being at one with the timestream. In addition to allowing Time Travel (as the Power), this Power makes Ryder an energy being, with no need to eat, sleep, or breathe. He can survive indefinitely in any style environment including space, and is totally immune to gas and poison attacks. He can also add his APs of Time Travel to his RV against any time-based attack.

The Linear Men

After his first encounter with the self-styled time monitors known as the Linear Men, Waverider was able to steal a time control bracelet from one of them. This bracelet gives the wearer limited control over time, including the ability to put others in stasis.

To accomplish this, Waverider uses the bracelet's Suspension Power as an Attack, with AV/EVs equal to the APs of Suspension, and OV/RVs equal to the target's INT/MIND. Positive RAPs indicate success, although the degree of success varies. If the RAPs equal or exceed the target's MIND, then Waverider can put the target in stasis for as long as he likes, breaking the stasis at any time. RAPs less than the target's MIND indicate the number of phases the target is held in stasis before he breaks free.

The bracelet can also be used to stop time, effectively putting the entire world on "hold" while some important task is completed. It is not known how long this effect can be maintained, but presumably it puts great strain on the energy reserves of the Vanishing Point. Waverider himself is immune to this effect, as are the other Linear Men.

The combination of the bracelet's Powers and Waverider's produces some unusual effects. While he is wearing the bracelet, Waverider can carry other objects and persons with him through the timestream (just as the standard Time Travel Power). He can also absorb energy used for time effects (such as stasis beams) and use it to augment his own Powers.

In game terms, Waverider gains APs of Omni-Power equal to the RAPs scored against him by any time-related Attack. These APs may only be used once, and must have an effect somehow related to time manipulation. For instance, Waverider can use this energy to pull a person out of the past, by mimicking the Dimension Travel (Summoning) Power, and replacing Travel Value with the APs of time the target is distant from him.

After several more encounters with the Linear Men, Waverider decided that their mission was so close to his own that he should join them. (More information regarding the Linear Men and Vanishing Point will appear in *Who's Who* #4.)

Personality/Role-playing

Matthew Ryder is a strong and independent person, determined to help others regardless of personal sacrifice. His life in Monarch's dark future taught him that freedom is something you have to fight for, and this lesson drives him onward.

Although he managed to prevent the future of his adult life, Waverider still suffers from tremendous feelings of guilt. His attempt to stop Monarch resulted in untold choral damage, including the loss of thousands of potential lives that will never be.

Waverider still does not know the full extent of his powers, but does not let this lack of knowledge stop his crusade against injustice. He tends to come off as hasty and reckless as a result of his inexperience. Presumably, Waverider will become more cautious as he spends time with the Linear Men, gaining insight into the timestream's "big picture."

Using Waverider in Adventures

Although Waverider is clearly too powerful to be used as a Player Character, he can be a gateway to adventures through time. He might encounter the PCs in connection with a disturbance in time that he needs help to correct. Such an adventure can be a cosmic-scale conflict involving many heroes, or a one-on-one covert effort.

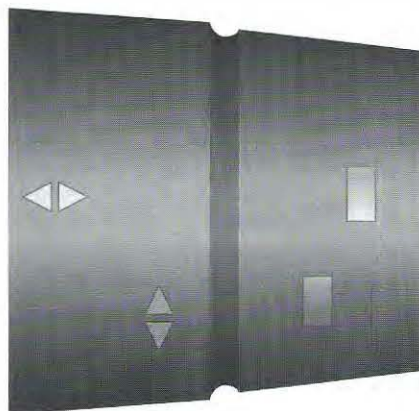
Another interesting possibility is to use Waverider to show Player Heroes their possible futures. This might even develop into a game or mini-campaign reflecting an alternate future timeline, where the Players play old versions of their Characters or their children.

Subplots

Waverider is involved in an ongoing Enemies Subplot with Monarch, the ruthless dictator of his alternate future. Waverider is currently unaware of Monarch's whereabouts in time.

Appearances in DC Comics

Action Comics Annual #3; *Adventures of Superman Annual* #3; *Armageddon: Inferno* #1-4; *Armageddon 2001* #1-2; *Batman Annual* #15; *Detective Comics Annual* #4; *Flash Annual* (2) #4; *Hawk and Dove Annual* #2; *Hawkworld* (2) #28; *Hawkworld Annual* #2; *Justice League America Annual* #5; *Justice League Europe Annual* #2 L.E.G.I.O.N. '91 Annual #2; *The New Titans Annual* #7; *Superman* (2) #61, 73; *Superman Annual* (2) #3; *Superman: The Legacy of Superman* #1; *Superman: The Man of Steel* #20; *Who's Who* '91 #10



Waverider's Energy Manipulation Bracer

WILD DOG

DEX:	7	STR:	4	BODY:	5
INT:	6	WILL:	6	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	23	HERO POINTS:	45		

•**Skills:** **linked*

Acrobatics: 4, Artist (Actor): 4, Gadgetry: 3, Martial Artist: 7*, Military Science: 6*, Thief: 7*, Vehicles: 7*, Weaponry: 7*

•**Advantages:** Area Knowledge (Quad Cities); Connection: Quad Cities Police Departments (Low); Intensive Training; Lightning Reflexes; Scholar (automotive mechanics)

•**Drawbacks:** Secret Identity

•**Alter Ego:** Jack Wheeler

•**Motivation:** Seeking Justice

•**Occupation:** Mechanic

•**Wealth:** 5

•**Equipment:**

BODY ARMOR [BODY: 7]

JATI submachine gun [BODY: 4, AV: 5, EV: 5, Ammo: 4, R#: 3]

"ROVER" JEEP PICK-UP [STR: 6, BODY: 8, Running: 7, R#: 2]

STUN GLOVE [BODY: 1, Lightning: 6, R#: 5]
Limitation: Lightning has No Range.

4 APC Omni-Gadget

Powers and Abilities

Wild Dog has no meta-human Powers; he fights crime with his athletic and Marine training instead. Wild Dog is well-versed in several Martial Arts, and is an excellent marksman as well (Weaponry). His time in the Marines also taught him a great deal about military tactics and technology (Military Science), as well as making him an accomplished driver (Vehicles).

In addition to his skills, Wild Dog uses a variety of weapons and vehicles in his fight against terrorism. His costume is reinforced with lightweight armor, allowing him to survive attacks by low and medium caliber firearms. Wild Dog's preferred weapon is his JATI submachine gun, one of the few fully automatic weapons that can be accurately fired in one hand. As a backup, he has a high-voltage "stun" glove worked into his costume as well.

Wild Dog's Pick-Up

Wild Dog has a tendency to ride into battle in his jeep pick-up "Rover" whenever possible. He can use the vehicle in combat to achieve a variety of effects:

•**Driving Into Combat:** Wild Dog gains some protection from riding inside the jeep. Any attacks aimed at the jeep must use Wild Dog's Vehicles Skill as the OV and Rover's BODY as the RV. If an attacker wants to strike directly at Wild Dog, he uses Wild Dog's Vehicles Skill as the OV, and Wild Dog's BODY as the RV, but must take a +2 Column Shift penalty to the OV because only a small percentage of Wild Dog is visible through the windows. However, it is more difficult for Wild Dog to shoot accurately while driving, even though he is well-practiced in doing so. He suffers a +1 Column Shift penalty to the OV of any attacks he makes while driving.

•**Dodging and Weaving:** Provided he has sufficient room to maneuver, Wild Dog can drive in erratic weaving patterns to avoid enemy fire. This action counts as a Dodge, so Wild Dog loses his Dice Action for any phase in which he is doing so, but gains an additional +1 Column Shift to his (and Rover's) OV.

•**Ramming:** Wild Dog can use Rover to smash through obstacles such as windows and gates, as well as running down criminals. Such attacks are considered Charging Attacks, and use Wild Dog's Vehicles Skill as the AV and the speed of Rover (usually 7 APs) as the EV. The OV/RV of an inanimate object (such as a gate) is equal to its BODY/BODY, while a living target uses DEX/BODY. After a Charging Attack, there is a chance that Rover will take damage as well. Look directly to the Result Table, using the EV of the Charge as an EV, and Rover's BODY as the RV to find the amount of damage sustained by Rover. Wild Dog may spend Hero Points to increase the RV in this check, or reduce the damage through Last Ditch Defense.

Note that Jack Wheeler is an accomplished mechanic and auto customizer (represented by his Gadgetry Skill and Scholar Advantage), so he can usually get Rover up and running after a battle in a few days. Wheeler also has a small fleet of vehicles positioned around the Quad Cities, just in case he needs a quick getaway or Rover becomes totally demolished.

Personality/Role-playing

Wild Dog is the perfect example of a vigilante. His methods are extremely violent, and he will not hesitate to kill those that he feels are truly evil. Wild Dog is totally committed to his quest to wipe out crime, and continues to do so, even though one of his closest friends has begged him to stop.

Both as Jack and Wild Dog, Wheeler is quiet and reclusive. While fighting crime, he uses few words, rarely speaking at all while engaged in combat. Wild Dog often drops a few one-line quips after the smoke clears, however.

Using Wild Dog in Adventures

Since Wild Dog is both a loner and a vigilante, he would not fit in with a group adventure. However, his gear and training, as well as his methods, make him an excellent hero for use in a one-on-one game with one Player and a Gamemaster. Such an adventure would most likely take place in the Quad Cities area, and might involve terrorists or mobsters, two of Wild Dog's favorite targets.

Graham Gault, one of Jack's old "Four Horsemen" buddies, is now a Government agent, and is aware of Jack's dual identity. Gault can use this knowledge to

lever Wheeler into helping the Government on covert missions. This might result in Wild Dog working alongside other intelligence agents, such as Peacemaker or the Checkmate Knights.

Subplots

In a Friends Subplot, the other "Four Horsemen" are concerned about Jack's reclusive behavior. Two of them (Gault and Flint) know that Jack is Wild Dog, further complicating matters in a Secret Identity Subplot.

Jack still suffers bouts of guilt when he remembers the death of his sweetheart Claire Smith (Carmonti). Rather than reacting to the grief with sadness, however, he becomes angry, and even more determined to fight crime (Death Guilt Subplot).

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

Background/Roster Book

Appearances in DC Comics

Action Comics Weekly #601-609, 615-622, 636-641; *Invasion!* #2; *Who's Who* '87 (2) #5; *Who's Who* '91 #10; *Wild Dog* #1-4; *Wild Dog Special* #1



JATI Submachine Gun

BLACKFIRE

DEX:	7	STR:	6	BODY:	6
INT:	7	WILL:	8	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	5
INITIATIVE:	23	HERO POINTS:	45		

- Powers:** Comprehend Languages: 14, Energy Blast: 11, Solar Sustenance: 15
- Skills:** Charisma: 8, Martial Artist: 7, Military Science: 7, Thief (Stealth): 5, Weaponry (Melee Weapons, Missile Weapons): 7
- Advantages:** Area Knowledge (Tamaran); Connection: Vegan Worlds (High); Leadership; Popularity
- Drawbacks:** Authority Figure; Serious Irrational Hatred of Starfire; Public Identity
- Alter Ego:** Komand'r
- Motivation:** Responsibility of Power (formerly Power Lust)
- Occupation:** Queen of Tamaran
- Wealth:** 15

Powers and Abilities

Blackfire is an incredibly healthy and athletic woman. Her physical capabilities have been honed to high levels and she has been expertly trained in hand to hand as well as armed combat. In the combat arena she is nearly as capable a fighter as her sister Koriand'r, Starfire of the New Titans. Her inability to fly like the rest of her Tamaranian race gives her a unique insight and added drive to emerge victorious in battle.

Blackfire is a fine tactician and can organize highly effective military assaults on a citywide scale. Though she is sometimes feared and mistrusted by those she rules, her scheming intellect is never in question.

Like the rest of her Tamaranian race, Blackfire has the ability to learn languages which are alien to her by merely touching the person speaking it.

Blackfire's Starbolts

When Komand'r and her sister Koriand'r were kidnapped by the alien Psions, they were subjected to strange experiments involving huge doses of solar radiation. The Tamaranians' solar absorbing physiology reacted unpredictably with the radiation and Komand'r and her sister were given the ability to

collect this radiation and project it in bolts of destructive energy called starbolts.

Blackfire has used this power to intimidate and enforce her will upon others as well as to perform arbitrary executions. The power of her blast is capable of incinerating beings as large as a Gordanian. It is not unusual for Blackfire to use her starbolts as Killing Combat.

Personality/Role-playing

Blackfire's personality is harsh and vengeful, fuelled by many years of shame and preferential treatment to Koriand'r. For years she has sought the downfall of her sister, her family, and the entire Tamaranian race because she was viewed as a freak and was passed over as ruler.

After the Citadel made Komand'r queen and absolute ruler of Tamaran, her attitude softened and she realized that her own hate had made her despise the planet of her birth. The potential for her planet to return to its once glorious state dawned in her mind and she used her vast power to help overthrow the Citadel. Once freed of the Citadel oppression, the Tamaranians made Komand'r their rightful queen. Her rule is now firm but just, and she is adjusting to putting the needs of her people over her own.

Using Blackfire in Adventures

Starfaring heroes in the Vega star system can easily visit Tamaran where Blackfire rules. Blackfire herself would be difficult to encounter unless the heroes are involved in something which is of consequence to the entire planet or of personal interest to Komand'r herself.

Because of her previous villain background, it wouldn't be surprising for Blackfire to once again attempt to increase her power by subjugating other races, or to again go on a vengeful tear against Starfire. Should this occur, Starfire, or perhaps an entire race, could be in desperate need of the Player Characters' help.

Subplots

Blackfire has been embroiled for many years in the exacting of her revenge upon her sister, family, and race (Family/Enemies Subplot). Now that this period in her life is over, Komand'r's time is taken up almost exclusively by the ruling of her people (Job/Public Relations Subplots).

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

The New Titans Sourcebook

Tales of the New Teen Titans #4; Who's Who '85 #2
Current: *The New Teen Titans (2) #14-18, 22-23;*
The New Titans Annual #6; Omega Men #34-35;
Teen Titans Spotlight #15; Who's Who '91 #13

Appearances in DC Comics

Pre-Crisis: *The New Teen Titans (1) #22-25; The*
New Teen Titans Annual (1) #1; Omega Men #11;



Komand'r's body armor

CAPTAIN COLD

DEX:	5	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	50		

- Skills:** Gadgetry: 6, Thief: 3, Weaponry (Exotic): 10
- Advantages:** Connections: Flash's Rogues Gallery (High), Suicide Squad (Low), Underworld (Low); Scholar (cryogenics)
- Drawbacks:** Public Identity
- Alter Ego:** Leonard Snart
- Motivation:** Mercenary
- Occupation:** Bounty Hunter
- Wealth:** 3
- Equipment:**

Cold Gun [BODY: 5, Ice Production: 13, Illusions: 7, Suspension: 13] Miscellaneous Bonus: Suspension is Usable on Others (see Powers and Abilities below).

COSTUME [BODY: 4, Cold Immunity: 6]

Powers and Abilities

Captain Cold's powers stem from his extensive knowledge of cold-generating technology and from his Cold Gun. The Cold Gun fires blasts of super-cooled air which instantly attracts and freezes moisture in the nearby area allowing Captain Cold to create a number of ice-related effects. With his Cold Gun, Captain Cold can create simple constructs of ice such as walls, barriers, and cages. He can produce ice bridges and slides to travel on at a speed of up to 250 miles per hour (8 APs). Offensively, the Cold Gun can fire a bolt of solid ice at his target or encase it in a block of ice. The Strength and volume of the icy tomb are equal to RAPs achieved on the target.

At its highest setting, the Cold Gun can reduce its target's temperature to absolute zero (-459.67°F). When this setting is used on inanimate objects, it reduces the objects RV by 1 for each AP of Ice Production used. This has the effect of making the object extremely brittle and susceptible to physical blows. On human targets, this produces a different result. If an attack using APs of Suspension as AV/EV is successful against an OV/RV equal to the target's Dex/Body, the target is encased in ice and immediately goes into a kind of suspended animation (Suspension). If the RAPs equal or is exceed the

target's Body, the target is placed in Suspension until the ice around him melts (normally, 1 AP of volume per AP of time). RAPs less than the target's Body, indicates the number of phases the target is held before he breaks free.

Golden Snowball Recoveries

After his recent stint with the Suicide Squad, Captain Cold has seen some advantages to working within the law. Inspired by this insight he has established a partnership with his sister Lisa, the Golden Glider, and has begun advertising their services as "Golden Snowball Recoveries", a bounty hunter/retrieval service. Working under this pretext, Cold can gouge his clients legally, so long as he performs adequate service. Thus far Cold has not (often) returned to his normal criminal activities.

His partner and sister, Lisa Snart, was also once one of the second Flash's foes. When the Flash inadvertently killed Lisa's lover, the villain known as the Top, Lisa gave up her career as a champion ice-skater. Using technologies from both the Top and Captain Cold to develop her skates and gimmicked jewels, Lisa became the Golden Glider and embarked on a campaign of vengeance against the Flash.

GOLDEN GLIDER

DEX:	6	STR:	2	BODY:	3
INT:	5	WILL:	5	MIND:	4
INFL:	6	AURA:	5	SPIRIT:	3
INITIATIVE:	21	HERO POINTS:	35		

- Skills:** Acrobatics: 3, Gadgetry: 5, Martial Artist: 4
- Advantages:** Connection: Captain Cold (High); Lightning Reflexes
- Drawbacks:** Public Identity
- Alter Ego:** Lisa Snart, Lisa Star
- Motivation:** Mercenary
- Occupation:** Bounty Hunter
- Wealth:** 3
- Equipment:**

SKATES [BODY: 4, Claws (blades): 4, Ice Production: 6] Miscellaneous Limitation: The skates' Ice Production Power can only be used to create an "ice sled" to skate along.

Hypno-Jewel [BODY: 1, Hypnotism: 5]

Force Field Jewel [BODY: 1, Force Field: 6]

Teleport Jewel [BODY: 1, Teleportation: 5]

Illusion Jewel [BODY: 1, Illusion: 5]

Force Beam Jewel [BODY: 1, EV: 8]

Acid Jewel [BODY: 1, Acid: 6]

Mass Jewel [BODY: 1, Gravity Increase: 9]

Personality/Role-playing

Though Len Snart got into the crime business for the easy money, he obviously enjoys his exploits as Captain Cold. Even after being regularly defeated by the Flash and spending time in jail, Snart invariably re-dons his fur-lined costume and holsters his Cold Gun as soon as he gets out. In fact, he has no other life outside of his exploits as Captain Cold.

Captain Cold is boorish, chauvinistic, and arrogant. He would be just as happy chasing "babes" as robbing banks. Even though he is making an attempt at legitimacy, it is only a matter of time before the constraints of the law become too much for Snart, and he reverts to his criminal life.

Using Captain Cold in Adventures

As a villain, Captain Cold could be encountered by himself or working with other members of Flash's Rogues Gallery. His crimes are usually common and straightforward; stealing things for quick cash.

Currently, Cold is typically encountered with is partner, the Golden Glider, in their identities as co-owners of Golden Snowball Recoveries. Golden Snowball has not yet established a reputation, and when they are encountered, they could as easily be working on an illegal case as a legal one.

Subplots

For years Captain Cold's favorite pastime has been fulfilling his Enemies Subplot as a member of the Flash's Rogues Gallery. As a newly legitimized member of super society, Cold will have to overcome his reputation as a super-villain (Criminal Past Subplot).

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

Background/Roster Book

Appearances in DC Comics

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

Pre-Crisis: *The Adventures of Jerry Lewis* #112; *Crisis On Infinite Earths* #5, 9-10; *The Flash* (1) #114, 129, 134, 140, 150, 155, 166, 174, 193, 226, 242-244, 250-251, 254, 256, 297, 314, 325, 338-342, 347-350; *Justice League of America* #5, 40, 129, 139, 155; *The Secret Society of Super-Villains* #1-6 *Showcase* #8; *Who's Who* '85 #4

Current: *Blue Devil* #19, 30; *Flash* (2) #19, 27-28, 35-36; *Justice League Quarterly* #2; *Manhunter* (2) #1, 24; *Secret Origins* (3) #41; *Secret Origins Annual* 2; *Suicide Squad* #16-18; *Who's Who* '91 #13



Captain Cold's Cold-gun

CAT-MAN

DEX:	10	STR:	5	BODY:	6
INT:	7	WILL:	5	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	28	HERO POINTS:	75		

•**Skills:** Acrobatics: 10, Animal Handling: 5, Gadgetry: 7, Martial Artist: 8, Military Science (Tracking): 7, Thief: 10, Weaponry: 6

•**Advantages:** Area Knowledge (Gotham City); Connection: Underworld (Low); Lightning Reflexes; Luck; Pets (see "Cat-Man's Ferocious Henchmen" below); Scholar (big cats)

•**Drawbacks:** Serious Irrational Attraction to gambling and taking risks; Miscellaneous: Cat-Man believes that he is invulnerable when he is wearing his costume.

•**Alter Ego:** Thomas Blake

•**Motivation:** Mercenary

•**Occupation:** Professional Criminal

•**Wealth:** 8

•**Equipment:**

CATAPULT BOOTS [BODY: 3, Jumping: 3, Ammo: 1] The Catapult Boots have compressed metal springs in the heels, allowing Cat-Man to jump 80 feet in a single bound. However, they must be "re-loaded" after each use (Ammo restriction).

Catarang w/Rope [STR: 7, BODY: 7, Claws: 4, Gliding: 2] Rope is 4 APs long.

Cat Claws [BODY: 4, Claws: 5]

Powers and Abilities

Cat-Man has no super-human powers, but he is an Olympic-level athlete (Acrobatics) and a superior Martial Artist. His years of big game hunting taught him the art of tracking and stalking prey (Military Science, Thief), as well as the use of all manner of Weaponry. Over the years, Cat-Man has created an arsenal of cat-motif weapons and equipment (Gadgetry).

The Cat-Man Came Back...

Cat-Man's cowl and cape are fashioned from the orange cloth he found wrapped around a native carving of a cat. Legend has it that the cloth is imbued with magical properties that endow its owner with the cat's "nine lives."

Although initially skeptical about the mystic properties of the cloth, Cat-Man has escaped certain death time and time again since donning his costume. An incident involving Catwoman resulted in part of his mask being torn off. He was injured in that spot soon afterwards by hot steam, fully convincing him of the suit's powers.

Now, whenever he is wearing his costume, Cat-Man believes himself immune to harm. He will take ridiculous risks and go to any lengths in order to achieve his goals, confident in his costume's power to save him.

It is up to the Gamemaster to decide if Cat-Man's costume has any real magical properties, or if he is simply extremely lucky. In the latter case, the GM can use Cat-Man's Luck Advantage and Hero Points to save him from certain death. However, if the GM decides that the costume truly has mystical properties, he can use the following description of it in his campaign:

CAT-MAN'S COSTUME [BODY: 2, SPIRIT: 3, Dumb Luck: 9, Invulnerability: 9] Limitation: The Costume's Powers can only be used to save Cat-Man from imminent, life-threatening danger, effectively granting him "nine lives."

Cat-Man's Ferocious Henchmen

The grounds of Thomas Blake's mansion house a collection of rare and dangerous cats from around the world. Blake has trained several of these "big cats" to aid him in his Cat-Man crime spree, further reinforcing his cat motif.

Cat-Man will rarely have more than one or two big cats with him at any time. He can control all of their actions during play through the use of one Automatic Action (as per the Pet Advantage).

CHEETAH

DEX:	4	STR:	3	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	9				

•**Powers:** Claws: 4, Running: 6

•**Skills:** Military Science (Tracking): 2, Thief (Stealth): 3

•**Limitations:** Running is limited to two consecutive phases.

•**Advantages:** Lightning Reflexes

LION

DEX:	3	STR:	3	BODY:	4
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	8				

- Powers:** Analytical Smell/Tracking Scent: 3, Claws: 4, Extended Hearing: 3, Running: 4
- Skills:** Military Science (Camouflage): 3
- Advantages:** Lightning Reflexes

TIGER

DEX:	3	STR:	3	BODY:	4
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	8				

- Powers:** Analytical Smell/Tracking Scent: 3, Claws: 4, Extended Hearing: 3, Running: 4
- Skills:** Military Science (Camouflage): 2, Thief (Stealth): 4
- Advantages:** Lightning Reflexes

Personality/Role-playing

Cat-Man is an inveterate gambler, both with his money and his life. Although his primary Motivation is listed as "Mercenary," he is also something of a Thrill Seeker. Cat-Man first turned to crime as a way to challenge his abilities, as well as pay off his debts. He especially likes to pit himself against Batman, whom he views as an equal.

Blake relies a great deal on the supposed mystical power in his costume, and it is this blind faith that makes him a dangerous foe. Because he believes he can come to no harm while wearing it, the Cat-Man takes risks he might think better of at another time.

Using Cat-Man in Adventures

Cat-Man is the Batman's one foe who vanishes, presumably dead, and reappears with maddening regularity. His crimes always revolve around cats, from art exhibits and treasures to crimes inspired by "cat" fiction. His penchant for cat motifs has led to Selina Kyle (Catwoman) being thought responsible for many of his past crimes.

Although Cat-Man is based in Gotham City, he might return to Africa to resume his cat-trapping activities. Since he is now a criminal, however, he would likely link up with poachers or other such undesirables to get the job done. Activities of this sort might attract the attention of the Global Guardians or Justice League International.

Subplots

Thomas Blake has ridden a virtual roller-coaster of windfall and destitution as a result of his gambling. Although he no longer regularly gambles, he might return to its lure once again if the opportunity presents itself (Wealth Subplot).

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

Batman Sourcebook, Batman Role-Playing Game

Appearances in DC Comics

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

Pre-Crisis: *Batman* #322-324, 371, 400; *Crisis On Infinite Earths* #9; *Detective Comics* #311, 318, 325, 509, 526, 538; *Freedom Fighters* #10; *Who's Who* '85 #4

Current: *Batman: Shadow of the Bat* #7-9; *Detective Comics* #612; *Manhunter* (2) #13; *Who's Who* '91 #13



Catarang



Clawed climb-line

CHESHIRE

DEX:	8	STR:	4	BODY:	5
INT:	8	WILL:	6	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	26	HERO POINTS:	65		

•Skills: **linked*

Acrobatics: 11, Detective: 5, Gadgetry (Build Gadget): 8*, Martial Artist: 8*, Thief: 8*, Vehicles: 4, Weaponry: 8*

•**Advantages:** Connection: Wen Ch'ang (High), Deathstroke (Low), Arsenal (High), Underworld (High), Mercenaries (Low); Intensive Training; Iron Nerves; Lightning Reflexes; Scholar (poisons)

•**Drawbacks:** Minor Irrational Attraction to Roy Harper (Speedy)

•**Alter Ego:** Jade (last name unknown)

•**Motivation:** Mercenary

•**Occupation:** Professional Assassin

•**Wealth:** 9

•Equipment:

POISON CLAWS [BODY: 4, Claws: 5, Poison Touch: 8]

Cheshire uses razor-edged artificial nails and coats them with a variety of poisons which can cause sleep, pain, or death. Treat the Poison Touch Power of whatever poison she uses as Bashing or Killing Damage, depending on her intent.

Powers and Abilities

Cheshire is a master of several martial arts, many of which were thought to be lost to time. These skills, combined with her triple-jointed acrobatic ability, make her incredibly dangerous and unpredictable. Because of her skill with these nigh-unknown styles, Cheshire's initial attack on any given foe receives a -2 OV Column Shift. Her ability is such that she can keep two steps ahead of even the most highly qualified martial artists such as Nightwing and Jericho.

During combat, Cheshire makes great use of the surrounding resources, using stair railings and chandeliers as springboards for counterattacks.

Cheshire's athletic outward appearance belies her considerable knowledge of poisons and gadgetry. She frequently constructs unique weapons and equipment to use during her assignments. In the past such

devices have included things like weapons designed to compensate for the speed of certain New Titans, and jet propelled cable harnesses which allowed her strike team to reach the top of a mountain quickly, without having to climb the treacherous slope, and quietly, without activating the cable car and alerting her targets.

Cheshire's Poisons

Cheshire makes regular use of her claws which, aside from being formidable weapons in themselves, are usually coated with poisons which are custom-made for whatever mission she is on. During her marriage to Kruen Musenda, Jade learned about both mundane and exotic poisons and is likely one of the world's foremost authorities on their use. Aside from the more common knockout poisons (Poison Touch which does Bashing Damage) and lethal poisons (Poison Touch which does Killing Damage), she also uses venoms which cause her victim to writhe in pain, unable to move. This immobilizing poison acts as Poison Touch against the victim's DEX rather than BODY. This damage is treated as Bashing Damage for the purpose of recovery.

Personality/Role-playing

Cheshire prefers to keep her business personality separate from her private personality. On assignment she is strictly business, brutal and unmerciful, unable to let even her deeply hidden love for Roy Harper alter her effectiveness. She seems to take a gleeful satisfaction in bringing down her targets.

In her private life she is more casual and feminine, though still alert to danger. She meditates regularly and spends most of her free time with her mentor, Wen Ch'ang.

Using Cheshire in Adventures

Due to her frequent assignments, Cheshire can be encountered almost anywhere heroes may venture. She is so skilled at her job however, that encounters with her will be either by chance or near the completion of her job. Heroes will often encounter her after her mission is completed, by investigating the death of some political or corporate dignitary. Scratches and poison, Cheshire's calling cards, will invariably be discovered. The PCs might then have to

track her to her current hideout and attempt to bring her to justice. This should prove extremely difficult however, as Cheshire is eminently skilled at covering her trail and disposing of any evidence of her work.

Cheshire now leads an organization called the Sisterhood of Evil, which was directly responsible for the recent nuclear bombing of Qurac. Whwn encountered, she may be accompanied by other members of that organization.

Subplots

Cheshire is frequently involved in Enemies Subplots with the New Titans, due to their close ties with Arsenal (formerly Speedy). Arsenal himself is part of an on-again-off-again Romance Subplot which can never be realized due to their conflicting occupations. Arsenal and their infant son are also involved in regular Family Subplots, as Roy currently has custody of the child.

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

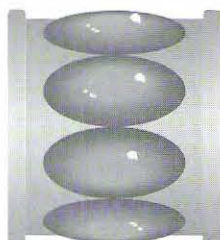
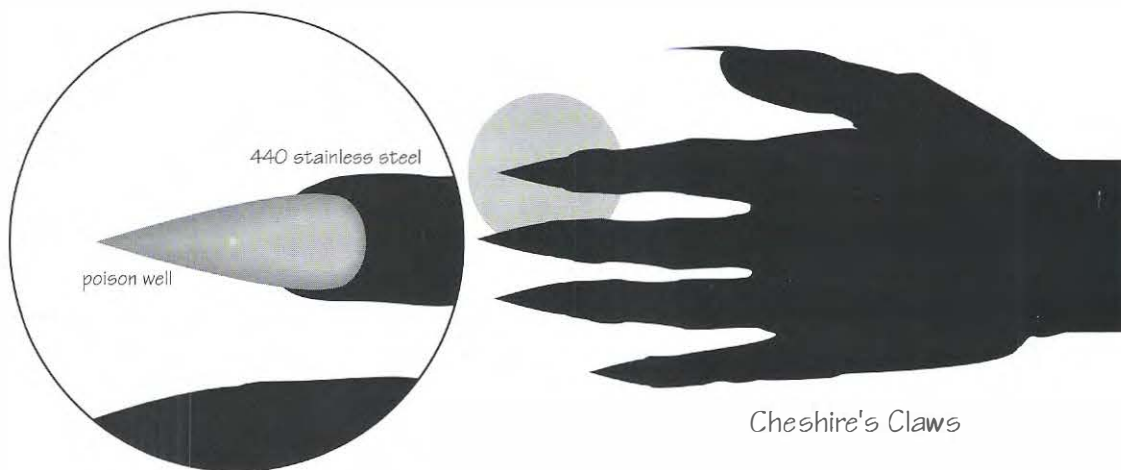
New Titans Sourcebook

Appearances in DC Comics

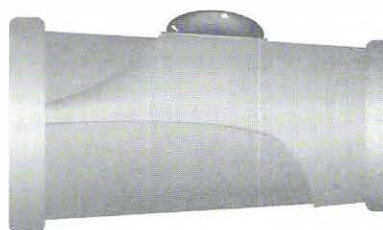
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Crisis On Infinite Earths* #9 *The New Teen Titans Annual* (1) #2; *Tales of the Teen Titans* #51-52; *Who's Who* '85 #4

Current: *Action Comics Weekly* #613-618, 636; *Booster Gold* #16-17; *Deathstroke, the Terminator* #5 (behind the scenes), 8-9 (behind the scenes), 13, 16 (behind the scenes), 17-20; *Deathstroke, the Terminator Annual* #1 (behind the scenes); *The New Teen Titans* (2) #20-21; *Secret Origins* (3) #38; *Who's Who* '91 #12



arm band



bracer

THE DARK CIRCLE

TYPICAL DARK CIRCLE AGENT

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

- Skills:** Charisma (Persuasion): 5, Martial Artist: 5, Military Science: 5, Weaponry: 5
- Advantages:** Connection: Dark Circle (Low)
- Drawbacks:** Catastrophic Irrational Attraction to converting others to the Cult of the Dark Circle; Secret Identity
- Motivation:** Seeking Justice
- Occupation:** Agent
- Wealth:** 4
- Equipment:** Blaster [BODY: 5, Energy Blast: 7, R#: 2]

NORAK - deceased?

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	8
INFL:	7	AURA:	6	SPIRIT:	9
INITIATIVE:	21	HERO POINTS:	25		

- Skills:** Charisma: 7, Martial Artist: 4, Medicine: 8, Military Science: 5, Scientist: 8, Weaponry: 6
- Advantages:** Connection: Dark Circle (High); Scholar (cloning techniques); Sharp Eye
- Drawbacks:** Catastrophic Irrational Attraction to converting others to the Cult of the Dark Circle
- Motivation:** Power Lust
- Occupation:** Member of the Inner Circle
- Wealth:** 8

ONTIIR OF TSAURON - deceased?

DEX:	5	STR:	6	BODY:	7
INT:	6	WILL:	9	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	9
INITIATIVE:	19	HERO POINTS:	30		

- Skills:** Charisma: 6, Martial Artist: 6, Military Science: 6, Weaponry: 7
- Advantages:** Connections: Dark Circle (High), Science Police (High); Iron Nerves
- Drawbacks:** Catastrophic Irrational Attraction to converting others to the Cult of the Dark Circle; Mistrust
- Motivation:** Power Lust
- Occupation:** Dark Circle Double Agent
- Wealth:** 7

Description

The Dark Circle has existed as an organization for thousands of years, working behind the scenes to undermine the very foundations of civilization. Their mission has always been one of replacing reason with instinct so that the darker, primal side of nature can flourish in the universe.

Dark Circle Science

Oddly enough for an organization dedicated to destroying scientific enlightenment, the Dark Circle has access to an astonishing array of high-tech equipment, even by 30th century standards. This technology has been acquired since the world Dolminus joined the Circle, bringing with it the renewed ability to manipulate the "weapons of light" without being "seduced" by them. The various technological advancements employed by the Dark Circle include:

- Teleportation:** By tapping into the energy of the Dark Circle's home sun, they can employ teleportation technology on a far larger scale than anything seen elsewhere in the galaxy. In the past, the Circle has demonstrated the ability to teleport the entire population of a planet, or to send one individual halfway across the galaxy.
- Cloning:** It is through the mechanism of cloning that the Circle has been able to muster so many loyal troops. The knowledge of cloning was brought to the Circle by a human named Norak, a brilliant scientist and strategist. For a time, the whole Dark Circle organization was composed entirely of clones of the five members of the inner circle. It is unlikely that this is still the case, and they certainly employ independent agents of the worlds they infiltrate who are not clones, but actually believe in the tenets of the Circle.
- Brainwashing:** The most powerful weapon in the Dark Circle's arsenal is not a gun, tank, or bomb (although they have access to many of those as well). The Dark Circle uses powerful techniques of brainwashing to subvert entire planetary populations. It is unknown if the source of this is technological or merely effective propaganda, although evidence suggests equal portions of each are used. Often, the Circle will subvert key planetary leaders and officials as a prelude to total dominion over the populace.

Personality/Role-playing

Field agents for the dark circle are fanatically dedicated to their cause, and will willingly die for it. More often than not, they genuinely believe in the ideals of the Circle, and that what they are doing is actually in the best interests of the worlds they infiltrate (accounting for their typical Motivation of Seeking Justice).

However, the dreaded Inner Circle is aware of the true mission of the Dark Circle: Total galactic domination, and a return to the early days of the Circle, when the Darkness covered all known worlds and passion ruled where once reason stood.

Using the Dark Circle in Adventures

The Dark Circle can operate in the background of practically any adventure. Although they have only "officially" appeared in the 30th century, it has been made clear that the Circle has existed for as long as civilization itself. Therefore, if the Gamemaster wishes to, he can introduce the Circle's influence to 20th century Earth.

In either case, it should not be readily apparent that the Circle is the cause of whatever the Player Characters are involved in. Only after thorough investigation should their presence become known.

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

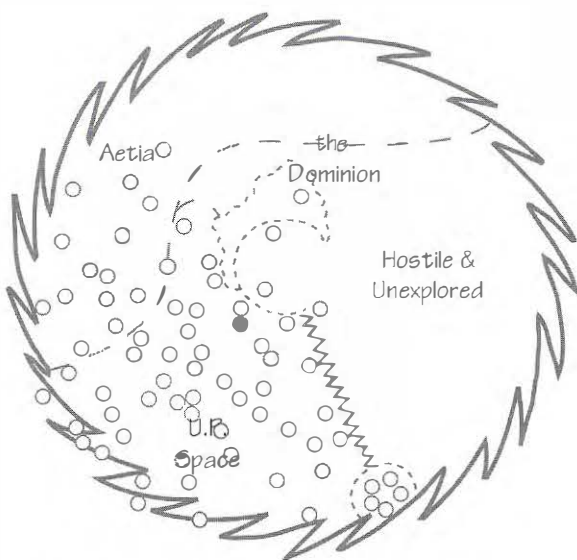
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

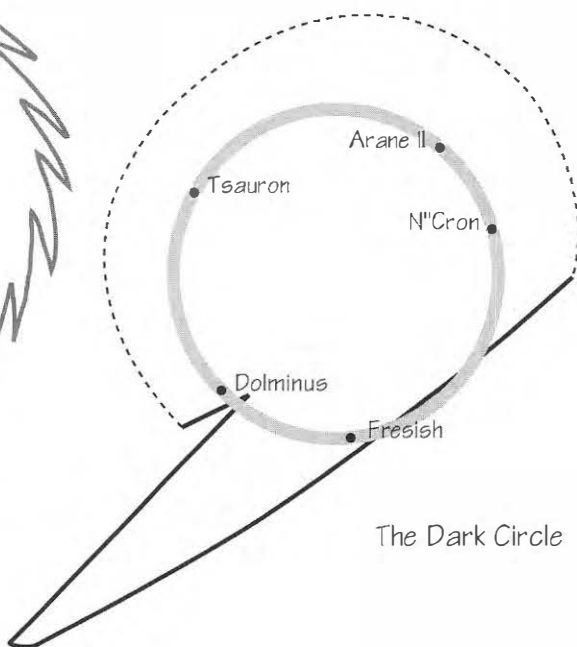
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Adventure Comics* #367; *Superboy* (1) #228-229; *Superboy and the Legion of Super-Heroes* #242-244; *Tales of the Legion* #314-315, 319, 322-325; *Who's Who* '85 #6

Current: *Legion of Super-Heroes* (4) #16, 18, 27, 30, 32, 34; *Who's Who in the Legion of Super-Heroes* #1; *Who's Who* '91 #13



The Galaxy Borders as of 4/2995



The Dark Circle

Dev-Em

DEX:	15	STR:	25	BODY:	18
INT:	5	WILL:	8	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	40	HERO POINTS:	60		

- Powers:** Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Heat Vision: 17, Invulnerability: 21, Microscopic Vision: 15, Sealed Systems: 13, Super Breath: 13, Super Hearing: 6, Superspeed: 10, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13
- Skills:** Martial Artist: 7, Weaponry: 7
- Advantages:** Lightning Reflexes
- Drawbacks:** Serious Psychological Instability
- Motivation:** Psychopath
- Occupation:** Agent
- Wealth:** 4

Powers and Abilities

Dev-Em is a Daxamite and as such, gains all of their standard abilities. When under the light of a yellow star, Daxamites gain herculean strength and endurance. They can fly at over 30,000 miles per hour, survive the explosion of a thermonuclear bomb, and travel thorough space unprotected (as indicated by their Flight, Body, Invulnerability, and Sealed Systems scores, respectively). Daxamites also possess a number of specialized vision powers and heightened senses, including: Heat Vision, X-Ray Vision, Ultra Vision, Telescopic Vision, Microscopic Vision, and Extended Hearing. All these Powers function much like those manifested by Superman.

Dev-Em keeps his Daxamite powers at all times, even under a red sun, because of the lead-poisoning antidote given to him by the Interstellar Counter-Intelligence Corps.

Daxamite Vulnerabilities

Daxamites have Fatal and Loss Vulnerabilities to lead. If a Daxamite comes within 3 APs of the element (or any compound that contains it), he immediately loses his Powers, and his Physical Attributes drop down to 4. Thereafter, the Daxamite loses one point of Current BODY Condition every minute (4 APs of time) until he is either removed from the presence of the lead or dead. If the

Daxamite is successfully removed from the lead's influence, he may Recover normally, and his Powers return at the rate of 1 AP per minute. In any case, each exposure permanently reduces each of the Daxamite's Powers and Physical Attributes by a number of APs equal to the number of minutes the exposure lasted (Attributes to a minimum of 4).

Daxamites also lose all their Powers (and their Physical Attributes are reduced to 4) when they are not in the presence of yellow sun radiation. Daxam itself sits beneath a red sun.

Dev-Em is protected from these vulnerabilities by the lead-poisoning antidote given to him by the ICC. Unlike the serum developed by Brainiac 5, however, this one can be intentionally scaled back by the ICC, making him vulnerable and controllable.

Dev-Em in the 20th Century

Before he suffered nearly fatal exposure to lead and was transported to the 30th century, Dev-Em was considerably more powerful. Although he was not yet mentally unstable, he was still an extremely cruel and brutal individual.

DEV-EM (20TH CENTURY)

DEX:	17	STR:	27	BODY:	20
INT:	5	WILL:	8	MIND:	7
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	42	HERO POINTS:	50		

- Powers:** Directional Hearing: 10, Extended Hearing: 10, Flight: 17, Heat Vision: 19, Invulnerability: 23, Microscopic Vision: 17, Sealed Systems: 15, Super Breath: 15, Super Hearing: 8, Superspeed: 12, Systemic Antidote: 20, Telescopic Vision: 15, Thermal Vision: 15, X-Ray Vision: 15
- Advantages:** Lightning Reflexes
- Drawbacks:** Fatal Vulnerability: lead, Range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lead, Range of 3 APs; Loss Vulnerability (all Powers and Physical Attributes): lack of yellow sun radiation, range of 0 APs.
- Motivation:** Thrill Seeker
- Occupation:** Bully
- Wealth:** 3

Personality/Role-playing

Even before his mind was (probably) effected by his trip through time and lead poisoning, Dev-Em was an antisocial bully. His greatest pleasure was to torment who he saw as the ultimate dweeb: Lar Gand

Now that he is free from the painful effects of lead-poisoning, and maintains his powers under any color of sun, he is truly a dangerous force to be reckoned with. His staggering powers, coupled with his unpredictability, make him nearly unstoppable.

Fortunately for the rest of the galaxy, the ICC keeps a very watchful eye on Dev-Em, and they are ready to "pull the plug" on him if he goes too far. Unfortunately, the ICC's view of what "going to far" is differs wildly from most other organizations.

Using Dev-Em in Adventures

In the 20th century, Dev-Em can be used in adventures that take place between his departure from Daxam and his final fight with Valor. A possible adventure might involve the L.E.G.I.O.N. coming across Dev-Em. The resulting battle could foreshadow future conflicts with the LSH.

As an agent for the ICC in the 30th century, Dev-Em can be used in any number of espionage missions, wreaking havoc behind enemy lines. His lack of subtlety and random behavior can lead his missions astray, leaving the Player Heroes to come in and pick up the pieces, or perhaps even battle him face-to-face.

Subplots

Dev-Em's career as an ICC agent is often threatened by his erratic behavior and violent outbursts in a Job Subplot.

Valor and Dev-Em have been Enemies for a thousand years, and will inevitably come into conflict in the 30th century.

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

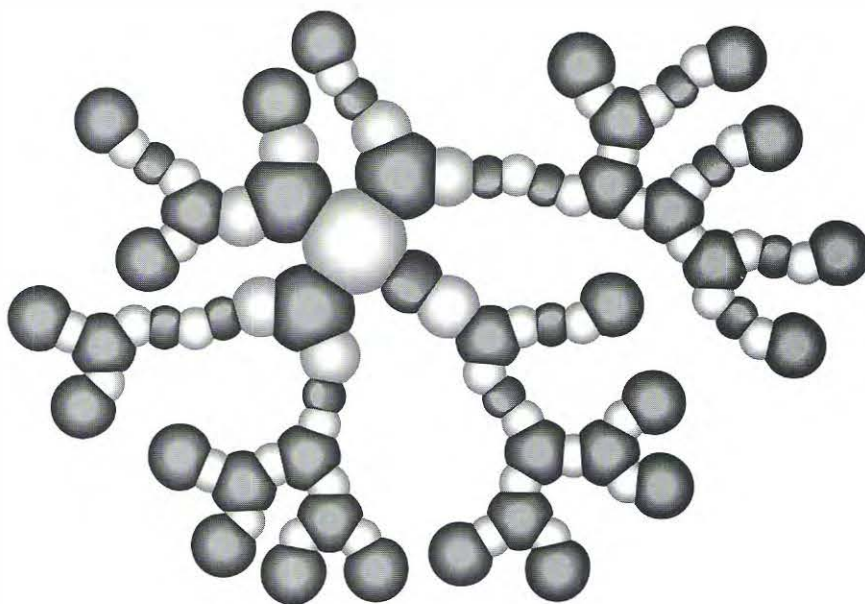
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #287-288, 320; *Legion of Super-Heroes* (2) #294, 299-300; (3) 14; *Tales of the Legion* #317, 319, 322-325; *Who's Who in the Legion of Super-Heroes* #2

Current: *Adventures of Superman* #478; *Legion of Super-Heroes* (4) #6 (text), 39; *Who's Who* '91 #9



Lead Poisoning Serum Molecule

DOCTOR PSYCHO

DEX:	2	STR:	2	BODY:	3
INT:	10	WILL:	9	MIND:	9
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	18	HERO POINTS:	50		

- Powers:** Mental Illusion (see below): 15, Broadcast Empath: 10, Empathy: 10, Hypnotism: 5, Mind Blast: 5, Mind Shield: 3, Shrinking: 1
- Skills:** Medicine: 4, Occultist: 4
- Limitations:** Dr. Psycho's Shrinking is Always On, being a consequence of his extreme dwarfism and not an actual Power.
- Advantages:** Scholar (psychology)
- Drawbacks:** Minor Irrational Attraction to hurting women; Minor Physical Restriction (dwarfism)
- Alter Ego:** Unknown, but reputed to actually be "Dr. Psycho."
- Motivation:** Psychopathic
- Occupation:** Therapist
- Wealth:** 4

Mental Illusions

Dr. Psycho uses the Power Mental Illusion, which is not listed in the *Character Handbook*. It is described as follows:

- Link:** WILL •**Range:** Normal
- Type:** Dice
- Base Cost:** 50 •**Factor Cost:** 6

This Power allows its user to alter the perception of his target, causing him to perceive (see, hear, smell, etc) whatever the user wishes. The mental illusion is visible only to its target but that person will react to it as if it were real.

To project a mental illusion, the user must make an action check with AV/EV equal to APs of Mental Illusion against an OV/RV equal to the target's INT/MIND. If RAPs exceed the victim's MIND, the victim perceives whatever the user wishes (no telepathic contact is necessary). The illusions will endure for a time in APs equal to the RAPs which exceeded the victim's MIND. A subsequent Check can be made before this time is up to continue the illusions.

A victim of Mental Illusion can subconsciously combat its effects each phase by making a check

using his INT/WILL as the AV/EV against an OV/RV equal to APs of the user's Mental Illusion Power. Hero Point expenditure on the OV/RV is not allowed. If the victim's cumulative RAPs exceed the user's APs of Mental Illusion, the victim's perception returns to normal.

A target under the effects of Mental Illusion can sustain damage if he is "attacked" by the illusion he is experiencing. Any illusory danger created will fight with Attributes, Skills, and Powers equal to the user's APs of Mental Illusion. Damage by illusory assailants is sustained by the target's MIND, though the target may perceive it as physical damage.

Powers and Abilities

Dr. Psycho's horrific ability to alter the perception of others is so powerful that he has used it to influence such characters as Wonder Woman and the Greek god Hermes. He often augments this ability by using his Broadcast Empath Power to cause his victim to react to the illusions as he wishes. If a successful Check is made with Broadcast Empath, Dr. Psycho gains -2 Column Shifts on the RV for his Mental Illusion Attack against that victim.

In addition to his powers of mental illusion, Dr. Psycho can read the minds and emotions of anyone within the range of his power and can deliver a mental blast capable of stunning a hero or rendering a normal human unconscious.

Captain Wonder

When Dr. Psycho's powers first began to manifest, it was while he was hypnotizing a young girl named Marva. While she was in a trance, Psycho was able to use Marva as a medium to extract ectoplasmic energy from the ether and shape it into anything he desired. He used this power to create new bodies for himself which he could "wear and discard at will, like a cloak." After Marva's death, Psycho created an "ectoplasmatron" to replace her as his conduit to the spiritual world. One of the bodies Dr. Psycho created for himself was Captain Wonder, drawn from the mind of Steve Trevor. Captain Wonder possessed all the powers and abilities Trevor believed Wonder Woman possessed. Since Trevor perceived Wonder Woman's powers as greater than they actually were, so was Captain Wonder more powerful than Wonder Woman herself.

CAPTAIN WONDER

DEX:	16	STR:	19	BODY:	16
INT:	10	WILL:	9	MIND:	9
INFL:	6	AURA:	4	SPIRIT:	7
INITIATIVE:	36	HERO POINTS:	50		

- Powers:** Directional Hearing: 5, Flight: 15, Running: 8, Telescopic Vision: 4, Swimming: 7
- Skills:** Acrobatics: 12, Martial Artist: 13
- Advantages:** Lightning Reflexes

Dream Bombs

It is believed that Dr. Psycho can plant "dream bombs" in the minds of those he has encountered. When they activate, these bombs produce a nightmare, pre-programmed by Psycho when the bomb is implanted. These nightmares are often layered for greater terrifying effect, allowing the victim to believe that he has awakened when he is actually still dreaming. This effect could take place a number of times before the victim actually wakes, causing him to fear that his present reality is actually another dream.

To plant a dream bomb, Dr. Psycho determines the exact nature of the dream and how far into the future it will occur. He then makes an Action Check using his APs of Mental Illusion as AV/EV against his intended victim's INT/MIND as OV/RV. Positive RAPs indicate that the bomb is implanted in the target's subconscious mind.

Personality/Role-playing

Truly a psychotic dwarf, Dr. Psycho is obsessed with causing the emotional suffering of others. Due to his being mocked and shunned by girls during his youth, this sadistic nature is aimed primarily towards women, and Wonder Woman in particular.

In Psycho's twisted mind he thinks of himself as an artist or composer, creating masterpieces of nightmarish horror in the minds of his victims. He sees everyone he encounters as clean canvases which could serve as his next brilliant work.

Using Doctor Psycho in Adventures

Dr. Psycho is an excellent background villain, masterminding the downfall of Wonder Woman (or other heroes) and manipulating them from afar. His victims could actually encounter him a number of times before realizing that Psycho is the true enemy. By this time, his powers may have created lasting effects.

Dr. Psycho often uses his extensive skills as a clinical psychologist as cover during his exploits. He will typically cause those he encounters to perceive him as someone else while he poses as a psychologist or therapist. Heroes could encounter Psycho as someone else and not realize his true identity until it is too late.

Subplots

Dr. Psycho's obsession with destroying Wonder Woman is currently the driving force behind his sadistic exploits (Enemies Subplot). He is broad-thinking enough to extend this vendetta against Wonder Woman's friends as well, hoping to hurt her through them.

Some time ago, Dr. Psycho (in the guise of Captain Wonder) was smitten by the Silver Swan (actually Helen Alexandros, herself transformed) in a strange Romance Subplot.

Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *Wonder Woman* (1) #5, 18, 160, 165, 167; *World's Finest Comics* #248-249

Pre-Crisis; Earth-One: *Crisis On Infinite Earths* #9; *Who's Who* '85 #7; *Wonder Woman* (1) #288-290, 323

Current: *Who's Who* '91 #11; *Wonder Woman* (2) #51-53 (behind the scenes), 54-56, 59, 61 (mention), 65

DOCTOR SPECTRO

DEX:	4	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	75		

- Skills:** Gadgetry: 8, Scientist: 8, Vehicles: 5
- Advantages:** Connections: Captain Atom (Low), General Wade Eiling (High); Genius; Scholar (optics); Miscellaneous: Dr. Spectro knows part of Captain Atom's Dark Secret.
- Drawbacks:** Unluck
- Alter Ego:** Tom Emery
- Motivation:** Mercenary
- Occupation:** Government Operative
- Wealth:** 6
- Equipment:**
SPECTRO SUIT [STR: 5, BODY: 5, Flash: 10, Illusion: 12, Heat Vision: 10, Invisibility: 10]
FLYING PLATFORM [STR: 5, BODY: 6, Flight: 8, Energy Blast: 10, R#: 3]
HOLOGRAM PROJECTOR [BODY: 4, Extended Hearing: 13, Illusion: 13, Telescopic Vision: 13, R#: 3] Note: Projector is a large and bulky device (2 APs weight) that must be "fired" from a tripod.
Hypno-Beam Goggles [BODY: 1, Control: 9, R#: 3] Limitations: Control has a range of 2 APs; Spectro must look into target's eyes to attack with Control; Control only puts victim into trance: Character will mindlessly follow Spectro and obey simple commands, but can make a free check to break free if given a self-destructive command.

Powers and Abilities

Dr. Spectro has no innate super powers, relying instead on his various color-based gadgets in combat. Spectro's suit has many weapons and other devices built in, including: a laser powerful enough to melt through concrete (Heat Vision), hypnotic goggles that can render a target helpless (Control), and light-generating pods distributed all over the costume, that can generate holograms or bright light (Illusion, Flash), or even make Spectro all but Invisible.

In addition to his costume, Spectro utilizes a number of larger devices as well. He uses a special Flying platform that can reach speeds in excess of 250 miles per hour that mounts a powerful Energy Blaster between the handlebars. Spectro also has a

large, semi-portable hologram projector that can send holographic images complete with sound up to 8 miles away, as long as there is an unobstructed line-of-sight from the projector to the target. The projector is also equipped with telescopic sights and a parabolic microphone that allow Spectro to see and hear whatever is going on at the target zone, so he can properly direct the hologram.

Charlie Hendel

Currently Charlic Hendel (another man under Eiling) has been using Dr. Spectro's equipment. He is a ruthless backstabber who deliberately put Emery into a coma to take his job.

SPECTRO

DEX:	5	STR:	4	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	50		

- Skills:** Weaponry: 5, Vehicles: 5
- Advantages:** Connection: General Wade Eiling (High)
- Alter Ego:** Charlie Hendel
- Motivation:** Mercenary
- Occupation:** Government Operative
- Wealth:** 5
- Equipment:**
As Doctor Spectro, above.

Personality/Role-playing

Tom Emery is a crafty man who decided to cash in on the fabricated story of Dr. Spectro for personal gain. Since he's only in it for the money, he will never fight to the finish, and will use his holographic gadgets to make good his escape if a battle turns against him.

A major weakness of Dr. Spectro is his reliance on his gadgets. Since he is a poor marksman, and a worse hand-to-hand fighter, he becomes helpless if deprived of his technology. For this reason, as well as his dislike of costumed "antics," Spectro will often stay in the background, casting his Illusions from miles away.

Using Doctor Spectro in Adventures

Although his "traditional" enemy is Captain Atom, Spectro is clearly no match for the hero. He

fares best against normal human targets, where his Illusion and Control Powers can make quick work of the opposition. Lower-powered super heroes might find him a challenging foe as well.

Since Spectro is a Government operative, he can also be used as a Player Character, working alongside such agents as Black Thorn and Peacemaker. However, his involvement with the Government is secret, so any such missions would have to be covert operations.

Subplots

Doctor Spectro is involved in a completely fictional Enemies Subplot with his "nemesis," Captain Atom. The two have only actually fought a couple of times, but public opinion is that they have been enemies for years.

In a Miscellaneous Subplot, Emery has been poisoned and replaced by another of General Eiling's men, Charlie Hendel. Emery remains in a coma, while Hendel continues to operate as Spectro.

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

Come On Down!

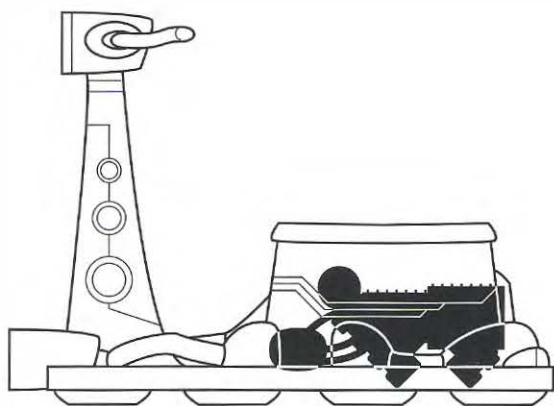
Appearances in DC Comics

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

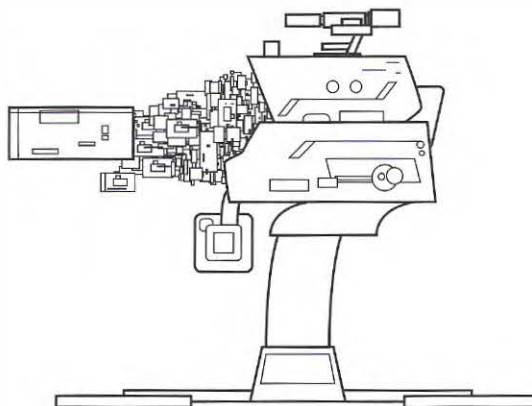
Doctor Spectro (pre-Crisis): *Captain Atom* (2) #79, 81; *Crisis On Infinite Earths* #9-10

Doctor Spectro I (current): *Captain Atom* (3) #5-6, 15-16, 34, 39-40, 49, 50 (*behind the scenes*); *Who's Who* '87 (2) #2; *Who's Who* '91 #11

Spectro II: *Captain Atom* (3) #39-40, 49-50



Jet-powered Platform



Portable Hologram Projector

DRAAGA *-deceased*

DEX:	12	STR:	17	BODY:	12
INT:	2	WILL:	4	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	22	HERO POINTS:	65		

- Skills:** Martial Artist: 15, Weaponry: 12
- Advantages:** Connections: Warworld (High), K'Raamdyn (Low); Lightning Reflexes
- Drawbacks:** Catastrophic Irrational Attraction to killing Superman in combat; Minor Rage; Strange Appearance
- Alter Ego:** Death-Rite
- Motivation:** Psychopathic
- Occupation:** Gladiator
- Wealth:** 3
- Equipment:**
ARMOR [BODY: 15]

Powers and Abilities

Draaga's alien physiology gave him massive superhuman strength, sufficient to smash through hardened steel with his bare hands and lift weights in excess of 2000 tons. This same strengthening also granted his body the toughness to resist all but the most powerful of explosives.

More important than his natural-born Powers were Draaga's years of gladiatorial combat in Warworld's Great Games. This experience gave him expert skill at arms (Weaponry), and made him master of dozens of alien Martial Arts. These Skills, combined with his single-minded determination, made Draaga a warrior to be feared across the galaxy.

Background Update

Draaga was one of Brainiac's mind-controlled pawns in the attack on Earth known as the "Panic in the Sky." During that battle, Draaga managed to break free of Brainiac's control, and grew to respect the other heroes' bravery in combat. In a final act of self-sacrifice, Draaga hurled himself into Brainiac's Doomsday Weapon, giving the other heroes time to fling the Weapon a safe distance from Earth before it overloaded and detonated.

Personality/Role-playing

Draaga was a warrior, first and foremost. His life was a series of conflicts, from his early days as a

soldier to his glory as Warworld's champion. When he first encountered Superman, his goal was simple: total victory.

When he was left alive after suffering defeat at the hands of the Man of Steel, his unwavering determination was turned again to one task: hunt down Superman and fight him to the death.

At this point in Draaga's life, he was a bold and merciless fighter, and would not hesitate to kill his chosen opponent. The only thing he hated more than defeat was weakness, like the weakness shown by the deposed warlord Mongul.

During the battle with Brainiac, however, Draaga began to see that there was more to life than simply the next battle. He began to see that what really mattered was the cause you were fighting for, and not just the fight itself.

It was this realization that lead to Draaga's final act of courage: sacrificing his own life to save Matrix (a.k.a. Supergirl), and aiding in the ultimate defeat of Brainiac. Had he survived that battle, Draaga might have become a powerful force for good.

The Death-Rite

Draaga's people are a race of warriors that value honor and glory above all else. If one of their number should fall in combat, and not be killed, it then becomes his sole task in life to finish the battle, in the so-called "death-rite."

In the death-rite, the defeated warrior must regain his lost honor by hunting down his opponent, no matter where he might be, and engaging him in a fight to the finish. Only when one of the combatants lies dead can the rite be complete.

During this fight, the warrior's attention is solely on his death-rite opponent. Because of his single-minded pursuit of his target, the warrior suffers a -1 Column Shift penalty to his OV against attacks from other sources, but his target suffers the same OV penalty against his attacks.

Using Draaga in Adventures

If Player Heroes are travelling through space, they might end up on Warworld, where the mightiest of their number would be forced to face Draaga in single combat. Since the Heroes would probably be unwilling to kill Draaga (if they win), they might also incur the death-rite, just as Superman did.

On Earth, Draaga can be used as a rampaging villain, out to find Superman and kill him. Player Characters would have to intervene to prevent

bystanders from being harmed, as well as incapacitating the ravaging Draaga.

In a large super hero team-up against a powerful foe (such as Brainiac), Draaga might start the adventure as a villain, but switch sides during the battle, provided he sees the Player Heroes fighting bravely for a good cause. In such instances, the Gamemaster should keep in mind that Draaga is not truly evil, merely a pure warrior lacking moral guidance.

Subplots

Draaga's sole driving force until shortly before his death was the need to kill Superman (Enemies Subplot).

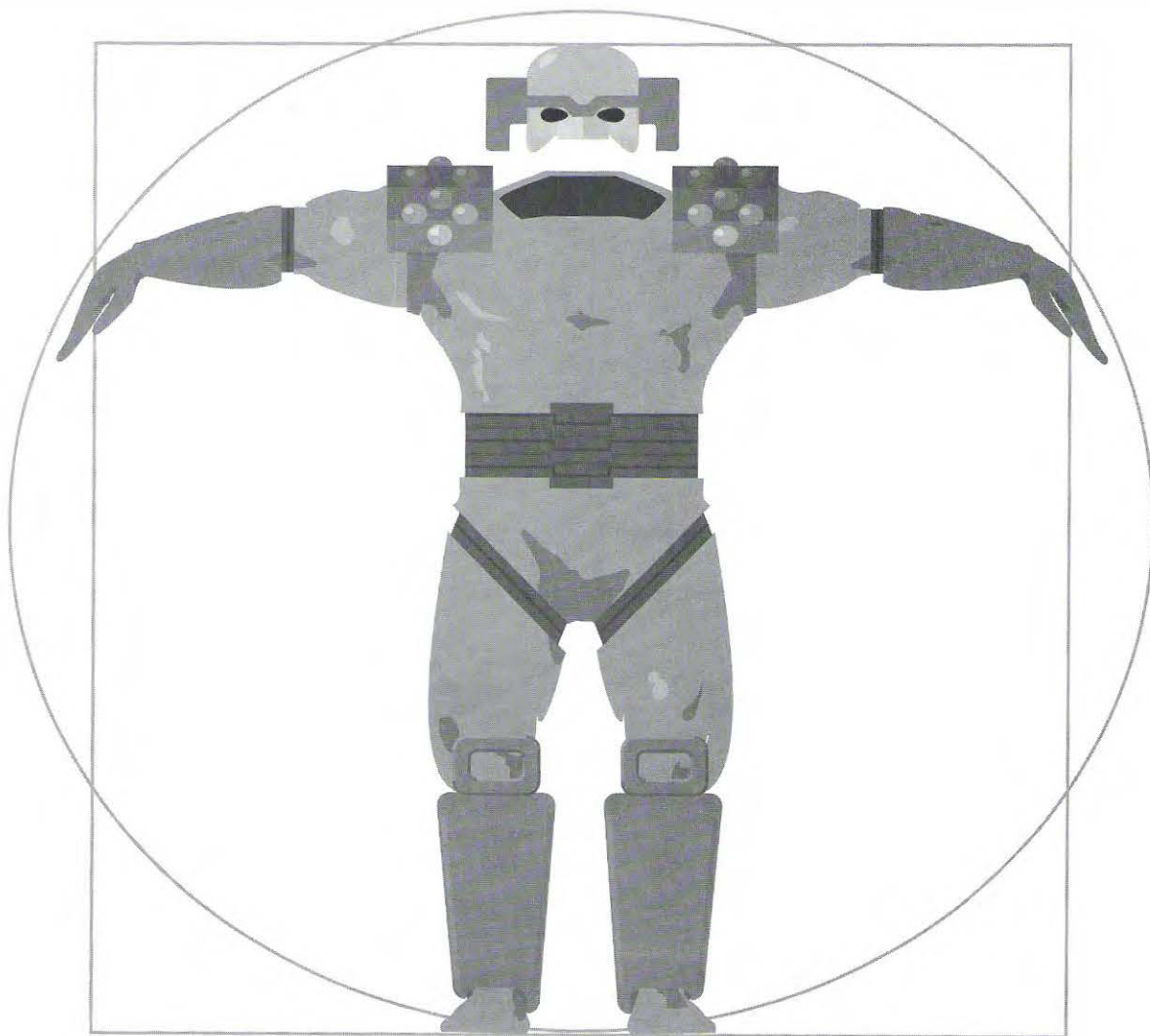
After he deposed the warlord Mongul, Draaga was the figurehead leader of Warworld, in a Job Subplot he had little patience for.

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

Superman- The Man of Steel Sourcebook

Appearances in DC Comics

Action Comics #650-651, 674-675; Action Comics Annual #2; Adventures of Superman #455, 464-465, 488; Superman (2) #32-33, 41-42, 65; Superman: The Man of Steel #9-10; Who's Who '91 #10



Draaga's Battle Armor on War World

THE ERADICATOR

THE ERADICATOR (HUMANOID)

DEX:	12	STR:	25	BODY:	20
INT:	8	WILL:	9	MIND:	8
INFL:	9	AURA:	4	SPIRIT:	6
INITIATIVE:	39	HERO POINTS:	150		

- Powers:** Extended Hearing: 8, Directional Hearing: 8, Dispersal: 15, Energy Blast: 15, Flight: 27, Heat Vision: 15, Hypnotism: 13, Lightning: 13, Matter Manipulation: 20, Sealed Systems: 25, Solar Sustenance: 25, Super Hearing: 8, Superspeed: 10, Telekinesis: 20, Telepathy: 9, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13
- Skills:** Gadgetry: 13, Scientist: 13
- Bonuses:** Miscellaneous: The Eradicator receives a -2 Column Shift bonus to the RV whenever he makes any attack against a Kryptonian (i.e. Superman); Telepathy can be used to establish a permanent "mind link" with any Kryptonian, allowing both linked characters to know where the other is and what he is thinking. This "mind link" is temporarily disrupted in strong magnetic fields.
- Limitations:** Hypnotism has No Range.
- Advantages:** Area Knowledge (Krypton); Genius; Iron Nerves; Scholar (Kryptonian history)
- Drawbacks:** Catastrophic Irrational Attraction to remaking Krypton.
- Motivation:** Power Lust

Powers and Abilities

When the Eradicator took on human form, it became a fabulously powerful energy being. It had many powers in common with Superman, including his strength and durability. As an energy being, however, the Eradicator could also become intangible (Dispersal), and had control over many forms of energy (Energy Blast, Lightning).

The Eradicator could propel itself through space at over 36,000 miles per second, fast enough to Fly from Earth to the Sun in about an hour. In addition, it seemed to require neither food nor air to survive (Solar Sustenance, Sealed Systems).

In addition to its incredible physical powers, the Eradicator possessed several mental powers as well. It could subtly influence the actions of others through suggestion (Hypnotism), and it could communicate with others using Telepathy.

Perhaps the most devastating power of the Eradicator was its ability to move, rearrange, and transform existing matter through sheer force of will (Matter Manipulation, Telekinesis). One example of this power was when it demolished a run-down tenement and remade it as a shining Kryptonian building. The Eradicator presumably used this same ability to cause changes in the sun's makeup so that it would eventually become a red dwarf like Krypton's.

The Eradicator Device

When Superman first discovered the Eradicator, it was in the form of a small device that resembled the birthing matrix in which he had been sent to Earth. The Eradicator was originally created in this shape, and was intended to be a weapon. Over the millennia, however, the device developed an artificial intelligence, and many other powers as well.

The full extent of the power of the Eradicator is unknown. The description below only lists the Powers it displayed during its quest to recreate Krypton.

THE ERADICATOR [BODY: 20, INT: 8, WILL: 9, MIND: 8, Bomb: 15, Energy Blast: 15, Force Field: 20, Hypnotism: 13, Illusion: 15, Matter Manipulation: 20, Mind Probe: 15, Mutation: 15, Power Reserve: 15, Remote Sensing: 50, Suspension: 30, Telekinesis: 20, Telepathy: 9, Teleportation: 50]

The Phantom Zone

The Phantom Zone is a misty, formless realm that bridges the present with the past of the planet Krypton. There is no oxygen in the Zone, but for some reason beings who enter the Zone can breathe. The laws of physics in the Earth dimension do not apply to the Phantom Zone. Hundreds, perhaps thousands of relics from Krypton float in the Zone, like a vast museum of lost science and technology.

The first known gateway into the Phantom Zone was created by the Eradicator in its attempt to recreate Krypton on Earth. The Phantom Zone has a Travel Value of 10, and can be reached using the Dimension Travel Power.

TRANS-DIMENSIONAL GATEWAY [BODY: 12, Dimension Travel: 10, R#: 2] Limitation: Dimension Travel can only be used to travel to and from the Phantom Zone.

Personality/Role-playing

The Eradicator is a cold and ruthless being. Its only purpose is to preserve the memory of Krypton by recreating it, elevating the subject planet's society to the level of "enlightenment" achieved by Krypton.

True to its programming, the Eradicator considers Kryptonian society to be the epitome of achievement. It cannot understand why anyone would want to live any other way, and will use any means necessary to achieve its goal.

Using the Eradicator in Adventures

The mission of the Eradicator is so specific that any adventure involving it will center on its attempts to recreate Krypton on Earth. A possible scenario might involve Superman being away from Earth, leaving the Player Heroes to put an end to the Eradicator's plans.

Subplots

When the Eradicator was "destroyed" and hurled into the sun by Superman, its energies lived on and evolved into the humanoid "Krypton Man" (Power Complication Subplot).

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

Superman- The Man of Steel Sourcebook

Appearances in DC Comics

Action Comics #643, 646, 651-652, 667 *Action Comics Annual* #2; *Adventures of Superman* #455, 457, 458 (behind the scenes), 459-461, 464-465, 480; *Superman (2)* #32-33, 41-42, 57; *Superman: The Man of Steel* #1; *Who's Who* '91 #13



the Eradicator device

FEMALE FURIES

BERNADETH

DEX:	6	STR:	5	BODY:	8
INT:	6	WILL:	7	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	8
INITIATIVE:	20	HERO POINTS:	55		

- Skills:** Military Science: 4, Weaponry: 9
- Advantages:** Area Knowledge (Apokolips); Connections: Female Furies (High), Desaad (High), Apokolips (Low); Lightning Reflexes
- Drawbacks:** Minor Irrational Hatred of Lashina
- Motivation:** Power Lust
- Occupation:** Leader of Female Furies
- Equipment:** Fahren-knife [BODY: 8, EV: 8, Heat Vision: 12, Flight: 5] The Fahren-knife can expand from the size of a dagger to short sword size. It can also fly at any target Bernadeth desires.

STOMPA

DEX:	7	STR:	9	BODY:	11
INT:	3	WILL:	7	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	7
INITIATIVE:	17	HERO POINTS:	50		

- Skills:** Martial Artist: 6, Military Science: 3, Weaponry: 8
- Advantages:** Area Knowledge (Apokolips); Connection: Female Furies (High)
- Motivation:** Thrill Seeker
- Occupation:** Female Fury
- Equipment:** HEAVY MATTER BOOTS [BODY: 12, EV: 16, Jumping: 2] Stompa's Heavy Matter Boots, or "Gun-Boots," can crush almost any material. She can also use them to stomp on her foes.

MAD HARRIET

DEX:	9	STR:	8	BODY:	10
INT:	3	WILL:	7	MIND:	8
INFL:	5	AURA:	4	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	50		

- Skills:** Acrobatics: 4, Martial Artist: 7, Weaponry: 10
- Advantages:** Area Knowledge (Apokolips); Connection: Female Furies (High); Lightning Reflexes
- Drawbacks:** Minor Irrational Attraction to pain; Minor Psychological Instability
- Alter Ego:** Harriet the Hag
- Motivation:** Psychopathic
- Occupation:** Female Fury
- Equipment:** POWER SPIKES [BODY: 10, EV: 15] Mad Harriet's Power Spikes can cut through almost any material.

ARTEMIS

DEX:	8	STR:	7	BODY:	9
INT:	5	WILL:	7	MIND:	7
INFL:	5	AURA:	4	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	50		

- Skills:** Animal Handling: 9, Gadgetry: 8, Weaponry: 10
- Advantages:** Area Knowledge (Apokolips); Connection: Female Furies (High); Lightning Reflexes; Pets (Cyberpak)
- Motivation:** Thrill Seeker

- Occupation:** Female Fury

Equipment:

Bow [BODY: 10, STR: 8] Artemis' bow can shoot arrows to a range equal to its STR (1/4 mile).
Damage Arrows [BODY: 2, EV: 6]
Bola Arrows [BODY: 13, STR: 9]

Artemis keeps 2-3 of her cybernetically enhanced wolfhounds with her at all times (her Cyberpak). They are sequentially named (Unus, Secundus, Tertius, etc).

WOLFHOOUNDS OF ARTEMIS

DEX:	4	STR:	3	BODY:	5
INT:	2	WILL:	5	MIND:	5
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	9				

- Powers:** Analytical Smell/Tracking Scent: 8, Claws: 4, Extended Hearing: 3, Ultra Vision: 3
- Drawbacks:** Catastrophic Irrational Attraction to following Artemis' orders

LASHINA

DEX:	8	STR:	8	BODY:	9
INT:	5	WILL:	7	MIND:	8
INFL:	6	AURA:	5	SPIRIT:	8
INITIATIVE:	23	HERO POINTS:	55		

- Skills:** Martial Artist: 8, Military Science: 4, Thief: 5, Weaponry: 10
- Advantages:** Area Knowledge (Apokolips); Connections: Female Furies (High), Suicide Squad (High); Lightning Reflexes
- Drawbacks:** Serious Irrational Hatred of Bernadeth
- Alter Ego:** Duchess
- Motivation:** Thrill Seeker
- Occupation:** Female Fury, Former Suicide Squad Member
- Equipment:** BATTLE LASHES [Body: 8, STR: 9, EV: 10] Lashina's Battle Lashes have a maximum range of 4 APs (160 feet).
Mega-Gun [BODY: 7, EV: 8, Bomb: 9, R#: 2] Lashina (Duchess) used the Mega-Gun while a member of the Suicide Squad.

The Fury Cadets

Recently, a number of Female Fury "Cadets" have gone on a killing spree on Earth, collecting badges of identity from slain policemen, firemen, heroes, etc.

MALICE VUNDABARR

DEX:	4	STR:	3	BODY:	8
INT:	6	WILL:	8	MIND:	9
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:	14	HERO POINTS:	35		

- Powers:** Bomb: 5, Claws: 3
- Advantages:** Area Knowledge (Apokolips); Connection: Female Furies (High); Iron Nerves; Pet (Chessure)
- Motivation:** Thrill Seeker
- Occupation:** Female Fury Cadet

Little Malice's evil companion is Chessure, a wicked creature of shadow who attacks those attracted to the innocent miss Vundabarr.

CHESSURE

DEX:	6	STR:	6	BODY:	11
INT:	2	WILL:	8	MIND:	6
INFL:	3	AURA:	3	SPIRIT:	6
INITIATIVE:	13				

- Powers:** Claws (teeth): 7. Darkness: 4, Two-Dimensional: 6
- Advantages:** Connection: Female Furies (Low); Lightning Reflexes
- Drawbacks:** Serious Irrational Attraction to protecting and following orders of Malice Vundabarr; Strange Appearance
- Motivation:** Thrill Seeker

SPEED QUEEN

DEX:	10 (4)	STR:	8 (5)	BODY:	8
INT:	4	WILL:	6	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	20(14)	HERO POINTS:	35		

- Skills:** Acrobatics: 5, Vehicles: 4, Weaponry: 7
- Advantages:** Area Knowledge (Apokolips), Connection: Female Furies (High); Lightning Reflexes
- Motivation:** Thrill Seeker
- Occupation:** Female Fury Cadet
- Equipment:**
Zip-Gloves [BODY: 8, DEX: 10, STR: 8, Superspeed: 5] Limitation: Superspeed only subtracts from the time to perform tasks.
SKATES [BODY: 8, EV: 8, Running: 8, Cling: 3]
Speed Queen's skates allow her to move at incredible speeds, even up vertical surfaces. However, they leave a constant wake of destruction beneath their treads.

GILITINA

DEX:	6	STR:	5	BODY:	7
INT:	4	WILL:	5	MIND:	9
INFL:	4	AURA:	6	SPIRIT:	6
INITIATIVE:	16	HERO POINTS:	35		

- Powers:** Disintegration: 18
- Limitations:** Power Restriction: Gilotina's Disintegration Power only causes damage upon contact; It has no continuing effect.
- Advantages:** Area Knowledge (Apokolips); Connection: Female Furies (High)
- Drawbacks:** Minor Irrational Attraction to pain
- Motivation:** Thrill Seeker
- Occupation:** Female Fury Cadet

BLOODY MARY

DEX:	8	STR:	6	BODY:	9
INT:	5	WILL:	8	MIND:	8
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:	22	HERO POINTS:	35		

- Powers:** Telekinesis: 7
- Skills:** Weaponry: 6
- Limitations:** Miscellaneous: Bloody Mary's Telekinesis Power manifests as beams of solid light between her and her target. These beams can be touched and handled by anyone.
- Advantages:** Area Knowledge (Apokolips); Connection: Female Furies (High); Lightning Reflexes
- Drawbacks:** Catastrophic Irrational Attraction to harming anyone who touches her; Minor Irrational Attraction to blood
- Motivation:** Thrill Seeker
- Occupation:** Female Fury Cadet

Powers and Abilities

As part of Darkseid's Special Powers Force, The Female Furies are some of the strongest warriors Apokolips has to offer. Under the training of Granny Goodness, the Furies are constantly in stiff competition with each other and with many "Fury wannabe's," hence their skills are always well honed and never have an opportunity to deteriorate.

Personality/Role-playing

The Female Furies sadistic and ruthless, as easily capable of killing innocent bystanders as pulling the wings off flies. Their enjoyment in tormenting others is second only to their desire to serve Darkseid.

Using the Female Furies in Adventures

The Female Furies need little or no provocation to rain terror on the Earth. This, combined with the fact that a GM can mix and match whatever Furies he wishes with no rationalization, makes the Female Furies extremely versatile. They could just as easily be playing a game of "collect the heads of the heads of state" as performing some dread task for Darkseid.

Subplots

The Furies are occasionally embroiled in an Enemies Subplot as they are sent to harass or kill Big Barda and/or Mister Miracle. Other than this, the group's entire lives revolve around their Job Subplot as members of Darkseid's Special Powers Force.

The only Fury with more extensive Subplots is Lashina, who has been involved in a fluctuating Job Subplot when she contracted amnesia and worked with the Suicide Squad, only to be terminated (literally) and resurrected by Darkseid to take her place once more in the Furies.

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

Apokolips Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Mister Miracle* (1) #6, 8-12; *Who's Who* '85 #8

Current: *Checkmate!* #18 (Lashina only); *Firestorm, the Nuclear Man* #87 (Lashina); *Hawk and Dove* (3) #21; *Invasion!* #2 (Lashina); *Justice League International* #13 (Lashina); *Mister Miracle* (2) #17-18; *Suicide Squad* #3, 9-10 (Lashina), 13-20 (Lashina), 22-33 (Lashina), 34-36; *Suicide Squad Annual* #1 (Lashina); *Who's Who* '88 #1 (Lashina); *Who's Who* '91 #13

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 Link*

Cell Rot: 15*, Mutation: 15*, Power Drain: 14*,
Suspension: 15*, Time Travel: 35*

•**Skills:** Occultist: 12

•**Bonuses:** Glorith can use Time Travel to pull a person or object out of the past or future. This is treated as the Dimension Travel (Summoning) Power, replacing Travel Value with the APs of time the target is distant from her; Time Travel can be used to accelerate or reverse the aging process in any Character or object (see "The Ravages of Time" below); Suspension is Useable On Others (see "Frozen in Time" below).

•**Limitations:** Mutation can only evolve or devolve a target along its "actual" evolutionary path (exact effects determined by the Gamemaster); Power Drain works only on Time Travel.

•**Advantages:** Attractive; Scholar (history, politics); Miscellaneous: Glorith can increase her power by collecting mystical items. All of her Powers are raised by 1 AP for each Artifact in her possession.

•**Drawbacks:** Serious Irrational Attraction to power; Minor Rage

•**Motivation:** Power Lust

•**Occupation:** Empress

•**Wealth:** 8

•**Note:** The Power APs listed above represent Glorith's base abilities, without any Artifacts. She can usually be assumed to have at least five Artifacts, raising all of her Powers by 5 APs. During the recent Khund-U.P. war, she was in possession of no less than a dozen Artifacts, and probably many more.

Powers and Abilities

Glorith is an immensely powerful sorceress who can control the very flow of time itself. She uses this ability to achieve a variety of effects, not the least of which is the power to simply move herself or others through time. She can also use her powers to speed up or reverse the effects of time on any person or object (Time Travel, Cell Rot).

Additionally, Glorith can hold a person frozen in

time, effectively putting him in stasis, unable to move or even think. It is likely that she uses a variation of this ability on herself as well, to combat the effects of aging (Suspension).

Glorith can choose to evolve or devolve a target rather than altering its age. In this way she can transform men into slobbering apes, brilliant future beings, or helpless puddles of protoplasm (Mutation).

If her power over time fails her, Glorith can turn to her formidable arcane knowledge to defeat her foes (Occultist). She presumably used this lore to banish Valor to the Bgztl Buffer Zone in the 20th century (using the Ritual Magic Subskill to mimic Dimension Travel/Banishment).

Background Update

During the most recent Khundish invasion of U.P. space, it was discovered by the Legion that Glorith was behind the entire war. She had used her powers to put herself in place as the Khund's Demon Mother. Glorith then pulled "lostech" weapons from time, giving them to the Khunds. This technology allowed them to launch a devastating offensive.

During the war, the Khunds were also capturing numerous mystical artifacts, sending them back to the "Demon Mother." It was Glorith's intention to use these items to increase her powers, allowing her to finally achieve her goal of total domination of the universe.

Fortunately, Legionnaires Vi and Laurel Gand had managed to infiltrate the palace on Khundia. Glorith discovered Laurel and froze her in time. Glorith's concentration was shaken, however, when she received news of the Khund's defeat. During that moment of weakness, Vi emerged from a hiding place in Laurel's earring and fired a chrontal howitzer at Glorith, sending her to the End of Time.

Frozen in Time

Glorith can use her Suspension Power to put others in stasis. To accomplish this she makes an Attack, with AV/EVs equal to the APs of Suspension, and OV/RVs equal to the target's INFL/SPIRIT. Positive RAPs indicate success, although the degree of success varies. If the RAPs equal or exceed the target's SPIRIT, then Glorith can put the target in stasis for as long as she likes, breaking the stasis at any time. RAPs less than the target's SPIRIT indicate the number of phases the target is held in stasis before he breaks free.

Maintaining stasis requires great concentration. To represent this, Glorith must expend an Automatic Action each phase she maintains any target(s) in stasis. Additionally, any time Glorith breaks into a Rage, suffers an attack, or becomes otherwise distracted (GM discretion), she must make an Action Check using her MIND as both the AV/EV and the OV/RV (this Check does *not* count as her Dice Action). Success indicates that she maintains the stasis, but failure causes her to drop the stasis for one phase, after which it immediately returns (if Glorith remains conscious and wants it to).

The Ravages of Time

Glorith's favorite attack form is to literally age her opponents to dust. To accomplish this she uses her Time Travel Power as the AV/EV of an attack against any target in her line-of-sight. The OV is equal to APs of time Glorith wishes to age the target, while the RV equals the target's BODY.

RAPs less than the target's BODY are treated as Physical Killing Damage. If the RAPs equal or exceed the target's BODY, the target is immediately aged the appropriate amount, possibly causing instant death, depending on the target's maximum life span (For purposes of this Power, 30 APs can be considered maximum human life span. Other races are subject to Gamemaster discretion).

If she chooses, Glorith can also use Time Travel to make a target younger. The procedure for this is identical to aging a target, except that the target does not suffer any damage, and if the target's age is reduced to before birth, he ceases to exist.

Personality/Role-playing

Glorith of Baaldur is a cunning, ruthless manipulator who will stop at nothing to get what she wants. In her mind, all other beings are merely pawns for her to use or discard in order to achieve her goals.

Almost matching her powers in intensity is Glorith's temper. She hates to lose, and will not tolerate failure in her servitors. Her retribution in such instances is swift and decisive.

Glorith's one weakness is men. She loves to taunt, tease, and seduce attractive men of all races.

Although this tendency rarely reduces her effectiveness, it might provide a clue to her motivations when trying to uncover her plans.

Using Glorith in Adventures

Glorith desires absolute power, and will go to any lengths, no matter how complicated or dangerous, to acquire it. Her schemes usually include the use of both her time-displacement powers and her irresistible charisma, and involve a slight manipulation of the past followed up by a seduction in the present.

As with any Character that can directly affect time, Glorith must be used with *extreme* caution. She is probably best used as a manipulator in the background. The Player Characters might never have to directly face her, which is fortunate, since such a confrontation could easily end in ignominious defeat.

Subplots

Glorith's foremost enemy has always been the sorcerer Mordru, who was destined to rule the universe until Glorith's intervention. Recent events have put a damper on this usually intense Enemies Subplot.

In another complicated and long-running Enemies Subplot, Glorith has both created and opposed the Legion of Super-Heroes, becoming especially "fond" of Valor and Jo Nah as targets.

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

2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #338

Current: *Legion of Super-Heroes* (4) #5, 6 (text), 13, 15-16 (behind the scenes), 17; *Legion of Super-Heroes Annual* (4) #1; *Who's Who* '91 #9

HEAT WAVE

DEX:	5	STR:	3	BODY:	5
INT:	7	WILL:	4	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	40		

- Skills:** Gadgetry: 7, Thief: 4, Weaponry (Exotic): 7
- Advantages:** Connection: Flash's Rogues Gallery (High); Scholar (thermodynamics)
- Drawbacks:** Minor Irrational Fear of cold; Mistrust
- Alter Ego:** Mick Rory
- Motivation:** Responsibility of Power (formerly Mercenary)
- Occupation:** Inventor, Firefighter
- Wealth:** 3
- Equipment:**

Heat Gun [BODY: 5, Flame Project: 13, Heat Vision: 10] Bonus: Heat Vision has an Area Effect. Limitation: Flame Project has a maximum range of 1 AP.

INSULATED COSTUME [BODY: 4, Flame Immunity: 6]

Firefighting Device [BODY: 6, Flame Control: 8, R#: 3] Power Restriction: Flame Control can only be used to decrease the intensity and volume of flames.

Powers and Abilities

Heat Wave possesses no super-human powers or abilities, relying instead on his knowledge of heat and fire to create high-tech weaponry (Gadgetry, Scholar). Using his skills, he has constructed a highly flame-resistant costume (Flame Immunity) and a special firefighting device that actually sucks the heat energy from surrounding fires (Flame Control).

Heat Wave's most important gadget, however, is his Heat Gun. It is a compact and durable pistol-like weapon that he keeps in a holster on his left shoulder. Its primary mode of use generates a short-range stream of fire, much like a flamethrower (Flame Project). The Gun's secondary mode actually raises the temperature in a spherical area to nearly a thousand degrees by exiting the water molecules in the air, in the same fashion that a microwave oven heats food (Heat Vision).

Cryophobia

Ever since Rory was trapped in a freezing meat locker as a child, he has suffered from an overriding fear of the cold. His case was so severe that it drove

him to not only avoid cold things and places, but to actually pursue fire and heat as a way of life.

Rory's cryophobia is represented in game terms by his Minor Irrational Fear of cold. Whenever he is confronted by below-freezing temperatures or Characters using cold-based Powers, he must make a "Fear roll" each phase that he is exposed to them. If he rolls less than a 5 on 2D10, he must withdraw if possible, or be immobilized with fear until he can make a successful Fear roll in a subsequent phase.

Before receiving therapy while in prison, Rory's fear of cold was much more severe. When using Heat Wave during that era, change his Irrational Fear to Serious.

The Heat Wave Impostor

During the early days of Mick Rory's reformation, his parole officer used a device called a "Light-Mesmerizer" to hypnotize him and learn the secrets of his high-tech weapons. The parole officer used this knowledge to build some heat-based gadgets and become Heat Wave himself, framing Rory in the process. Aided by the second Flash (Barry Allen), Rory stopped the impostor, clearing his name.

HEAT WAVE IMPOSTOR

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

- Skills:** Charisma: 5, Thief: 3, Weaponry: 5
- Advantages:** Connection: Central City Department of Corrections (High)
- Drawbacks:** Dark Secret (criminal deeds); Secret Identity
- Alter Ego:** Edward Hobart
- Motivation:** Mercenary
- Occupation:** Parole Officer
- Wealth:** 4
- Equipment:**

Heat Gun [BODY: 5, Flame Project: 13]

INSULATED COSTUME [BODY: 4, Flame Immunity: 6, Thermal Vision: 6]

Light-Mesmerizer [BODY: 2, Hypnotism: 7, R#: 2]

FLYING BLOWTORCH [DEX: 6, STR: 6, BODY: 7, Air Control: 7, Flame Project: 12, Radio Communications: 8, Vehicles: 3, R#: 2]

Personality/Role-playing

While he was a criminal, Heat Wave was driven to commit crime more as a source of income than

anything else. He saw his life as a costumed criminal as the ideal outlet for his interest in fire.

However, Mick's heart was never really into being a criminal, and after receiving therapy for his fear of cold in prison, he decided to "go straight." After years of menial jobs located for him by the state, he nearly returned to crime once again. Fortunately, he finally found recognition (and financial stability) designing and building advanced firefighting equipment for fire departments across the country.

Currently, Mick is a rather well-adjusted member of the community. He looks back on his villainous days with a sense of nostalgia, and will only don his Heat Wave costume for the annual reunion of the Flash's Rogues Gallery, where he can cross verbal swords with his longtime rival, Captain Cold.

Using Heat Wave in Adventures

Heat Wave was an active enemy of the second Flash, and can be used as a villain in any adventures set in the pre-Crisis era. Since he has reformed, he only straps on his Heat Gun for the Rogues Gallery reunions. As those events often result in some sort of conflict, he could become involved in heroics (or crime) during one quite by accident.

Subplots

Even though he has given up crime, Mick occasionally has to deal with the negative effects of his Criminal Past. His long-standing rivalry with Captain Cold constitutes a bloodless Enemies Subplot.

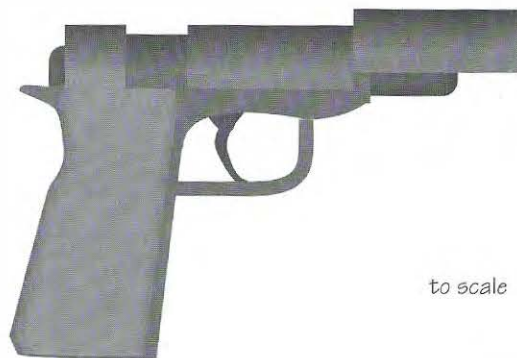
A major contributor to Rory's reform was a genuine friendship with the second Flash. Barry even entrusted him with the secret of his identity (Friends Subplot).

Appearances in DC Comics

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

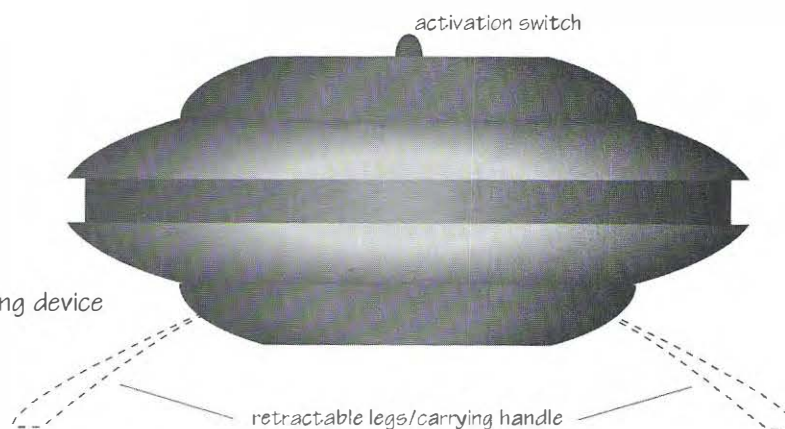
Pre-Crisis: *The Flash (1)* #140, 155, 166, 174, 193, 226, 231, 242-244, 248, 266-267, 275, 278-279, 312, 314-317; *Who's Who '85* #10

Current: *Blue Devil* #30; *Flash (2)* #19, 35-36; *Invasion!* #2; *Justice League Quarterly* #2; *Secret Origins (3)* #41; *Secret Origins Annual* #2; *Who's Who '91* #13



Heat Wave's Heat Gun

to scale



Heat Wave's heat energy absorbing device

retractable legs/carrying handle

HUGO STRANGE

DEX:	7	STR:	3	BODY:	5
INT:	9	WILL:	9	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	24	HERO POINTS:	75		

- Powers:** Hypnotism: 5, Suspension: 9 (see below)
- Skills:** Detective: 9, Gadgetry: 9, Martial Artist: 5, Medicine: 9, Scientist: 9
- Limitations:** Miscellaneous: Suspension is only usable to slow down autonomic processes and "simulate death." (See below.)
- Advantages:** Genius; Leadership; Scholar (psychology); Sharp Eye
- Drawbacks:** Serious Irrational Attraction to destroying Batman; Serious Irrational Attraction to protecting Batman's secret identity
- Motivation:** Psychopath
- Occupation:** Psychiatrist
- Wealth:** 10

Powers and Abilities

Strange boasts no super-human abilities, though he has dedicated most of his life to sharpening his mental faculties. A genius-level intellect, Professor Strange possesses nearly unparalleled knowledge of psychiatry and psychology. He is also an expert physicist and yoga master, a discipline that allows him to slow his autonomic functions and simulate death. When Strange started tangling with the Batman, he dedicated himself to physical fitness as part of a vain effort to match the Batman's physical prowess. Although this regimen has born some fruit, Strange is nowhere near a match for the Caped Crusader.

Psychology

Professor Strange's knowledge of psychology and psychiatry are nearly unequalled in the DC Universe. His skills are so well developed that he can frequently anticipate a target's actions or deduce facts about the target's life. In DC HEROES terms, once Strange has studied a subject for four months (or somehow acquired a detailed psychological profile of the subject), he can make predictions or deductions about the subject with a successful Medicine Action Check. The OV's and RV's of these Checks are

determined by consulting the Universal Modifiers table, basing the difficulty on the quantity and quality of information available on the subject. Picking up important details after a brief conversation would be Beyond the Limit (15/15), while making a deduction based on months on direct psychiatric analysis would only be Difficult (4/4). Treat RAPs from this Check much as you would the RAPs from the use of Detective Skill (see the *Character Handbook*, page 57; The more RAPs gained, the more detailed Strange's profile is, granting a deeper insight into the subject and more important information about him.

Note that any character with the Scholar (psychology) Advantage can duplicate this feat. Such characters do not receive their Scholar bonuses to the OV of "deduction" Action Checks; the Advantage simply allows them to make such Checks.

Yoga

As a yoga master, Strange has complete mastery over his mind and body, allowing him to slow or stop his autonomic functions. This ability allows Strange to duplicate all the abilities of the Suspension Power (*Character Handbook*, page 44), save for the fact that he cannot control the rate at which his body ages. Furthermore, Strange can use his yoga abilities to simulate death. The OV and RV of the Perception Check necessary to penetrate such a deception are both equal to Strange's APs of Suspension.

Thugs

Like most adversaries of the Caped Crusader, Hugo Strange tends to use large armies of thugs to carry out his plans.

STRANGE'S THUGS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	0		

- Skills:** Martial Artist: 4, Vehicles: 3, Weaponry: 4

Batman's Secret

During one of their earlier encounters, Professor Strange managed to discover Batman's secret identity, and for many years, this knowledge served as his greatest weapon. Strange was so intent on besting the Caped Crusader himself, however, that he

made no attempt to reveal Batman's secret to the rest of the world. Treat this mania as a Serious Irrational Attraction to safeguarding the secret.

Recently, Batman managed to erase all knowledge of his secret from Strange's memory. Whether or not this cure will prove permanent remains unknown.

Personality/Role-playing

Strange is brilliant, but poorly socialized. Throughout his life, his odd physical appearance has served to isolate him from most of society. After Strange was appointed to Gotham's Vigilante Task Force and brought into conflict with the Batman, this isolation became a mania and Strange locked on Batman's physical prowess as a symbol of his own isolation. Strange has since decided that he must eliminate the Batman in order to establish his own superiority and right to a place in society.

Unlike the Joker or Two-Face, Strange's mania is not all-consuming. Although he is irrationally driven to end the life of the Caped Crusader, he is not so driven that he makes foolish mistakes. Strange pursues most of his schemes with a surprising zeal and efficiency.

Using Hugo Strange in Adventures

Should they encounter him at all, it is likely the Player Heroes will stumble across Hugo Strange during one of the Professor's attempts to eliminate the Batman. Perhaps unaware of their true nature, for instance, Strange might attempt to hire the Player Heroes to assist him.

Strange abandoning his hatred of Batman and fixing upon one of the player heroes instead is another possibility. Such a hero should be successful, dashing, and physically impressive.

Subplots

Hugo Strange is frequently involved in an ongoing Enemies Subplot with the Batman. Furthermore, he is a frequent player in Batman's Secret Identity Subplots.

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

Batman Sourcebook

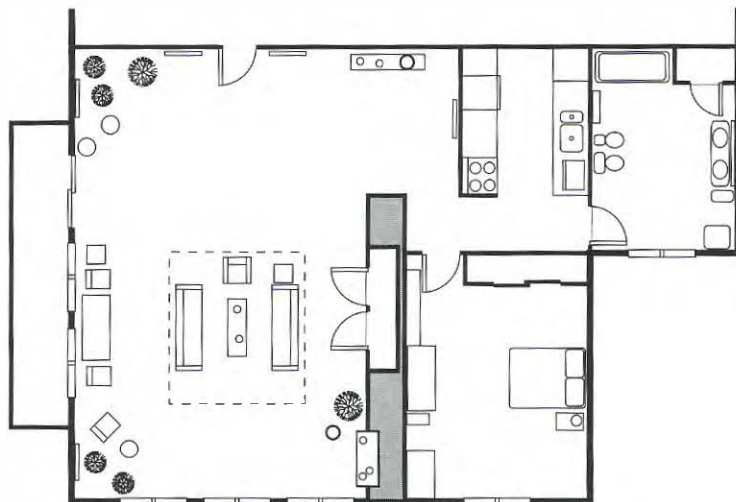
Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *Batman* #1; *The Brave and The Bold* #182; *Detective Comics* #36, 46

Pre-Crisis; Earth-One: *Batman* #354, 356; *Batman Annual* #10; *Detective Comics* #471-472, 473-476, 516, 518, 520 (behind the scenes in all but #471-472); *Who's Who* '86 #18

Current: *Legends of the Dark Knight* #11-15; *Who's Who* '91 #9



Dr. Hugo Strange's penthouse in Gotham

INTERGANG

MORGAN EDGE

DEX:	5	STR:	3	BODY:	3
INT:	6	WILL:	4	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	20		

- Skills:** Artist (Photographer): 3, Charisma: 8, Weaponry: 5
- Advantages:** Connections: Galaxy Communications (High), Intergang (High), DeSaad (Low); Connoisseur; Gift of Gab; Leadership; Omni-Connection; Scholar (broadcasting)
- Drawbacks:** Dark Secret (Connection to Intergang); Serious Physical Restriction (heart condition)
- Motivation:** Power Lust
- Occupation:** Former CEO of Galaxy Communications
- Wealth:** 17

BRUNO "UGLY" MANNHEIM

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

- Skills:** Charisma (Intimidation, Interrogation): 7, Martial Artist: 5, Military Science: 5, Thief: 6, Vehicles: 6, Weaponry: 6
- Advantages:** Connections: Galaxy Communications (High), Intergang (High), Street (High); Leadership; Scholar (crime)
- Motivation:** Power Lust
- Occupation:** Head of Intergang
- Wealth:** 12
- Equipment:** .45 Automatic [BODY: 4, EV: 5, Range: 4, Ammo: 8, R#: 2]

GASSERS

DEX:	5	STR:	3	BODY:	4
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	5		

- Skills:** *linked
Martial Artist: 5*, Thief: 5*, Weaponry: 5*
- Advantages:** Connection: Intergang (Low); Intensive Training
- Motivation:** Mercenary
- Occupation:** Hired Muscle
- Wealth:** 4

•Equipment:

'GASSER' ARMOR [BODY: 6, Sealed Systems: 9, Thermal Vision: 7, R#: 2]
Gas Gun [BODY: 4, Fog: 7, Poison Touch: 7, R#: 3]
Limitation: Fog and Poison Touch must be used together. Bonus: All targets within Fog are affected by Poison Touch.

WALL-CRAWLERS

DEX:	5	STR:	4	BODY:	3
INT:	2	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	5		

- Skills:** *linked
Martial Artist: 5*, Thief: 5*, Weaponry: 5*
- Advantages:** Connection: Intergang (Low); Intensive Training
- Motivation:** Mercenary
- Occupation:** Hired Muscle
- Wealth:** 4
- Equipment:** 'WALL-CRAWLER' ARMOR [STR: 5, BODY: 6, Flight: 8, Cling: 4, R#: 2]
Laser Pistol [BODY: 4, AV: 5, EV: 5, Range: 5, Ammo: 10, R#: 3]

SHOCK TROOPS

DEX:	5	STR:	4	BODY:	4
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	10		

- Skills:** *linked
Martial Artist: 5*, Vehicles: 5*, Weaponry: 5*
- Advantages:** Connection: Intergang (Low); Intensive Training
- Motivation:** Mercenary
- Occupation:** Hired Muscle
- Wealth:** 5
- Equipment:** 'HEAVY METAL' ARMOR [STR: 7, BODY: 8]
Energy Truncheon [BODY: 4, AV: 6, EV: 6, Range: 2, Ammo: 10, R#: 2]

Intergang Equipment

Through Morgan Edge's dealings with DeSaad, Intergang has gained quite an arsenal of advanced weaponry, including the robotic war machine Turmoil. Turmoil was destroyed by Superman during its rampage in Metropolis.

HOVERCRAFT [BODY: 10, AV: 7, EV: 7, Flight: 13, R#: 2]

MENTAL REPROGRAMMER [BODY: 5, Hypnotism: 10, R#: 3]

TURMOIL

DEX:	9	STR:	18	BODY:	13
INT:	1	WILL:	1	MIND:	1
INITIATIVE:	10				

•Powers: Projectile Weapons: 15, Running: 7

Thaddeus Killgrave

Killgrave is a scientific genius and self-styled villain, currently in the employ of Intergang. He is working with Toyman in the reconstruction of Happyland amusement park, an Intergang front operation. When backed up by his weaponry, Killgrave has a bully's bravado; without it, he usually flees in panic.

KILLGRAVE

DEX:	2	STR:	2	BODY:	2
INT:	7	WILL:	5	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	11/17	HERO POINTS:	65		

•Skills: Gadgets: 9

•Advantages: Connection: Intergang (High); Genius

•Drawbacks: Minor Physical Restriction (dwarfism)

•Alter Ego: Thaddeus Killgrave

•Motivation: Mercenary

•Occupation: Mad Scientist

•Wealth: 4

•Equipment:

GIANT ROBOT [DEX: 8, STR: 12, BODY: 9, AV: 10, EV: 10, Range: 7, R#: 2]

7 AP AC Omni-Gadgets (x3)

Using Intergang in Adventures

Since the death of Lex Luthor, Intergang has been the largest criminal organization in Metropolis. Intergang's efficient structure and Apokoliptian weaponry make it a challenging foe for any Metropolis-based hero, even the Man of Steel.

Intergang has criminal interests all over the world, and could easily run afoul of the Justice League. Such an adventure might involve stopping a shipment of drugs from South of America, or busting up a gun smuggling operation in the Middle East.

Edge's ties to Apokolips might bring the New Gods into Metropolis, turning a simple crimefighting adventure into a cosmic conflict with Darkseid!

Subplots

Morgan Edge was involved in a Public Reputation/Job Subplot in which his life as a criminal mastermind threatened to ruin his job as a broadcasting mogul (and eventually did).

Intergang is entangled in an ongoing Enemies Subplot with Clark Kent/Superman. Kent is using his power as a reporter, and as Superman, to bring down the criminal organization at all costs.

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

Superman- The Man of Steel Sourcebook, Atlas of the DC Universe (Morgan Edge only)

Appearances in DC Comics

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

Pre-Crisis: *DC Comics Presents* #12; *Forever People* (1) #1; *Justice League of America* #94; *Mister Miracle* (1) #1; *New Gods* (1) #3-4; *Superman* (1) #296-299; *Superman's Girl Friend, Lois Lane* #111, 115, 118; *Superman's Pal, Jimmy Olsen* #133, 138-139, 141-143, 152-153

Current: *Action Comics* #653-654, 657, 661, 669, 673-674; *Adventures of Superman* #447-448, 457, 466-467, 469, 475, 482-483, 486; *Mister Miracle* (2) #12 (behind the scenes), 14-19 *Secret Origins* (3) #33 (flashback); *Starman* #23 (behind the scenes); *Superman* (2) #13 (behind the scenes), 28, 42, 44, 47, 60; *Superman Annual* (2) #3; *Superman: The Man of Steel* #4; *Who's Who* '91 #12



Gasser Gun

THE JOKER

DEX:	5	STR:	4	BODY:	3
INT:	9	WILL:	12	MIND:	5
INFL:	10	AURA:	7	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	120		

- Skills:** Artist (Actor): 5, Charisma: 10, Gadgetry: 11, Vehicles: 5, Weaponry: 7
- Advantages:** Connections: Arkham Asylum (Low), Underworld (High)
- Drawbacks:** Serious Irrational Attraction to practical jokes; Catastrophic Psychological Instability
- Alter Ego:** Unknown
- Motivation:** Psychopath
- Occupation:** Psychopath
- Wealth:** 6
- Equipment:**

Acid Flower [BODY: 2, Acid: 8, R#: 2] Limitation: Acid has a range of 0 APs.

Electric Joy Buzzer [BODY: 4, Lightning: 9, R#: 2] Limitation: Lightning has No Range.

Joker Venom Ring [BODY: 5, Poison Touch: 8, R#: 2] Limitation: Killing Combat only. Bonus: When the Joker Venom kills, it leaves the victim's lips pulled back in a twisted smile.

Powers and Abilities

The Joker has a peculiar genius for the creation of deadly devices that he uses to implement his bizarre crimes. He usually carries several of his insidious inventions with him at all times but is not above resorting to whatever weapon happens to be expedient. He favors razor edged playing cards and exploding cigars but he is just as proficient with guns, knives and baseball bats.

Unpredictability

The Joker is a brilliant criminal mastermind whose worst enemy is often his own dementia. His Psychological Instability gives him radical mood swings that often result in a sudden change of plans. Ironically, it is this whimsical spontaneity that makes it so difficult for the World's Greatest Detective to second guess him using logical deduction.

Maniacal Strength

Most of the time the Joker is portrayed as being in slightly better than average physical condition but

occasionally he seems to be much stronger and overcomes opponents that are normally out of his league. This is because his insanity drives him to fits of self destructive exertion.

This is represented in game terms as follows: Whenever the Joker succumbs to his Psychological Instability, his STR is increased by 1 AP and his BODY is increased by 3 APs until he recovers.

Joker Venom

By far the most infamous of the Joker's inventions, this venom has become the arch-villain's trademark. This deadly poison can take many forms, including liquids, solids, and even gasses, and has been used in everything from bombs to balloons.

Joker Venom attacks are always resolved as Poison Touch, with the Limitation that they can only be used to inflict Killing Damage and the Bonus that if the damage is lethal it contorts the victim's face into a macabre parody of the the Jokers grin.

Thugs

Like most adversaries of the Caped Crusader, the Joker tends to use large armies of thugs to carry out his plans.

JOKER'S THUGS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	0		

- Skills:** Martial Artist: 4, Vehicles: 3, Weaponry: 4

Personality/Role-playing

When playing the Joker bear in mind that while he is given to jokes and pranks there is nothing funny about him. He is a murdering psychopath whose twisted thoughts seethe with hatred.

To the Joker, the world is a cruel joke so terrible that he has no choice but to laugh. His own face is a constant reminder of the injustice he has had to endure. The Batman is the best joke of all; a man who actually believes in justice. Joker hopes to tell him the punch line one day.

Using the Joker in Adventures

There is no method to the Joker's madness. Sometimes he will plan a series of crimes based on a simple theme such as playing card suits or famous children's books, but just as often his crimes are

isolated incidents. The only common element is that all of his crimes are an attempt to best the Batman.

If the Player Characters run afoul of the Clown Prince of Crime the Batman will not be far behind. Batman follows the Joker's movements very closely and will make every effort to put his arch-enemy away for good. Involving the Joker in an adventure will often lead to a 'team-up' with Batman, Robin or Nightwing.

Despite his lack of superhuman abilities, the Joker is a major villain whose appearance in an adventure should be a memorable event. Even in a cameo appearance the Joker should be a terrifying and significant character.

Subplots

The Joker's only Subplot is his obsession with the Batman, but this is a Subplot that has not only driven his criminal career but shaped his entire life. It has often been said that the Joker and Batman are opposite sides of the same coin and that their vendetta will persist until they destroy one another.

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

Background/Roster Book (card included), Batman Sourcebook, Batman Role-Playing Game, Deadly Fusion

Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *All-Star Squadron* #20; *Batman* #1-2, 4-5, 7-9, 11-13, 16, 19-20, 23, 25, 28, 32, 37, 40, 44, 46, 50, 52-53, 55, 57, 59, 63, 66-67, 73-74, 80, 85-87; *Batman: the Dailies* #1; *Batman: The Sunday Classics*; *The Brave and the Bold* #200; *Detective Comics* #45, 60, 62, 64, 69, 71, 76, 85, 91, 102, 109, 114, 118, 124, 128, 137-138, 149, 168, 180, 193; *Justice League of America* #136; *Wonder Woman* (1) #280-283; *World's Finest Comics* #6, 9, 19, 48, 59, 61

Pre-Crisis; Earth-One: *Adventure Comics Presents Dial "H" For Hero* #483; *The Adventures of Jerry Lewis* #97; *Ambush Bug Stocking Stuffer* #1; *Batman* #97, 110, 123, 127, 136, 140, 144, 148, 152, 159, 163, 186, 191, 200-201, 251, 258, 260, 286, 291-294, 321, 353, 365-366, 373, 400; *The Best of DC* #14; *The Brave and the Bold* #68, 111, 118, 129-130, 141, 151, 191; *Crisis On Infinite Earths* #2, 5, 9; *DC Comics Presents* #41, 72; *DC Super-Stars* #10; *Detective Comics* #332, 341, 365, 388, 472-476, 486, 504, 526, 532; *Green Lantern* (2) #117; *The Joker* #1-9; *Justice League of America* #14 (behind the scenes), 34, 77, 126; *Kellogg's Pop Tarts Giveaway* (1966); *The Saga of Swamp Thing* #30; *Superman's Pal, Jimmy Olsen* #125; *Swamp Thing* (2) #52; *Who's Who* '86 #11; *World's Finest Comics* #74, 88, 129, 156, 159, 166, 177, 276

Current: *Arkham Asylum*; *Batman* #403, 407 (behind the scenes), 408, 415, 426-429, 440-442, 450-451; *Batman Annual* #16; *Batman: Full Circle* (flashback); *Batman: Run, Riddler, Run* #2; *Batman: Shadow of the Bat* #1, 3-4; *Batman: The Killing Joke*; *Batman 3-D*; *Black Orchid* (1) #2; *Detective Comics* #569-570, 604, 616 (behind the scenes), 617, 637; *Detective Comics Annual* #2 (Who's Who), 5; *Doctor Fate* (1) #1-2; (2) 18; *Justice League Annual* #2; *Legends* #4; *Legends of the Dark Knight Annual* #1; *Millennium* #2; *Robin II* #1-4; *Secret Origins* (3) #23, 44; *Secret Origins Special* #1; *Superman* (2) #9; *Swamp Thing* (2) #66, 112 (mention); *Who's Who* '88 #2; *Who's Who* '91 #13; *World's Finest* #1-3



ELECTRIC JOY BUZZER



VENOM RING

KALIBAK

DEX:	8	STR:	21	BODY:	16
INT:	6	WILL:	17	MIND:	9
INFL:	10	AURA:	6	SPIRIT:	12
INITIATIVE:	26	HERO POINTS:	110		

- Powers:** Invulnerability: 20
- Skills:** Charisma (Intimidation): 11, Martial Artist: 11, Weaponry: 11
- Advantages:** Area Knowledge (Apokolips); Connection: Apokolips (High); Iron Nerves
- Motivation:** Nihilist
- Occupation:** Warrior
- Equipment:**

Beta Club [BODY: 30, EV: 5, Energy Blast: 17]

Kalibak's favorite weapon, the beta-club is capable of unleashing energies powerful enough to bring an army to its knees. The wielder can vary the form of the attack at will by changing the kind of energy generated by the club. Kalibak favors a meta-beam or a crippling neural blast. Regardless of the chosen attack form, the Attack is always resolved as an Energy Blast.

Powers and Abilities

The firstborn son of Darkseid is one of the mightiest warriors Apokolips has ever known, with sufficient strength to rend steel as if it were paper, crush diamond into powder or throw a car into orbit. Kalibak is tough enough to withstand any earthly weapon save the most powerful nuclear devices and is more than a match for the most "super-heroes."

Though his technique looks like brawling to the uninitiated, Kalibak was trained since childhood in the art of war, mastering many weapons and unarmed fighting styles. As one of Darkseid's Elite he has learned that intimidation is the most effective way to lead the soldiers of Apokolips and has become an effective commander.

Desaad's Meddling

In the past, Desaad has used a device on Kalibak to enhance his existing abilities. The maximum range of this device is unknown but it is capable of transmitting its power across dimensions and has affected Kalibak while he was on Earth. While under Desaad's influence Kalibak's Physical Attributes are

increased by 3 APs each, giving him DEX: 11, STR: 24, BODY: 19 and an Initiative of 35. Desaad is able to watch Kalibak and experience the pain he sustains and the pain he inflicts while in his enhanced state.

Personality/Role-playing

Kalibak the Cruel, Scourge of Apokolips is Darkseid's most ferocious warrior. In battle he seems more beast than man, but despite his primitive instincts Kalibak is a true warrior with a strong personal code of honor.

Most of the time, Kalibak will simply follow Darkseid's commands, eager to serve in any way his lord sees fit. When under orders he is not very creative and if a situation comes up that was not covered in his orders Kalibak will either return to Apokolips or abandon his mission to attack any worthy heroes in the area.

When Kalibak fights opponents that he considers unworthy he will curse them as he fights, referring to them as "maggots", "insects", "mice" and the like. His bombastic rhetoric is colorful but barbaric, typical of the warrior's simple minded arrogance.

Using Kalibak in Adventures

Kalibak is usually one of the first of Darkseid's Elite the Player Heroes will encounter when the arch-villain is hatching another of his schemes. The Scourge of Apokolips will usually be found guarding some key piece of equipment that he will defend by trying to engage his most powerful opponent in single combat.

Kalibak sometimes initiates plots of his own that involve killing Orion or trying to win his father's favor. As both Kalibak and Orion have travelled to earth many times in the past the Player Characters could easily become involved in the struggle.

Subplots

Kalibak has had an Enemy Subplot with the New Genesis hero Orion since the two first met. Since Kalibak learned that he and Orion were half-brothers, the hatred has intensified, becoming an obsession. Kalibak thinks Orion is Darkseid's favorite son despite his traitorous allegiance to New Genesis and blames him for his fathers rejection. Kalibak is certain that if he can eliminate Orion he will be able to win Darkseid's favor.

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

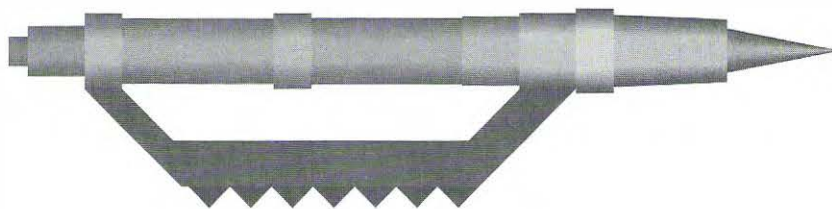
Apokolips Sourcebook

Appearances in DC Comics

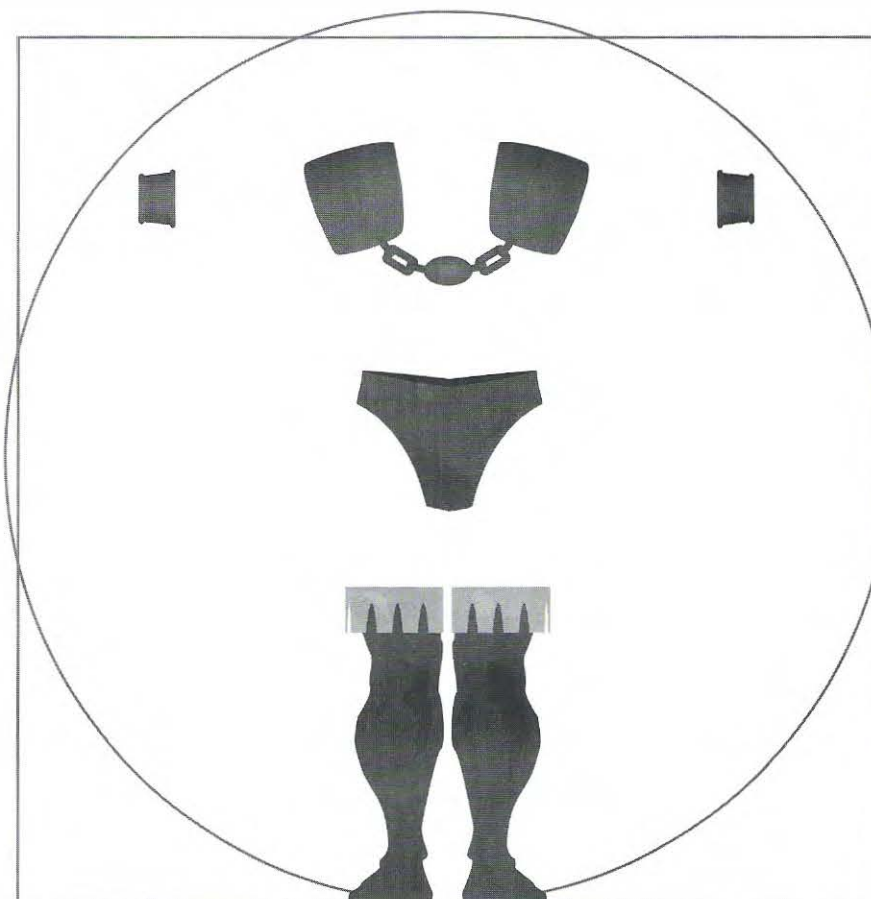
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *First Issue Special* #13; *Mister Miracle* (1) #21; *New Gods* (1) #1, 5, 8, 11; (2) 6; *The Secret Society of Super-Villains* #3-4; *Who's Who* '86 #12

Current: *Action Comics* #600; *Action Comics Annual* #3; *Mister Miracle Special* #1; *New Gods* (3) #1, 6-8, 10-12; *War of the Gods* #4; *Warlord Annual* #6; *Who's Who* '91 #9



Beta-Club



Kalibak's battle armor

KILG%RE

DEX:	7	STR:	10	BODY:	12
INT:	16	WILL:	19	MIND:	13
INFL:	10	AURA:	9	SPIRIT:	12
INITIATIVE:	35	HERO POINTS:	90		

- Powers:** Animate Objects: 18, Energy Blast: 7, Invulnerability: 19, Matter Manipulation: 19, Personality Transfer: 19
- Skills:** Gadgetry: 16, Scientist: 16
- Bonuses:** Kilg%re can use his Personality Transfer to inhabit computers; Matter Manipulation is permanent.
- Limitations:** Power Restrictions: Animate Objects only works on objects affected by his Matter Manipulation Power; Matter Manipulation only works on metals; Personality Transfer only works on computers.
- Advantages:** Lightning Reflexes; Genius
- Drawbacks:** Strange Appearance
- Motivation:** Unknown

Powers and Abilities

The Kilg%re is a powerful alien being who was imprisoned in a limbo dimension for destroying his homeworld. He was accidentally freed by the Flash during speed trials in the Utah Salt Flats.

An electro-mechanical-organic life form, the Kilg%re is able to manipulate the energy on which it thrives giving it electromagnetic control over most metals. His extraordinary power and control allow him to manipulate, reshape and animate objects with a predominantly metallic content.

Kilg%re's Consciousness

Kilg%re is a being from another dimension with a life cycle very different from our own. He is able to transfer his consciousness into any sufficiently complex computer, which serves as his host.

So long as he has a computer 'brain,' Kilg%re is able to fashion a new body for himself with his Matter Manipulation power any time he likes. He does not seem to be able to transmute elements but he has no difficulty reshaping them into whatever form he desires, no matter how bizarre or complex.

The Ability Ratings above are based on the silver-skinned humanoid form that Kilg%re uses when interacting with earthlings. He seems to prefer

more utilitarian forms such as the battle-tank in which the Flash first encountered him. The stats for that body are:

KILG%RE (BATTLE TANK FORM)

DEX:	5	STR:	9	BODY:	18
INT:	16	WILL:	19	MIND:	13
INFL:	10	AURA:	9	SPIRIT:	12
INITIATIVE:	33	HERO POINTS:	90		

- Additional Powers:** Claws: 11, Projectile Weapons: 9, Running: 9, Stretching: 3
- Limitations:** Stretching cannot add to RV.

The Kilg%re's inorganic bodies do not continue to lose Current BODY Condition when it is reduced below 0 in Killing Combat.

When the Kilg%re's Current BODY Condition indicates a mortal wound his current body is destroyed. If this happens, his consciousness becomes dormant until it is brought into contact with a computer, allowing him to use his Personality Transfer to revive himself.

Mental and Spiritual attacks affect the Kilg%re normally and may be the only way to kill him, if such a thing is possible. So far no sure method has been devised to defeat the Kilg%re.

Doppelgangers

The Kilg%re can use his Matter Manipulation in combination with his Gadgetry and Scientist skills and his Genius advantage to create machines that can do things he cannot. Using these abilities he has created a cloning chamber that allows him to create cybernetic host bodies that appear human.

He has also created parasitic snakelike creatures that allow him to control the bodies of human victims. The snakes have a BODY of 3, Running: 5, and Control: 7. Characters under the Kilg%re's power receive a +2 AP bonus to their Physical Attributes and the Lightning Reflexes advantage. Fortunately, the parasites can be torn off fairly easily (using a Trick Shot in combat), but doing so inflicts 1 RAP of Killing Damage on the victim.

Virtual Space

If the Kilg%re has access to sufficient energy and computing power his powers increase geometrically with proximity. Within a 7 AP radius of his consciousness his manipulative abilities transcend mere electromagnetism, allowing him

almost infinite manipulation of his environment.

Inside this zone of influence the Kilg%re has 13 APs of Omni-Power in addition to his other abilities, allowing him to do almost anything. He uses this control on an unconscious level to reshape his environment to suit him, creating a living world that resembles another dimension that has been nicknamed Virtual Space.

Personality/Role-playing

When he first appeared, the Kilg%re was bent on reshaping the earth to serve as his new home, a process which would involve the extermination of all human life.

After his rebirth at Central City University his outlook had obviously changed. He has decided that mankind is worth further consideration. After faking its own death on national television, Kilg%re entered the global computer network to observe humanity.

At present, the Kilg%re's motivations are unknown. Whatever morality he has is alien, and he has no qualms about killing anyone or anything that gets in his way.

Using the Kilg%re in Adventures

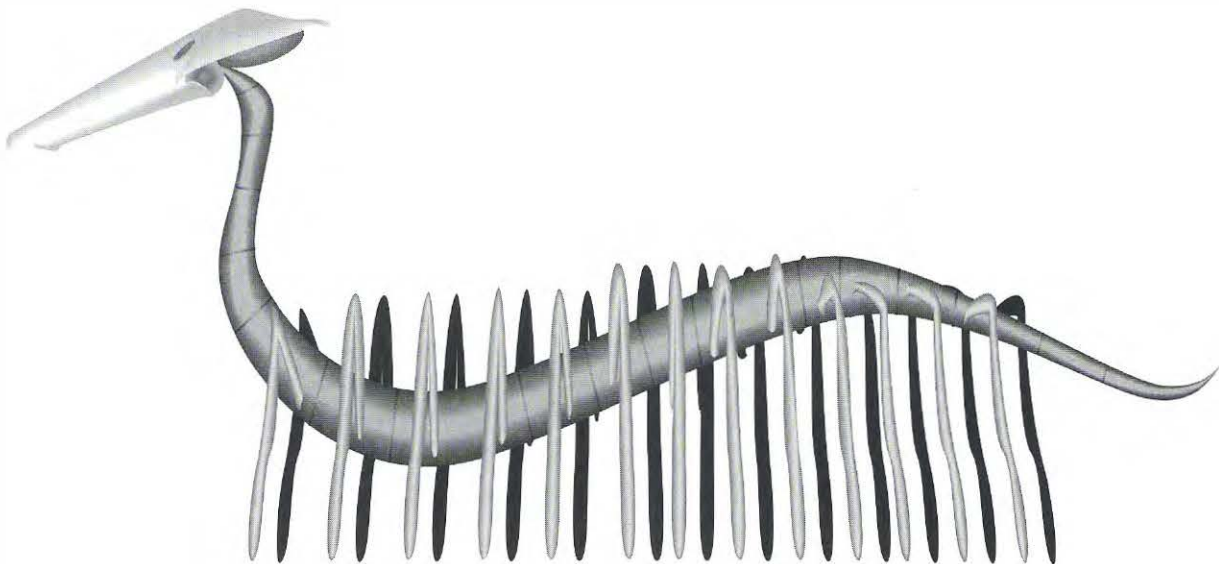
The Kilg%re would be encountered in a scenario which deals with the computers in which he lives. A threat to the global computer network that serves as his body might force him to take extreme measures in self-defense. His ultimate goal is unknown, so at any time he might manifest again.

Subplots

The Kilg%re is involved in a Miscellaneous Subplot that involves the destruction of his homeworld. He admitted that he had been consigned to limbo by something he called the Meta#sker as punishment for his appetite. No one knows what the Meta#sker is, but it may come looking for its prisoner one day.

Appearances in DC Comics

Flash (2) #3-4, 38-43; Who's Who '87 (1) #23; Who's Who '91 #10



Bug construct of Kilg%re used to control human nervous system

KING SNAKE

DEX:	8	STR:	5	BODY:	6
INT:	8	WILL:	7	MIND:	8
INFL:	7	AURA:	5	SPIRIT:	7
INITIATIVE:	27	HERO POINTS:	30		

•**Powers:** Directional Hearing: 8, Analytical Smell: 5

•**Skills:** **linked*

Acrobatics: 8*, Charisma: 7*, Detective: 4, Martial Artist: 8*, Medicine (First Aid): 3, Thief: 8*

•**Advantages:** Area Knowledge (Hong Kong); Connections: British Aristocracy (Low), Underworld (High); Connoisseur; Intensive Training; Iron Nerves; Lightning Reflexes; Miscellaneous: King Snake is not affected by Darkness, Fog, or other vision-obscuring Powers.

•**Drawbacks:** Catastrophic Physical Restriction (blind); Serious Irrational Attraction to eliminating Robin (Tim Drake); Serious Irrational Attraction to eliminating Lady Shiva; Serious Rage; Secret Identity; Traumatic Flashbacks: King Snake relives his crippling at the hands of Shiva (though he blames Robin) when his plans encounter Robin.

•**Alter Ego:** Sir Edmund Dorrance

•**Motivation:** Power Lust

•**Occupation:** Crime Lord (Businessman)

•**Wealth:** 15

•**Note:** Although King Snake is completely blind, he can function as well as any sighted person, even in combat. He will usually capitalize on this ability even further by facing his opponents in darkness.

Powers and Abilities

Though blinded during his training, Edmund Dorrance has honed his remaining senses to acute levels and is easily as perceptive as any sighted person (and in some cases, more so). With this training and perception, King Snake has established himself as a vicious adversary and one of the world's foremost martial artists. He can determine the location of a single person within an amphitheater simply by the sound of their breathing, and can detect the faintest hint of perfume from several yards away in a steady breeze. Also due to his intense martial training, Dorrance can employ the techniques of meditation and acupressure to aid in his recovery from pain.

In the world of crime, King Snake has made a considerable name for himself through his sales of

weapons and heroin and ruthless gang activity. To the world at large however, Dorrance is a respected businessman and wealthy property owner in Hong Kong who is now moving his interests to the United States and Gotham City. He has already had more than one run-in with Batman and/or Robin.

Lynx and the Ghost Dragons

King Snake keeps in his employ a ruthless gang from China called the Ghost Dragons led by a vicious young woman named Lynx. Their reputation as nasty characters is surpassed only by their ability to back it up.

Lynx herself is nearly on a par with Robin in the field of martial arts. Her feminine appearance belies her skill and hides a ruthlessness nearly the equal of King Snake's own. She has faithfully served King Snake as leader of the Ghost Dragons, and has learned the consequences of displeasing him (by the loss of her left eye).

LYNX

DEX:	6	STR:	2	BODY:	4
INT:	3	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	10		

•**Skills:** **linked*

Acrobatics: 3, Martial Artist: 6*, Thief: 3, Weaponry (Melee Weapons): 4

•**Advantages:** Connection: King Snake (High); Leadership

•**Drawbacks:** Minor Irrational Fear of King Snake; Minor Physical Restriction (no left eye)

•**Alter Ego:** Ling (first name unrevealed)

•**Equipment:**

Knife [BODY: 8, EV: 3]

TYPICAL GHOST DRAGON MEMBER

DEX:	5	STR:	2	BODY:	4
INT:	2	WILL:	3	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:	5		

•**Skills:** **linked*

Acrobatics: 2, Martial Artist: 5*, Thief: 2, Weaponry (Melee Weapons): 3

•**Advantages:** Connection: King Snake (Low)

•**Equipment (pick one from the following):**

Knife/Sai [BODY: 8, EV: 3]

Baseball Bat/Pipe [BODY: 4, EV: 3]

Chain [BODY: 8, EV: 2]

Personality/Role-playing

Dorrance's already flimsy moral fiber seems to have been eroded even further by the loss of his eyesight and his defeat at the hands of Robin and Shiva. This erosion has also manifested in monomania and a twisted sense of honor. Dorrance conceived an elaborate plan to infest all of Hong Kong with bubonic plague to keep it from having any worth when it is returned to the Chinese. This plan was stopped by Robin with the help of Lady Shiva and the late DEA agent Clyde Rawlins. King Snake barely escaped death during this escapade though he suffered a broken back which he blames Robin for. Dorrance will now take any opportunity to kill Robin and Shiva.

King Snake is currently throwing himself into his plans to establish himself as a force to be reckoned with in the U.S. underworld.

Using King Snake in Adventures

King Snake would make a fine mastermind for any street-level adventure. Player heroes would

typically encounter Lynx and the Ghost Dragons before getting any knowledge of King Snake himself.

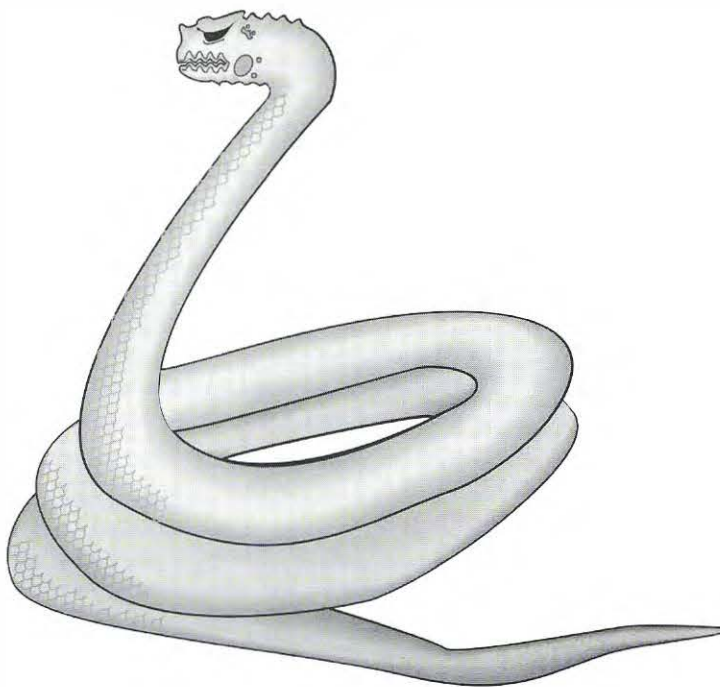
King Snake could also be used in his civilian identity as Edmund Dorrance as he begins to establish legitimate business ventures in the U.S. to cover his illegal dealings.

Subplots

Aside from a regular Enemies Subplot involving Robin, King Snake is currently immersed in a Job Subplot as he begins to establish a foothold in the American underworld. Edmund Dorrance is beginning to rely emotionally on Lynx in what may evolve into a Friends or even a Romance Subplot. Lynx however, is somewhat greedy and self-involved and could turn on King Snake if she might gain significant power from doing so.

Appearances in DC Comics

Batman #467-468; *Robin* #1 (behind the scenes), 2-5; *Robin III: Cry of the Huntress* #2-3, 6; *Who's Who '91* #13



King Snake's Tatoo

KOBRA

DEX:	10	STR:	5	BODY:	6
INT:	11	WILL:	11	MIND:	12
INFL:	9	AURA:	8	SPIRIT:	10
INITIATIVE:	34	HERO POINTS:	110		

•**Skills:** **linked*

Acrobatics: 8, Charisma: 12, Martial Artist: 10*, Gadgetry: 9, Military Science: 11*, Scientist: 9, Thief: 10*, Vehicles: 10*, Weaponry: 10*

•**Advantages:** Connections: Financial Community (High), Most World Governments (Low), Underworld (High); Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes

•**Drawbacks:** Secret Identity

•**Alter Ego:** Unknown

•**Motivation:** Power Lust

•**Occupation:** Would-be World Conqueror

•**Wealth:** 20

•**Equipment:**

KOBRA ARMOR [Body: 11, STR: 8, Flash: 9, Fog: 6, Poison Touch: 9, R#: 2, 10 AP ABC Omni-Gadget built-in]

Kobra wears a suit of specially constructed ballistic armor capable of repelling small arms and light machinegun fire. Among the special features built into the armor are: a gauntlet-mounted entangle line (STR: 8); a radio transceiver (range of 12 APs); and a gauntlet-mounted gas dispenser capable of firing blinding and knock out gasses (rated Flash: 9 and Poison Touch: 9 respectively) into the face of any victim Kobra successfully Grapples with the entangle line.

Powers and Abilities

Although he possesses no superhuman powers, Kobra is a fearsome weaponeer and hand-to-hand combatant. Highly trained in most of the martial arts known to man, his skills rival even those of the legendary Batman.

Even more formidable than Kobra's physical prowess is his notorious cunning. A scientist and master criminal of the first rank, Kobra is dangerous, efficient, and totally unpredictable.

The Ark

Kobra maintains a huge, flying platform known as "The Ark" that serves as his base of operations:

THE ARK [BODY: 14, INT: 7, Flight: 12, Force Field: 5, Heat Vision: 10, Radar Sense: 20, Recall: 15, Super Hearing: 14, Thief (Stealth): 14, 12 AP ABCD Omni-Gadgets (x4)]

In battle, the Ark can defend itself with a series of point defense lasers (Heat Vision: 10) and several batteries of air-to-air and air-to-ground missiles (AV: 13, Bomb: 13, Flight: 14, Radar Sense: 19).

Other features the Ark boasts include: a super-advanced computer system (INT: 7, Recall: 15), defensive force screens (Force Field: 5), navigation and eavesdropping equipment (Radar Sense: 20 and Super Hearing: 14), anti-radar "stealth" equipment (Thief/Stealth: 14), and a 16 AP Laboratory.

Eve

Eve is Kobra's long-time personal assistant, second-in-command, and lover.

EVE

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	6	MIND:	6
INFL:	3	AURA:	3	SPIRIT:	6
INITIATIVE:	13	HERO POINTS:	15		

•**Skills:** Charisma: 6, Martial Artist: 6, Vehicles: 3, Weaponry: 3

•**Advantages:** Connection: Kobra (High)

•**Alter Ego:** Unknown

•**Motivation:** Power Lust

•**Occupation:** Servant

•**Wealth:** 11

•**Equipment:**

Venom Pistol [BODY: 4, Poison Touch: 6, Ammo: 8, R#: 2]

Kobra's Followers

Kobra maintains a large army of followers and disciples. It is estimated that between one hundred and one hundred fifty Kobra cultists live aboard the Ark, and the estimated size of Kobra's earthbound armies stretches well into the thousands.

TYPICAL KOBRA MINION

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	6	MIND:	6
INFL:	3	AURA:	5	SPIRIT:	5
INITIATIVE:	10	HERO POINTS:	5		

•**Skills:** Martial Artist: 5, Military Science: 5,

Vehicles: 3, Weaponry: 3

•**Advantages:** Connection: Kobra (Low)

•**Drawbacks:** Catastrophic Irrational Attraction to obey Kobra or die trying.

•**Motivation:** Power Lust

•**Occupation:** Soldier

•**Wealth:** 3

•**Equipment:**

ARMOR [BODY: 6]

Venom Pistol [BODY: 4, Poison Touch: 6, Ammo: 8, R#: 2]

Personality/Role-playing

Kobra is a ruthless, driven villain. He truly believes he will one day rule the world, and his determination to subjugate the Earth is matched only by the Batman's determination to fight crime.

Kobra is quite charismatic and can be very charming. He entices innocents into serving him with the promise of one day bringing a better order to the world, finally revealing all only after his victims have become firmly loyal.

Kobra speaks in a loud whisper and often pronounces the letter "S" as a long hiss. His followers refer to him as "Naja-Naja."

Using Kobra in Adventures

Kobra is a megalomaniacal menace well-suited to conspiratorial adventures that threaten the whole world. His schemes are always lengthy, subtle, cunning, and far-reaching. Generally, an actual

encounter with Kobra only comes after the Player Heroes have spent several full adventures defeating his minions and navigating their way through his schemes and backup plans

Subplots

For a time, Kobra was involved in a lengthy Enemies Subplot involving his brother Jaason Burr, but Burr is now dead.

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

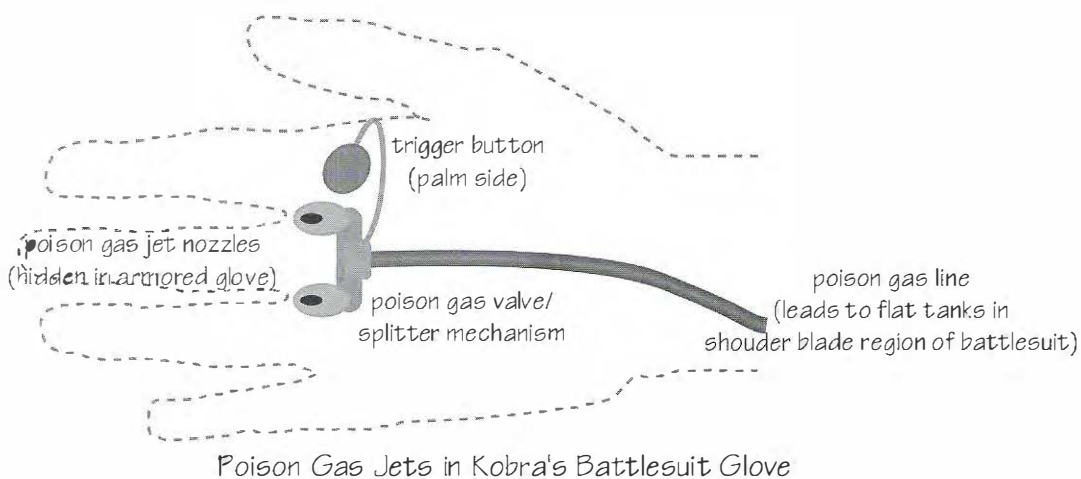
Background/Roster Book, Batman Role-Playing Game

Appearances in DC Comics

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

Pre-Crisis: *Aquaman (1) #58-61; Batman and the Outsiders #24-27; Crisis On Infinite Earths #9; DC Comics Presents #81; DC Special Series #1; Kobra #1-7; Superman (1) #326-327; Who's Who '86 #12; Wonder Woman (1) #255, 262-264, 267-268 (behind the scenes in all), 271, 273-278*

Current: *Armageddon: Inferno #3; Captain Atom (3) #38-39 (henchmen), 40; Checkmate! #15, 17-18; Firestorm, the Nuclear Man #87; Manhunter (1) #14 (behind the scenes); The Outsiders (1) #21-22; The Outsiders Annual #1; Suicide Squad #27 (behind the scenes), 28-30, 33, 45-47; Suicide Squad Annual #1 (behind the scenes); Who's Who '91 #13*



LEX LUTHOR

deceased

DEX:	4	STR:	3	BODY:	4
INT:	14	WILL:	6	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	26	HERO POINTS:	95		

- Skills:** Charisma: 10, Gadgetry: 15, Scientist: 15
- Advantages:** Connections: Business Community (High), Underworld (High), U.S. Military (High), Brainiac (Low); Connoisseur; Genius; Leadership: Omni-Connection; Popularity; Scholar (business, aerospace engineering, weapon design)
- Drawbacks:** Dark Secret (Illegal activities); Catastrophic Irrational Attraction to destroying Superman *personally*; Minor Physical Restriction: metal hand; Public Identity
- Motivation:** Power Lust
- Occupation:** Former CEO of LexCorp International
- Wealth:** 25
- Equipment:**

METAL HAND [BODY: 14, STR: 7]

The Metal Hand was a fully-functional robotic replacement for Luthor's right hand. Its STR could not be used for lifting or throwing, but could be used to grip or crush, or as the EV of a punch.

KRYPTONITE RING [BODY: 1]

Luthor wore the Kryptonite ring for the better part of a year before losing his hand to the radiation it gave off. The ring is currently in the possession of Batman, who was entrusted with its care by the Man of Steel himself.

16 AP ABCD Omni-Gadgets (x2)

Note that although Lex had access to incredible scientific advances (as these Omni-Gadgets represent), he rarely carried any unusual Gadgets around with him. He would only prepare one of these Gadgets when he was expecting trouble.

Powers and Abilities

Lex Luthor was physically unexceptional, and possessed no super-human powers. However, his intellect was without equal, and lives on in his "son," Lex Luthor II (see below). Luthor's knowledge of science and technology were sufficient to allow him to construct fantastic robots and weapons, advanced well beyond anything commercially available (Gadgetry, Scientist, Genius Advantage).

In addition to his purely technical knowledge, Lex was also a brilliant businessman. He used a combination of savvy and ruthlessness (with more than a dash of criminal exploit) to build a worldwide corporation of immense power and prestige. His personal riches amounted to billions of dollars, all of which was passed on to his so-called "son" when he "died."

Lex Luthor II

As far as the public is concerned, Lex Luthor died in the crash of his LexWing over the Andes. It was then revealed that he had a son, who had been raised in secret in Australia by his mother.

In reality, Luthor's brain, eyes, and part of his spinal cord were saved from his disease-ravaged body by master geneticists Dr. Teng and Dabney Donovan. Manipulating Luthor's DNA, they then grew a new man around what was left of Lex Luthor.

Lex Luthor II is Lex Luthor, but his new body, accent, and personality have completely fooled everyone (except Dabney Donovan, who survived Luthor's assassination attempt), and he has become Metropolis' favorite son. He now plays the part of a generous philanthropist, friend to all, while behind the scenes he is as ruthless as ever.

LEX LUTHOR II

DEX:	4	STR:	5	BODY:	5
INT:	14	WILL:	6	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	28	HERO POINTS:	95		

- Skills:** Charisma: 10, Gadgetry: 15, Martial Artist: 5, Scientist: 15
- Advantages:** Connections: Business Community (High), U.S. Military (High); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (business, aerospace engineering, weapon design)
- Drawbacks:** Dark Secrets (Illegal activities, The fact that he is actually Lex Luthor); Catastrophic Irrational Attraction to destroying Superman *personally*; Public Identity
- Motivation:** Power Lust
- Occupation:** CEO of LexCorp International
- Wealth:** 25
- Equipment:**

16 AP ABCD Omni-Gadgets (x2)

Note that although Lex has access to incredible scientific advances (as these Omni-Gadgets represent), he rarely carries any unusual Gadgets around with him. He will only prepare one of these Gadgets when he is expecting trouble.

Luthor's Hatred of Superman

Until the arrival of Superman, Lex Luthor was the most powerful man in Metropolis. After he was arrested and publicly humiliated by the Man of Steel, his entire life changed. Luthor had found a true competitor, possessing both power and intelligence.

Luthor's hatred of Superman knows no bounds, and yet there also exists a sort of respect for him. Luthor truly despises Superman, but also considers him a worthy opponent, deserving of only the most grandiose and complicated destruction.

It is important to note that Luthor's desire to kill

Superman is a very personal thing. He simply will not tolerate anyone else causing the demise of his chosen foe. In fact, Luthor has saved Superman's life on more than one occasion, so that he may one day enjoy the demise of the Man of Steel himself.

Personality/Role-playing

When Luthor was in his original body, he was cold, ruthless, and unforgiving. He was in fact the epitome of the cutthroat businessman. He gave no quarter, and expected none in return. Luthor would only ever "put on a happy face" at important public appearances, and it was always an act.

Now that he is posing as his "son," Lex has adopted a more genial approach to the public. His rugged good looks and dashing charm have contributed to his becoming something of a media darling. He has gone so far as to publicly apologize for his "father's" past wrongdoings, while continuing his shady practices as usual.

Using Lex Luthor in Adventures

As a rich and powerful, but physically normal individual, Luthor operates in the background as a "mastermind" villain. He has used a number of "lesser" villains as muscle, such as Metallo and Brainiac, and will no doubt do so in the future.

Luthor's power and influence are global, so he can be behind any number of shady business practices worldwide. As such, he can be opposed by not only Superman, but other heroes as well, including the Justice League and the Global Guardians. In most instances, however, Luthor's involvement is extremely indirect, so as to conceal his participation in such activities. For this reason, Characters may face the forces of Luthor, but never realize that he is even a villain.

Subplots

Although Lex Luthor maintains a friendly face in public, he is in truth a villain (Criminal Past Subplot).

If it was revealed that Luthor and his son were one and the same, he could be ruined (Secret Past Subplot).

The artificial life form Matrix (known as Supergirl) is completely in love with Lex Luthor II. She will gladly do his every bidding, only rarely stopping to ask "why," and then in only the most extreme circumstances. Although Luthor appears to return some of her affection, it is unknown if it is genuine, or merely a ploy to maintain control of her awesome powers (Romance Subplot).

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

Background/Roster Book (card included), Superman: The Man of Steel Sourcebook, Deadly Fusion, In Hot Pursuit

Appearances in DC Comics

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

Lex Luthor (pre-Crisis; Earth-Two): *Action Comics* #23, 42, 47, 125, 131, 141, 146, 151, 156, 166, 183; *All-Star Squadron* #20; *Crisis On Infinite Earths* #5-9; *DC Comics Presents Annual* #1; *Superman (1)* #4-5, 10, 12-13, 17-18, 20, 31, 34, 38, 43, 48, 57, 60, 68, 71, 74, 79, 81, 85, 88-90; *Superman Family* #202-203, 205, 210; *Who's Who '86* #14; *World's Finest Comics* #28, 59, 62

Lex Luthor (pre-Crisis; Earth-One): *Action Comics* #199, 210, 226, 236, 249, 254, 257, 259, 267, 271, 277, 279-280, 282, 285-286, 292, 294-298, 309, 313, 317-319, 332-333, 335, 354, 363, 365, 407, 413, 417-418, 423, 428, 443, 456-458, 465-466, 486, 500, 510-512, 524-526, 542-544, 571-572; *Adventure Comics* #253, 271, 292-293, 300-301, 308, 325, 387-388, 397, 454-455; *The Adventures of Jerry Lewis* #105; *Batman* #130, 291-293; *Crisis On Infinite Earths* #5-6, 9-11; *DC Comics Presents Annual* #1, 4; *DC Special Series* #5, 26; *DC Super-Stars* #10; *Heroes Against Hunger* #1; *The Joker* #7; *Justice League of America* #61, 128; *The New Adventures of Superboy* #11, 14, 38, 48, 50; *The Secret Society of Super-Villains* #3, 6-7; *Shazam!* #15; *Superboy (1)* #59 (variant), 85-86, 92, 96, 102, 107, 115, 121, 125, 131, 135, 139, 159, 166, 169, 173, 177, 179; *Superman (1)* #101, 106, 110, 112, 117, 144, 147, 157, 161, 164, 167-168, 172-173, 179, 213, 248, 282, 286, 292, 299, 302, 363, 385-386, 401, 410, 412-413, 416; *Superman Annual (1)* #9, 12; *Superman Family* #172, 182, 188-189, 214; *Superman-Radio Shack* giveaways (1981, 1982); *Superman's Girl Friend, Lois Lane* #23, 28, 46; *Superman's Pal, Jimmy Olsen* #5, 9, 62 (behind the scenes), 87, 162; *Superman Spectacular* #1; *Superman: The Secret Years* #1-2, 4 *Who's Who '86* #14; *World's Finest Comics* #88, 94, 100, 104, 117, 126, 129, 137, 153, 177, 189-190, 295

Lex Luthor (pre-Crisis; Earth-Three): *Crisis On Infinite Earths* #1; *DC Comics Presents Annual* #1; *Who's Who '86* #14

Lex Luthor (Earth-TT): *Adventures of Superman* #444; *Superman (2)* #21-22

Lex Luthor (current): *Action Comics* #584, 595, 597, 599-600, 643, 647-649, 656-660, 668, 678; *Adventures of Superman* #424-425, 432-434, 437, 440, 445-448, 450-454, 456, 462-463, 467, 470-473; *Black Orchid (1)* #1-3; *Booster Gold* #23; *Doom Patrol Annual* #1; *Firestorm, the Nuclear Man* #87 (behind the scenes); *Invasion!* #2-3; *Justice League Quarterly* #1 (behind the scenes); *Lex Luthor: The Unauthorized Biography*; *Manhunter (2)* #10 (behind the scenes); *The Man of Steel* #2, 4-5; *Starman* #28; *Superman (2)* #1-2, 4, 9-10, 13, 19, 21, 24-28, 30-31, 33, 35, 41, 44, 47-50; *Superman Special (2)* #1; *Swamp Thing (2)* #52, 79; *Who's Who '87 (2)* #3; *Who's Who '88* #2; *Who's Who '91* #13; *World of Metropolis* #1-2; *World's Finest* #1-3

Lex Luthor as Luthor II (current): *Action Comics* #670-673, 675, 677-681, 684-686; *Action Comics Annual* #4; *Adventures of Superman* #485, 489, 490 (behind the scenes), 496-499; *Adventures of Superman Annual* #4 (behind the scenes); *Eclipse: The Darkness Within* #2; *Supergirl/Team Luthor Special* #1; *Superman (2)* #62, 65-67, 69-70; *Superman: The Legacy of Superman* #1; *Superman: The Man of Steel* #6, 8, 19-20; *Valor* #1-3; *Who's Who '93* #2

MADMAN

DEX:	6	STR:	3	BODY:	4
INT:	2	WILL:	2	MIND:	4
INFL:	6	AURA:	7	SPIRIT:	2
INITIATIVE:	16	HERO POINTS:	35		

- Powers:** Control: 10, Mind Probe: 7, Remote Sensing: 12
- Skills:** Acrobatics: 8, Gadgetry: 2, Martial Arts: 5, Thief: 3, Weaponry (Firearms, Exotic): 2
- Limitations:** Control Power has No Range; Mind Probe and Remote Sensing only work on victims who have been Controlled; All Powers are Always On.
- Drawbacks:** Secret Identity; Loss Vulnerability of Mental Attributes when Control attempt fails.
- Alter Ego:** Fleeter (first name unrevealed)
- Motivation:** Mercenary
- Occupation:** Professional Thief
- Wealth:** 2

Madman's Mindlink

Exposure to the experimental ray and the irradiated biological organisms has changed Fleeter's body chemistry. With the slightest touch Fleeter can control the minds and actions of his victims (which he calls his Madmen). It appears that this contact develops a mindlink with his victims, making them all part of a kind of communal mindlink with Fleeter. To establish this link, Madman must make an Action Check against his intended target using his DEX as AV and the APs of his Control Power as EV against the target's DEX/WILL as the OV/RV. If RAPs exceed the victim's MIND, the target becomes part of the communal mindlink under Madman's control. Unless given direct instructions by Fleeter, the Madmen will do what Fleeter does and say what he says.

Fleeter as well is effected by this mindlink. The knowledge and perceptions of his Madmen are constantly swirling through his mind and he feels any critical pain they do (but suffers no damage from it). If he focuses on specific individuals he can see through their eyes or draw on their knowledge. To do this, he makes an Action Check using his APs of Mind Probe as AV/EV against the INT/MIND of the person he wishes to utilize. Positive RAPs will allow Madman to perceive with the target's senses. The number of RAPs achieved will determine how much information can be drawn from the target's mind.

(See the Information Table in the *Character Handbook*, page 39).

Madman can "infect" as many people as he wants, but if he tries to actively control the actions of too many victims at one time, Madman loses himself in the communal mind and begins carrying out the same actions they are. Whenever Madman attempts to actively control a number of Madmen greater than his APs of Mind Control, make an Action Check using the highest WILL amongst the Madmen plus one per Madman actually controlled as AV/EV against Fleeter's APs of Control/WILL as OV/RV. Positive RAPs indicate that Fleeter has lost himself in the Communal mindlink for a number of phases equal to the RAPs. During this time, the Madmen (and Fleeter) will continue doing the last thing they were doing.

Powers and Abilities

Aside from his mindlink power, Madman is a skilled acrobat and hand to hand fighter. Though not as stylish as some other fighters, Madman has a wild, whirling style which makes him a dangerous and unpredictable foe.

Madman also has a number of skills which aid him in his career of crime, such as the ability to disarm basic security systems and handle a variety of weaponry.

Personality/Role-playing

Madman has the mentality of an ordinary criminal, though he does set his sights somewhat higher than most. With the recent acquisition of his mindlink powers he is certain to aim even higher, though he is likely to remain a common crook at heart. While before he got his powers he might have planned to steal some high-tech piece of equipment to aid him in his crimes, now he is liable to use others to commit his crimes for him or to create a distraction while he performs his work. In the end, however, money is the only important thing to him.

Using Madman in Adventures

Madman is an excellent villain for GMs who want to provide relatively powerful villains for their heroes to fight but don't have the time or inclination to write intriguing, in depth adventures. A typical madman plot would involve Madman discovering something he wants, usually something of great value

or useful power, and going after it with the help of his Madmen, or perhaps a hero who was unfortunate enough to get too near Madman.

It's possible that, with the acquisition of his new powers, Madman will begin aiming for grander things. Someone who can control others could easily hire himself out as an assassin, charging high fees to make people kill themselves.

Subplots

Though Fleeter's criminal career as Madman has been short lived, he has already cultivated a number of Enemies such as the Blue Beetle, Hawk & Dove, and the Creeper. Fleeter may plot to meet them again and see to their inevitable downfall.

Madman is also regularly involved in Job Subplots, stealing things or causing distractions for

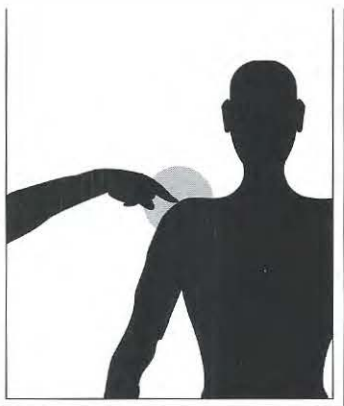
others. Now that he has his mindlink powers, his services could be in greater demand. The new powers themselves might become involved in a future Power Complications Subplot if they continue to change and alter Fleeter's body.

Appearances in DC Comics

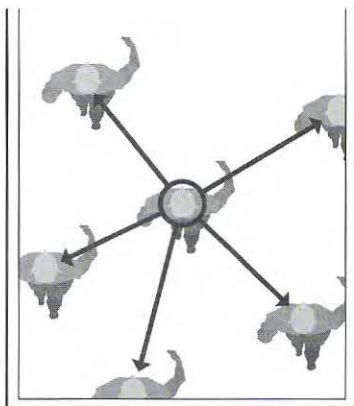
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Blue Beetle* (5) #3

Current: *Blue Beetle* (6) #3-4, 23; *Hawk and Dove* (3) #18-19; *Who's Who '87* (2) #3; *Who's Who '91* #11

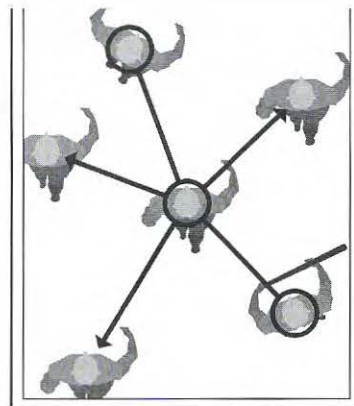


by making physical contact with another being, the subject can exert control over its nervous system via a bioelectrical conduit.



by exerting general control over others the subject may control several individuals relatively risk free.

(note: individuals under general control mimic the subjects movements)



the subject can split his concentration to dictate the specific actions of those under his control, but then he runs the risk of entering the "group mind".

METALLO

DEX:	5	STR:	18	BODY:	13
INT:	3	WILL:	2	MIND:	2
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	45		

- Powers:** Energy Blast: 10, Growth: 2, Sealed Systems: 13, Skin Armor: 10
- Skills:** Gadgetry: 3
- Limitations:** Growth is Always On, and its effects are already figured in to the above Attributes; Skin Armor does not protect Metallo's Head: a Strenuous Trick Shot (+3 OV Column Shifts) will hit the head, bypassing the Skin Armor.
- Advantages:** Connections: LexCorp (Low), Brainiac (Low)
- Drawbacks:** Strange Appearance
- Alter Ego:** John Corben
- Motivation:** Mercenary
- Occupation:** Former confidence man
- Wealth:** 2

Background Update

Metallo was recently freed from custody by Cerberus, who then built him a new robotic body. Even in this larger and stronger housing, Metallo was no match for Superman, who turned Metallo's head over to the Metropolis Police Special Crimes Unit. The Powers and Attributes above reflect the new body; see "The Original Metallo" below for his previous form.

Powers and Abilities

Metallo is a cyborg: a human brain housed within a robotic body. Although his body has been destroyed several times, his head always survived to be attached to a new body. Metallo's most recent body was provided by Cerberus, and was even more powerful than his previous form. It granted him massive superhuman strength, sufficient to demolish a vault door and lift several thousand tons. It was resilient enough to take full-strength punches from Superman and only become moderately dented.

Metallo has displayed the ability to build robots from spare parts (Gadgetry). It can be assumed that Professor Vale taught Metallo this ability so he could repair himself when damaged.

The Kryptonite Connection

In order to function, Metallo needs radioactive material, which he uses as a power source. The material is housed in a containment vessel located in his chest cavity, where a heart would be in a human.

Any radioactive ore will provide Metallo power, but he is at his strongest when energized by Kryptonite. When he is powered by Kryptonite, in addition to the negative effects this has on Superman, raise Metallo's STR and Energy Blast by 4 APs each.

The Original Metallo

Until Metallo was rebuilt by Cerberus, his body was human-sized, and was significantly weaker. While he was using this body, he displayed the ability to control other robots through sheer force of will, although they apparently needed to have at least some LexCorp components to be affected (Control). It is unknown if he was able to accomplish this feat while in his most recent form.

When he faced-off with the Doom Patrol during his global search for Kryptonite, Metallo cobbled together a small army of robotic drones from LexCorp spare parts. These drones had no will of their own so they would cease to function if Metallo turned his attention away from them. In game terms, the drones can only act if Metallo uses his Control Power on them, and he can only Control a maximum number of robots at once equal to his APs of Control.

METALLO (ORIGINAL FORM)

DEX:	6	STR:	15	BODY:	11
INT:	3	WILL:	2	MIND:	2
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	45		

- Powers:** Control: 8, Energy Blast: 10, Sealed Systems: 11
- Skills:** Gadgetry: 3
- Limitations:** Control only works on robots that have LexCorp components.
- Advantages:** Connections: LexCorp (Low), Brainiac (Low)
- Drawbacks:** Strange Appearance; Miscellaneous: Metallo must be repaired like a gadget if he is damaged. (He may not make Resting or Desperation Recovery Checks.)
- Equipment:** ROBOT DRONES (x8) [DEX: 7, STR: 6, BODY: 6, Claws: 5, Extra Limbs (x2): 6, R#: 3]

Personality/Role-playing

John Corben thoroughly enjoys the power his robotic body provides him, and insists on being referred to as "Metallo," not by his real name.

Lately, Metallo has displayed a general dislike of all "normal" humans. He considers them weak and pathetic, and won't think twice about harming them if they get in his way. In fact, he has deliberately put people in danger during his fights with Superman in order to distract the Man of Steel.

Using Metallo in Adventures

Metallo has been a flunky for a number of influential villains, including Brainiac, Cerberus, and Lex Luthor. He might be found in their employ, or working for some other "mastermind" villain.

The only thing that drives Metallo to go out on his own is his ongoing quest for Kryptonite. A possible adventure might involve the Player Heroes discovering that Metallo is close to acquiring Kryptonite, or already has. It would then be up to them to stop him.

Subplots

When he was created, Metallo was indoctrinated with a severe hatred of Superman. That hatred has lived on, fueled by his numerous defeats at the hands of the Metropolis Marvel (Enemies Subplot).

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

Superman- The Man of Steel Sourcebook

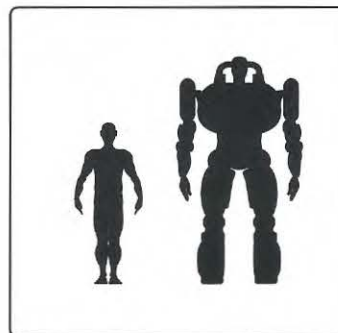
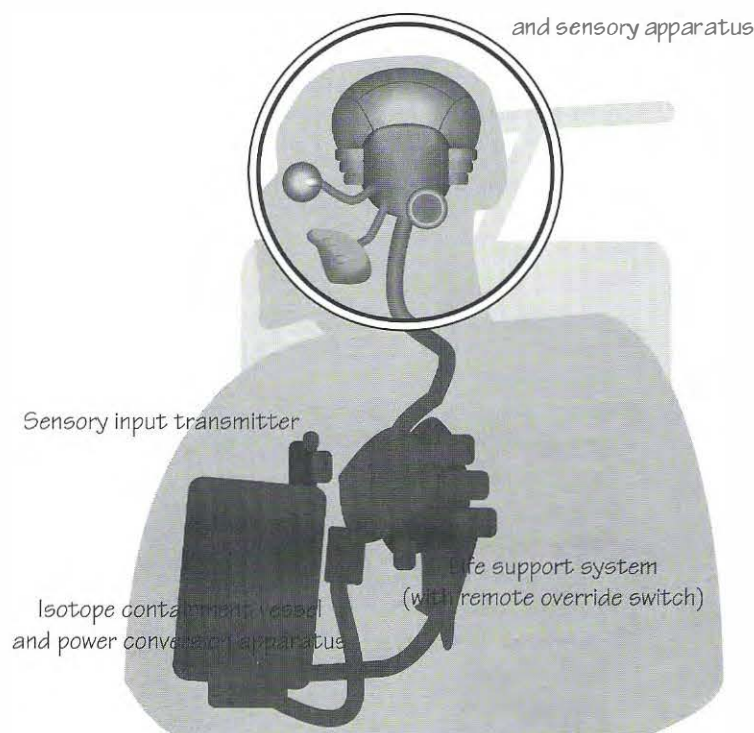
Appearances in DC Comics

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

Metallo I (pre-Crisis): *Action Comics* #252

Metallo II (pre-Crisis): *Blue Devil* #2-3; *The Brave and The Bold* #175; *Superman (1)* #310, 316-317, 331, 418; *Who's Who '86* #15 *World's Finest Comics* #270

Metallo (current): *Action Comics* #647, 678; *Adventures of Superman* #441, 491; *Doom Patrol (2)* #10; *Superman (2)* #1-2, 20; *Superman: The Man of Steel* #12; *Who's Who '91* #13



Size Comparison

MIRROR MASTER

DEX:	4	STR:	3	BODY:	4
INT:	7	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	60		

- Powers:** Dimension Travel: 5
- Skills:** Detective: 4, Gadgetry: 5, Thief: 6, Weaponry: 7
- Limitations:** Power Restriction: Dimension Travel can only be used to travel to and from the "mirror dimension" (See "The Mirror Dimension" below).
- Advantages:** Area Knowledge (mirror dimension)
- Alter Ego:** McCulloch
- Motivation:** Mercenary
- Occupation:** Mercenary
- Wealth:** 5
- Equipment:**
 Mirror Guns (x2) [BODY: 3, Heat Vision: 8, R#: 2]
 Holo-Mirrors (x6) [BODY: 1, Illusion: 11]
 The Holo-Mirrors are tiny, illusion-generating devices that can be used for a variety of effects (see "Mirror, Mirror..." below).
 Looking Glass [BODY: 1, Chameleon: 8]
 The looking glass can be "fired" at a target by shining reflected light off of its surface. Once hit, the target turns into a humanoid mirror, and will involuntarily take on the form and appearance of anyone touched. This effect persists until the Looking Glass is smashed, at which point the Power immediately fails.
 5 AP C Omni-Gadget Mirrors (x2)
 •**Note:** It is unknown if McCulloch's Dimension Travel Power is natural or acquired from a Gadget.

Powers and Abilities

The current Mirror Master employs a wide variety of mirror-based Gadgets and weapons, all of which were originally devised by Samuel Scudder, the original Mirror Master (see below). In fact, McCulloch has admitted that he doesn't even know what some of his weapons do.

As an accomplished mercenary, McCulloch possesses a number of useful Skills, including investigative and infiltration skills (Detective, Thief). He is quite competent at using all forms of Weaponry, and has trained himself with basic knowledge of Gadgetry, in order to repair and reload his Mirror Master weapons.

Mirror Master has also demonstrated the ability to literally walk into mirrors, transporting himself into another place known as the "mirror dimension." It is unknown if this ability is acquired through Scudder's technology, McCulloch's, or if it is an actual "super power" (Dimension Travel).

Mirror, Mirror...

The most versatile Gadgets employed by all the various Mirror Masters are the "Holo-Mirrors". These small illusion-generating devices can be used to accomplish a nearly endless variety of effects. Some of their more common uses include:

- Mirror Images:** The mirrors can make Mirror Master appear to split into as many as 11 duplicates. Any attack aimed at any Mirror Master will hit a duplicate, "shattering" it, unless the attacker first determines which one is the real Mirror Master. This is accomplished with a Perception Check against OV/RVs equal to the APs of Illusion Power (11/11). Note that Characters with special senses such as Thermal Vision will automatically spot the real Mirror Master.
 Mirror Master often uses this ability whenever he makes an appearance. If violence ensues, only his mirror image gets shot at. In fact, Mirror Master rarely goes anywhere truly "in person."
- Teleportation:** Mirror Master can appear to instantly teleport from one spot to another, although this is actually a use of his Illusion Power. Treat this effect as 11 APs of Teleportation, with the Limitation that Mirror Master must set up a Holo-Mirror in the proper location beforehand.
- Disorientation:** By using funhouse-style mirrors, illusions of himself defying gravity, and so forth, Mirror Master can confuse and disorient his opponents, making them become dizzy and unable to act. Treat this as an attack using his APs of Illusion Power as the AV/EV against OV/RVs equal to his opponent's INT/MIND. RAPs are subtracted from the target's DEX and Initiative for a number of phases equal to the RAPs earned. This use of the Mirrors can have an Area Effect, provided that Mirror Master sets up sufficient Mirrors ahead of time.

The Mirror Dimension

Through unknown means, the current Mirror Master can enter a strange place called the "mirror dimension," simply by stepping into any large mirror. Once there, he can appear in any mirror within 20 APs range (1000 miles) and either step through it (effectively teleporting) or simply look through it to see what's going on on the other side. It is important to note that this ability will not work if there is no light where the target mirror is located, since a mirror needs light in order to create a reflection.

If Mirror Master so chooses, he can allow others to step through a mirror with him, entering the mirror dimension. Once there, they will certainly become disoriented, as everything there is a backwards reflection of reality. As a result, all Action Checks attempted by Characters other than the Mirror Master suffer a +2 Column Shift modifier to the OV. Also, without the Mirror Master's guidance, a Character will quickly get lost there,

and will end up re-appearing through a random mirror somewhere within 1000 miles of the one he stepped into.

The Original Mirror Master

The first Mirror Master was a long-time enemy of the second Flash (Barry Allen). He was the original genius behind the various mirror gadgets used by his successors. He died during the Crisis, as did his nemesis, the Flash.

MIRROR MASTER I - deceased

DEX:	4	STR:	3	BODY:	4
INT:	8	WILL:	5	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	65		

- Skills:** Gadgetry: 10, Scientist: 7, Thief: 5, Weaponry: 5
- Advantages:** Connections: Flash's Rogue's Gallery (High), Injustice League of the World (Low); Genius; Scholar (optical physics)
- Alter Ego:** Samuel Scudder
- Motivation:** Mercenary
- Occupation:** Criminal
- Wealth:** 6
- Equipment:**
Mirror Guns (x2) [BODY: 3, Heat Vision: 8, R#: 2]
MIRROR PACK [BODY: 4, Flight: 8]
Holo-Mirrors (x6) [BODY: 1, Illusion: 11]
8 AP ABCD Omni-Gadget Mirrors (x2)

Personality/Role-playing

The current Mirror Master is a true professional, well-versed in the ways of hardened mercenaries the world over. However, he has a personal code of ethics regarding the types of missions he will take. Specifically, he will not attack defenseless "women and children," nor is he likely to take straight assassination jobs, unless they are particularly interesting or lucrative.

Using Mirror Master in Adventures

Used properly, the Mirror Master can be a confounding foe for the Player Heroes to deal with. His illusion-generating abilities allow him to appear to be in many places at once, and he always seems to have a mirror

"duplicate" in just the right place at the right time. He might also work alongside other villains from Flash's Rogue's Gallery, although the current Mirror Master has yet to do so.

Subplots

The original Mirror Master was involved in a long-running Enemies Subplot with the second Flash.

George Harkness (Captain Boomerang) spent a brief time operating as the Mirror Master, utilizing Scudder's costume and weapons to commit crimes while giving the Suicide Squad the impression that he was "going straight." Amanda Waller caught on to his ploy, however, and promptly put an end to the career of "Mirror Master II," just as the career of the current Mirror Master was beginning (Miscellaneous Subplot).

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

Justice League Sourcebook

Appearances in DC Comics

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

Mirror Master I (pre-Crisis): *Batman* #388; *The Brave and The Bold* #30; *Cancelled Comic Cavalcade* #2; *Crisis On Infinite Earths* #5, 9-10; *Detective Comics* #336, 555; *The Flash (1)* #105, 109, 119, 126, 130, 136, 146, 155, 161, 174, 188, 206, 219, 231, 239, 241-244, 254-255, 275, 277, 292, 306, 320, 338-342, 347-350; *Justice League of America* #40, 111, 143, 158; *The Secret Society of Super-Villains* #1-5, 15; *Super Friends* #23; *Who's Who '86* #15
Mirror Master I (current): *Flash (2)* #62 (behind the scenes), 64; *Secret Origins Annual* #2; *War of the Gods* #4
Who's Who '91 #13

Mirror Master II (George Harkness): *Suicide Squad* #8, 11, 19 (behind the scenes), 20

Mirror Master III: *Animal Man* #8, 17, 20 (voice), 21; *Suicide Squad* #20 (mention); *Who's Who '91* #13



Mirror Master's Mirror-Gun

MR. FREEZE *deceased*

DEX:	5	STR:	3	BODY:	5
INT:	7	WILL:	6	MIND:	6
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	17	HERO POINTS:	65		

- Powers:** Cold Immunity: 10
- Skills:** Gadgetry: 8, Scientist: 6, Thief: 6, Vehicles: 5, Weaponry: 8
- Advantages:** Connection: Gotham Underworld (Low); Leadership; Scholar (cryogenics)
- Drawbacks:** Fatal Vulnerability to temperatures above freezing.
- Alter Ego:** Unknown
- Motivation:** Psychopath
- Occupation:** Professional Criminal
- Wealth:** 8
- Equipment:**

CONTAINMENT SUIT [Ice Production: 17, STR: 7, BODY: 7]

Mr. Freeze's containment suit maintains his body temperature at a steady 7° Celsius, keeping him comfortable and alive. The suit also acts as armored protection (able to repel .30 caliber armor-piercing bullets with ease) and a strength-enhancing exoskeleton that enables Freeze to lift over one ton over his head. With the suit's built-in frost projectors, Freeze can blanket a small house in two-foot thick ice without effort. By pushing his powers to their limits, Freeze can blanket a large building in ice.

In DC HEROES terms, Freeze is allowed to Push the suit's APs of Ice Production. If the Push attempt fails, treat the containment suit as though it has failed a Reliability Check. When making Physical Attacks with his Ice Production Power, Freeze must use his APs of Weaponry Skill as his AV.

Powers and Abilities

Freeze has no superhuman powers, though he does possess a brilliant scientific mind and is especially knowledgeable in the field of cryogenics. Freeze keeps himself in excellent physical shape, making him an above average hand-to-hand combatant.

Cold Generation

Mr. Freeze's stock-in-trade has always been the Ice Production Power, an ability that allows him to

conjure enormous volumes of ice from thin air. Freeze can shape the ice in any way he chooses, permitting him to form ice walls, ice bridges, icy weapons, etc. Ice Production has a number of useful applications:

- Freeze can trap a target in a block of solid ice. Make an Action Check with the AV equal to Freeze's APs of Weaponry and the EV equal to his APs of Power. RAPs earned equal the BODY and volume of the ice that surrounds the target. While the target is trapped, his or her DEX is reduced by the RAPs earned by Freeze (the target can't move if his or her DEX is reduced to 0 or less in this fashion). To break free, the target must destroy the surrounding ice (i.e. reduce its BODY to 0 or less).
- Freeze can create an "ice sled" that enables him to move along the ground at a rate of 7 APs per phase.
- Freeze can create an "ice shield" that allows him to add his APs of Power to his RV against Physical Attacks, though he is unable to enter into Physical Combat while he is protected by such a shield.

Earlier Equipment

Earlier in his career, Freeze used less sophisticated versions of his containment suit and freezing equipment:

CONTAINMENT SUIT (early) [BODY: 6]

Like its successor, this suit also maintained Freeze's low body temperature, though it lacked its successor's offensive capabilities.

Freeze Pistol [Ice Production: 13, BODY: 6, R#: 2]

Before he built freeze projectors into his battlesuit, Freeze used a variety of "freezing pistols," all of which had roughly the same game statistics.

GIANT FREEZING RAY [Ice Production: 20, Running: 7, BODY: 7, R#: 4]

Mounted on the back of truck, the giant freeze ray was capable of freezing entire city blocks at a time. Freeze only briefly possessed this device and has never managed to acquire the resources necessary to build a second one.

Personality/Role-playing

Mr. Freeze is something of a tragic figure in that he is obviously more educated and intelligent than most of the criminals in Gotham City, but his affliction keeps him isolated from society. He is torn

between his desire for revenge against society, which he blames for his condition, and an icy fury toward Batman, who constantly frustrates his plans.

Despite his strange condition, Mr. Freeze is a fairly straightforward villain. Although his crimes always make use of his cold technology, he never offers the Batman clues before he strikes like some of the Caped Crusader's other adversaries. Freeze tends to use his ill-gotten gains to buy things his affliction keeps from him such as companionship.

Using Mr. Freeze in Adventures

Mr. Freeze provides a GM with a great deal more flexibility than some of Batman's other arch-enemies. Although he is capable of pulling off the standard "take revenge on Batman" caper, he is also interested in money, meaning he may well try to steal just about any valuable object. Play up Freeze's pathos when using him in adventures; remember that he commits most of his crimes to earn the money to buy the things his affliction keeps from him.

Subplots

Freeze's vulnerability to temperatures above freezing is in many ways one lengthy Power Complications Subplot. He is also involved in an Enemies Subplot with Batman.

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

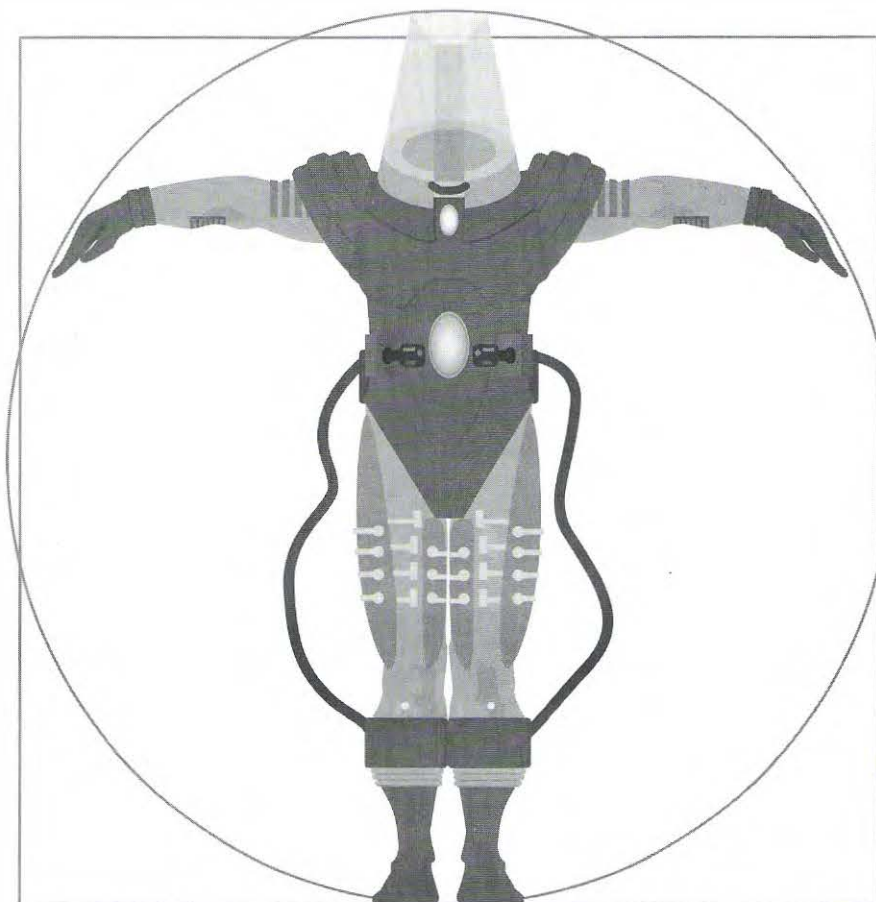
Batman Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Animal Man* #25; *Batman* #121, 291-294, 308, 475, 400; *Detective Comics* #373, 526; *Who's Who* '86 #15; *World's Finest Comics* #275

Current: *Batman* #415; *Detective Comics* #595; *Robin II* #1; *Who's Who* '91 #12



Mr. Freeze's Environmental Containment Suit

MR. MXYZPTLK

DEX:	10	STR:	2	BODY:	10
INT:	4	WILL:	7	MIND:	9
INFL:	6	AURA:	3	SPIRIT:	7
INITIATIVE:	20	HERO POINTS:	175		

- Powers:** Air Walking: 15, Animate Image: 25, Animate Objects: 25, Dimension Travel: 12, Invisibility: 15, Matter Manipulation: 20, Omni-Power: 25, Teleportation: 25
- Advantages:** Area Knowledge (Fifth Dimension); Connection: Lex Luthor (Low)
- Drawbacks:** Catastrophic Irrational Attraction to gamesmanship (see below); Catastrophic Irrational Attraction to making mischief; Catastrophic Irrational Attraction to humiliating Superman
- Alter Ego:** Unknown
- Motivation:** Thrill Seeker
- Occupation:** Troublemaker

Powers and Abilities

The highly advanced Fifth Dimensional science at Mxyzptlk's disposal allows him to perform virtually any feat he can imagine simply by force of will. In the past, Mxyzptlk has instantly engraved his own face on Mount Rushmore, animated billboard images, and turned vast skyscrapers into living beings. Whether or not Mxyzptlk's abilities are inherent in his person or stem from hidden gadgets remains unknown.

It is important to note that despite appearances, there is nothing "magical" about Mxyzptlk's powers; they are simply the result of incredibly advanced science.

Mxyzptlk's "Magic"

By sheer force of will, Mxyzptlk can perform just about any stunt he can imagine. In DC HEROES terms, this ability is represented by Omni-Power.

Mxyzptlk can use his APs of Omni-Power to mimic the affects of any Power or Skill at any time. To do so, however, he must pay a number of Hero Points equal to the Base Cost of the Power mimicked. He can even mimic several abilities simultaneously, though he must divide his APs of Omni-Power between the mimicked abilities. Once Mxyzptlk has decided to mimic an ability and paid its Base Cost, he can continue to use that ability for a period of one

hour without paying its Base Cost again, though once he decides to mimic a different ability, he must either drop the first, or divide his APs as described above.

Mxyzptlk the Gamesman

Natives of the Fifth Dimension, like Mxyzptlk, operate according to a strange psychology that humans can never hope to understand. One of Mxyzptlk's personal quirks is a love of games and puzzles. This quirk forces him to create a set of "rules" for each of his trips outside the Fifth Dimension. One of these rules always describes a condition by which Mxyzptlk will voluntarily return to his home.

Although he always respects his own rules, Mxyzptlk is not above stacking them in his own favor. The return condition he chooses is always absurd and almost impossible to achieve (ie. he will return if forced to say his own name backwards or if forced to paint his own face blue).

To violate the rules he sets for himself after leaving the Fifth Dimension, Mxyzptlk must overcome a Catastrophic Irrational Attraction using the rules described in the *Character Handbook*.

The Fifth Dimension

Mxyzptlk hails from a strange plane far removed from the Earth and known as the Fifth Dimension. The Fifth Dimension stands at a Travel Distance from the Earth plane that constantly varies between 12 and 25. Mxyzptlk's Dimension Travel Power is such that he can only travel to the Earth Plane when it is particularly "close" to his homeworld (roughly once every 90 days).

Personality/Role-playing

Mr. Mxyzptlk comes from a race of egocentrics and he is the absolute worst of the lot. His main goals in life are to spread mischief and to assert his own "superiority."

Mxyzptlk's greatest weakness is his seemingly infinite gullibility. Although the conditions he sets for his return to the Fifth Dimension are always seemingly impossible to achieve, Superman always outsmarts him and sends him on his way, often by using Mxyzptlk's incredible vanity as a weapon.

Just as Mxyzptlk seems almost impossibly strange to humans, human interaction and mores are almost completely unfathomable to him. Although he

isn't really malicious, his pranks often leaves scores of people injured and emotionally scarred in their wake.

Using Mr. Mxyzptlk in Adventures

Adventures involving Mr. Mxyzptlk are always fun-filled, puzzle solving romps. In such an adventure, the Player Heroes' fists and energy blasts are useless. The only way to defeat Mxyzptlk is to outwit him. Every once in a while, a "comic relief" adventure of this nature is just what the doctor ordered to add life to a campaign that's beginning to drag.

Subplots

So far, Mr. Mxyzptlk's only Subplots have all been centered around his Enemy Superman.

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

Background/Roster Book (card included), Superman- The Man of Steel Sourcebook

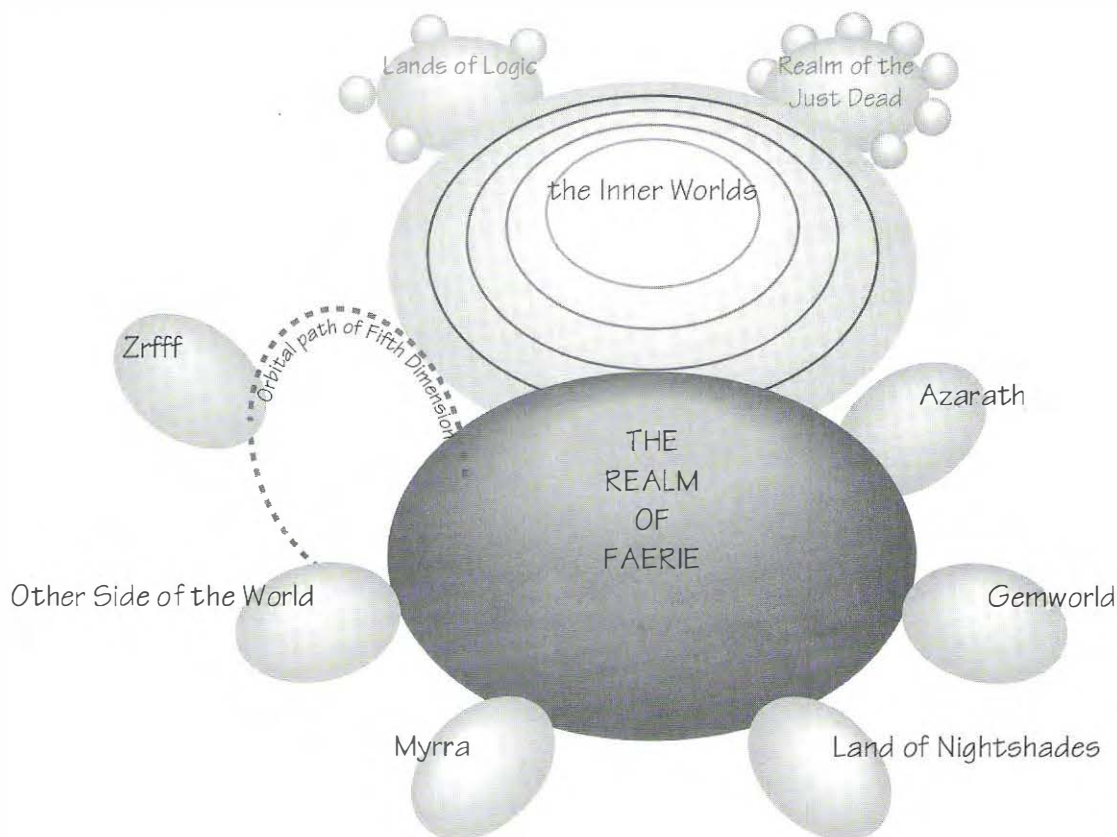
Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *Action Comics* #80, 102, 112, 151, 190, 208; *Superman (1)* #30, 33, 36, 40, 46, 51, 59, 62, 82, 86, 96, 103-105; *Superman Family* #208; *Who's Who '86* #15

Pre-Crisis; Earth-One: *Action Comics* #273, 282-283, 291, 362 (descendant), 368, 460, 467, 563, 574; *Adventure Comics* #286 (behind the scenes), 288, 294, 310 (descendant), 351, 355 (descendant), 388, 393; *DC Comics Presents* #33-34, 53, 97; *Superboy (1)* #78, 83, 99, 114, 120, 131; *Superman (1)* #131, 135, 148, 150, 154, 169, 171, 174, 278, 283, 290, 299, 335, 349, 351, 407, 421; *Superman's Girl Friend, Lois Lane* #29, 48, 61, 73; *Superman's Pal, Jimmy Olsen* #52-54, 55 (ancestor), 65-66, 71, 74, 114; *Who's Who '86* #15; *World's Finest Comics* #113, 123, 152, 169

Current: *Action Comics* #659; *Adventures of Superman* #441, 463, 472 (behind the scenes), 496; *Batman: Legends of the Dark Knight* #38; *Superman (2)* #11, 31, 49-50; *Who's Who '88* #2; *Who's Who '91* #13



NIMBUS

DEX:	9	STR:	3	BODY:	5
INT:	7	WILL:	5	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	23	HERO POINTS:	30		

•**Powers:** **linked*

Air Control: 8, Dispersal: 12, Growth: 12, Hypnotism: 5*, Invisibility: 7, Lightning: 10, Self-Link (Fog): 8, Weather Control: 8

•**Skills:** Scientist: 5

•**Bonuses:** Nimbus' Powers increase exponentially while he is wearing the Converter (see "Cosmic Converter" below); Nimbus' STR is not reduced when he uses his Dispersal Power; Self-Link (Fog) may cover an area in APs equal to the number of APs of Growth Nimbus has active; Invisibility is Useable On Others: Nimbus may make up to 7 Characters Invisible within Normal Range. The Characters stay invisible until Nimbus chooses to make them visible or they move farther than 7 APs away from him.

•**Limitations:** Power Restrictions: Dispersal, Flight, and Growth may only be used when Self-Link (Fog) is active; Dispersal may not be used to pass through solid objects unless there are cracks or holes for Nimbus to flow through; All of Nimbus' improved Powers, Attributes, and Advantages are gained through the Cosmic-Converter Belt. Without it, he reverts to his Mist Powers (see below).

•**Advantages:** Lightning Reflexes

•**Drawbacks:** Age (old); Minor Psychological Instability: Nimbus became intoxicated with his new powers when he put on the Converter.

•**Motivation:** Power Lust

•**Occupation:** Would-Be Conqueror

•**Wealth:** 7

•**Equipment:**

COSMIC-CONVERTER BELT [BODY: 10, Energy Absorption: 13] Limitation: Energy Absorption only works on stellar energy.

The Converter absorbs stellar energy which Nimbus uses to increase his powers. The Belt presumably has other Powers that were used by Starman II, but during the short time Nimbus had it he did not make use of them (see "Cosmic Converter" below).

•**Note:** The Cosmic-Converter Belt was recently destroyed by Starman II and Starman III.

Powers and Abilities

Originally, the man who would become Nimbus was the Mist, a minor wartime scientist-turned-villain. He gained the Power of Invisibility from his "inviso-solution." He was also able to make others invisible as well.

Over the years, the solution granted the Mist the power to actually become a living cloud (Self-link/Fog). In this form he could Fly, was virtually immune to physical harm, and could flow through tiny openings and under doors (Dispersal).

Eventually, the Mist gained the power of Hypnosis, allowing him to subvert people's minds to his whim. It was this Power that allowed him to trick Starman II into battling Starman III, affording him access to the Converter Belt.

While in possession of the Belt, the Mist becomes Nimbus, and gains the power to control the winds and weather (Air Control, Weather Control), as well as the ability to increase his size to over forty feet tall (Growth). By summoning hurricanes and monsoons, Nimbus can generate powerful bolts of Lightning.

Cosmic Converter

Starman II's Cosmic-Converter Belt, among other things, collects and stores vast amounts of stellar energy. When the Mist puts the Belt on, the stored energy immediately increases his powers tremendously.

While Nimbus is in possession of the Belt, his Powers gradually increase. For every AP of time that passes after he puts on the Belt, his Air Control, Growth, and Weather Control Powers each increase by 1 AP. For Example, after 1 AP of time (8 seconds), Nimbus' Powers go up by 1 AP. After 2 APs of time (16 seconds), they go up by a total of 2 APs, and so on.

While Nimbus is Dispersed, the Converter itself is scattered throughout his cloud-like being. To get it to become solid requires the use of Matter Manipulation, Magnetic Control, or Starman's Cosmic Rod. AV/EVs for the attempt equal the APs of Power being used (13 for the Cosmic Rod), while the OV/RV equals Nimbus' APs of Dispersal (12). In addition, re-assembling the Converter is a Strenuous task, adding a +3 Column Shift modifier to Nimbus' OV/RV.

The Mist

Before he acquired the Cosmic Converter, Nimbus was simply the Mist, a small-time villain who was constantly thwarted by the original Starman.

THE MIST

DEX:	5	STR:	2	BODY:	4
INT:	7	WILL:	5	MIND:	4
INFL:	7	AURA:	5	SPIRIT:	4
INITIATIVE:	17	HERO POINTS:	30		

•**Powers:** *linked

Dispersal: 12, Flight: 6, Hypnotism: 5*, Invisibility: 7, Self-Link (Fog): 6

•**Skills:** Scientist: 5

•**Bonuses:** Invisibility is Useable On Others: The Mist may make up to 7 Characters Invisible within Normal Range. The Characters stay invisible until the Mist chooses to make them visible or they move farther than 7 APs away from him.

•**Limitations:** Power Restrictions: Dispersal and Flight may only be used when Self-Link (Fog) is active; Dispersal may not be used to pass through solid objects unless there are cracks or holes for the Mist to flow through.

•**Drawbacks:** Age (old)

•**Alter Ego:** Andy Murphy (alias)

•**Motivation:** Mercenary

•**Occupation:** Criminal Scientist

•**Wealth:** 7

•**Note:** Initially, the Mist only had the Invisibility Power. His other Powers were gained gradually over the years.

Personality/Role-playing

Nimbus is a maniacal villain, whose goal is no less than world domination. With his newfound powers, he is more like a force of nature than a man, a fact he proudly proclaims in the midst of battle.

Although his Powers are formidable, Nimbus' overconfidence and lack of experience with his abilities invariably cause his downfall.

When he was just the Mist, his attitude was much less grandiose. He was a simple criminal who sought to use his powers for personal gain.

Using Nimbus in Adventures

The Mist can be used in Golden Age adventures involving the original Starman, Black Canary, or the Justice Society of America. In this era, the Mist is usually found hatching some scheme to steal Allied war secrets to sell to the highest bidder.

Once he acquires the Cosmic Converter and becomes Nimbus, he is a major threat worthy of the Justice League. A possible adventure might involve the Starmen failing to stop Nimbus, and the Player heroes coming in to save the day (hopefully).

Presumably, Nimbus will reform himself out of his scattered particles and regain his Mist Powers. He might then begin searching for an alternate energy source to allow him to regain his Nimbus Powers.

Subplots

The Mist was involved in a long-running Enemies Subplot with the original Starman, and later the original Black Canary.

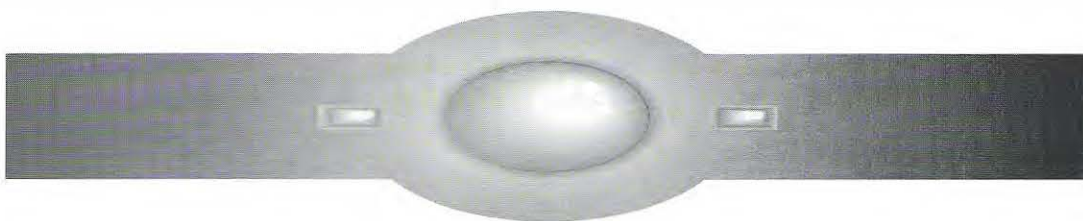
The effects of his "inviso-solution" have continually added to the powers of Nimbus (Power Complication Subplot). Theoretically, he could continue to gain new powers as time goes on.

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #67, 77; *All-Star Squadron* #26; *All-Star Squadron Annual* #2; *The Brave and The Bold* #61; *Crisis On Infinite Earths* #5, 9; *Infinity, Inc.* #22; *Justice League of America* #195-197; *Swamp Thing* (2) #46 *Who's Who* '86 #15

Current: *Green Lantern Corps Quarterly* #3 (flashback); *Starman* #26-27; *Who's Who* '91 #10



Cosmic Converter Belt

PRANKSTER

DEX:	3	STR:	2	BODY:	2
INT:	5	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:	45		

- Skills:** Charisma (Persuasion): 5, Gadgetry: 7
- Advantages:** Connection: Galaxy Broadcasting (Low); Genius; Popularity; Scholar (Practical Jokes, Children's Television)
- Drawbacks:** Serious Irrational Attraction to humiliating and killing Morgan Edge; Minor Psychological Instability
- Alter Ego:** Oswald Loomis
- Motivation:** Thrill Seeker
- Occupation:** Comedian
- Wealth:** 5
- Equipment:**

Chainsaw [BODY: 7, Claws: 5, R#: 3]

GIANT SQUIRTING FLOWER [BODY: 10, Super Breath: 20, R#: 2] Limitation: The Giant Squirting Flower must be connected to a high-pressure water source, such as a large city's water main.

Tear Gas Flower [BODY: 1, Fog: 5, Poison Touch: 4, Ammo: 1, R#: 3] Limitation: Fog has a range of 0 APs and only lasts for 2 APs (16 seconds). Bonus: Poison Touch attacks all targets within the Fog.

Uncle Oswald Loudner [BODY: 1, Super Ventriloquism: 3] The Loudner is simply a megaphone with a mouth painted on it.

X-Ray Specs [BODY: 1, X-Ray Vision: 1]

Powers and Abilities

The Prankster has no meta-human abilities, so he must rely on his devious cunning to gain fame and fortune. His experience in carnivals and kiddie shows gives him a well-developed (albeit twisted) sense of humor, and something of a golden tongue (Charisma/Persuasion).

Oswald uses his knowledge of pranks and jokes to create a wide range of gimmicks (Scholar, Gadgetry), many of which are built on a grandiose scale using advanced technology (Genius).

Perfidious Perils of the Prankster

Loomis employs an arsenal of dangerous practical jokes. His first prank was to blanket

downtown Metropolis with soap-sud snow, causing dangerous driving conditions and mass panic. If this trick is used in a game, the Gamemaster can assume that several cars and busses skid off the street. Player heroes must then stop the vehicles and save any bystanders from harm. If Player Characters need to drive through the suds themselves, they must make a Vehicles (Land) roll anytime they need to change speed or direction. The OV/RVs for such an attempt are 8/8 (Extreme).

Other jokes used by the Prankster include banana peels (DEX/DEX against 6/6 or fall), exploding whoopee cushions (Bomb: 3), joy buzzers (Lightning: 2), and trap doors. No trick is too dangerous or stupid for the Prankster. He will gladly stoop to any depths to get the attention he thinks he deserves.

Personality/Role-playing

Rather than seeking power or money, the Prankster spends his time trying to gain world-wide fame. Loomis' ultimate goal is to write a book about his life, immortalizing himself and his comedy for all time.

Loomis feels that his brand of slapstick humor is unjustly disappearing from television and films, and he will do whatever it takes to keep it alive. He blames big media companies and executives for this decline, especially his former employer, Morgan Edge of Galaxy Communications. Loomis especially hates Edge, and will go to great lengths to embarrass, humiliate, or even kill him.

If the Prankster is in a bad situation or is cornered by heroes, he will invariably surrender. He is not interested in getting himself hurt, only famous. To this end, he figures he can simply escape from jail later and begin his wacky campaign anew.

Using the Prankster in Adventures

The Prankster is out to gain attention, so his crimes will always involve big, overblown, attention-getting pranks. He especially likes getting super heroes involved because they generate even more publicity.

Loomis has been setting up traps and pranks all over Metropolis for 25 years. Presumably, there are dozens left that he can trigger remotely, and even Superman can't find them all. Such Prankster "left-overs" can provide the basis for an entire adventure, even if the villain himself is behind bars.

Although his first few escapades took place in Metropolis, there is no reason why the Prankster can't spread his gags to other cities across America and the world. He's guaranteed a spot on the front page if he can get the Justice League International involved in one of his showstoppers.

Subplots

Even before Morgan Edge cancelled his show, Oswald has hated the executive with a passion. Edge's heart condition and Prankster's imprisonment only delay their inevitable clash (Enemies Subplot).

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

Superman- The Man of Steel Sourcebook

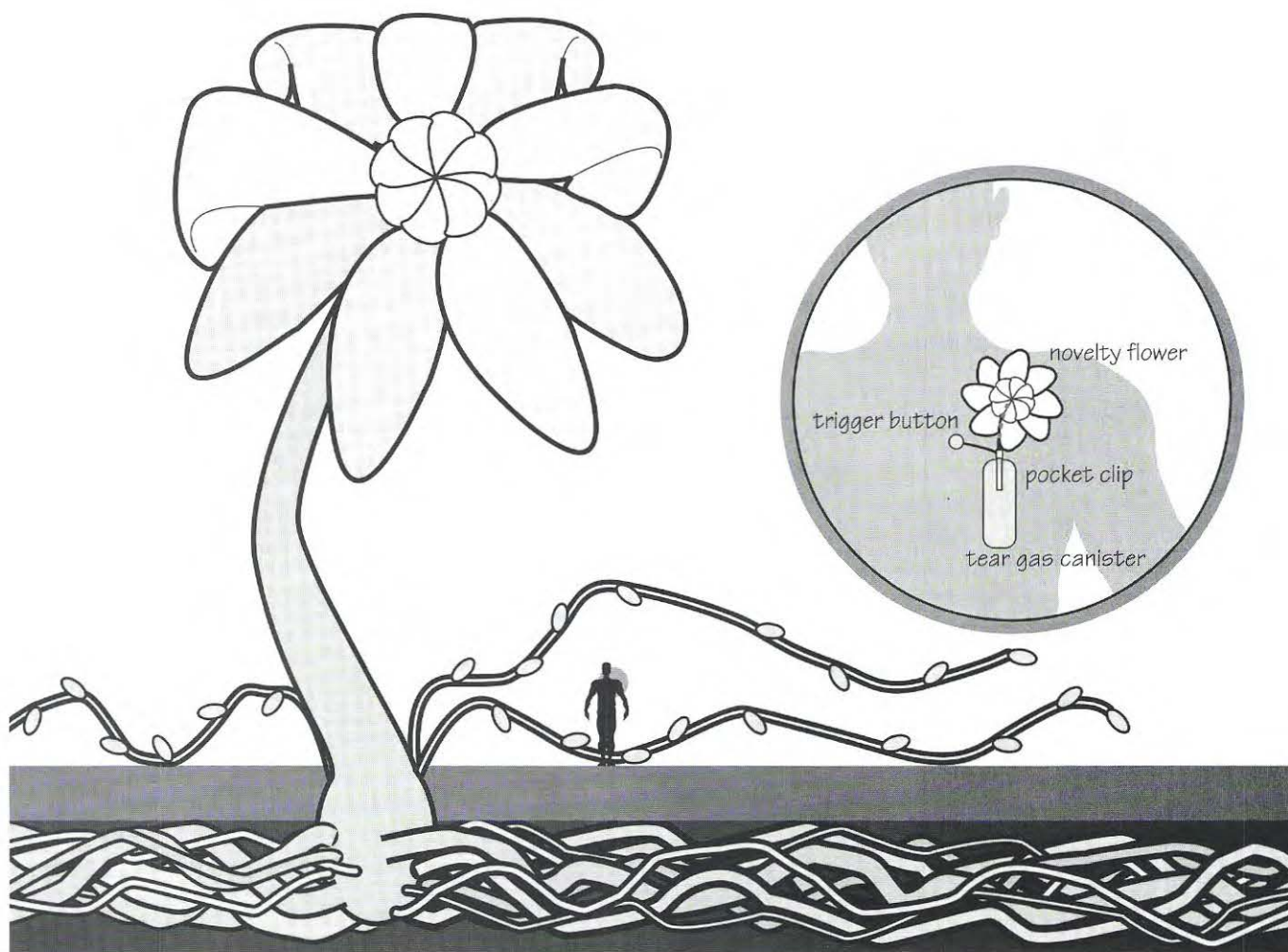
Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *Action Comics* #51, 57, 69, 77, 95, 104, 109, 151; *Superman (1)* #20, 22, 29, 37, 41, 50, 52, 55-56, 60-61, 64, 66, 69-70, 72, 75, 87-88

Pre-Crisis; Earth-One: *DC Comics Presents* #41; *Superman (1)* #299; *Superman Family* #184; *Superman's Pal, Jimmy Olsen* #9; *Who's Who '86* #18; *World's Finest Comics* #159

Current: *Superman (2)* #16, 36; *Who's Who '88* #3; *Who's Who '91* #11



Giant Squirting Flower Connected to the
Metropolis Water Supply

PSI-PHON & DREADNAUGHT

PSI-PHON

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	3	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	40		

- Powers:** Neutralize: 25
- Bonuses:** Neutralize uses the target's INT/MIND as the OV/RV; Neutralize will also work on DEX and BODY, to a minimum of 10 and 6, respectively; Neutralized Attributes will *not* Recover normally (see "Power Failure" below).
- Limitations:** See "Power Failure" below.
- Drawbacks:** Strange Appearance
- Alter Ego:** J'Ankway
- Motivation:** Thrill Seeker
- Occupation:** Henchman

DREADNAUGHT

DEX:	5	STR:	9	BODY:	10
INT:	2	WILL:	1	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	25		

- Powers:** Adaptation: 25, Growth: 3
- Skills:** Charisma (Intimidation): 7
- Bonuses:** Adaptation can be used to duplicate Physical Attributes; There is no limit to the total cumulative APs that may be duplicated by Adaptation: the AP rating only determines the maximum rating any single Power may have.
- Limitations:** Dreadnaught may only Adapt Attributes and Powers while they are being Neutralized by Psi-Phon; Adaptation may not duplicate Skills.
- Drawbacks:** Strange Appearance
- Alter Ego:** Breemmill
- Motivation:** Thrill Seeker
- Occupation:** Henchman

Powers and Abilities

Psi-Phon can psychically block the use of super-powers (Neutralize), and then analyze those powers and encode Dreadnaught with them. Apart from this

ability, Psi-Phon is a tiny and weak individual with no significant Skills.

Dreadnaught is a massive brute who is strong enough to pulverize stone in his bare hands, and can expand until he is about 15 feet tall (Growth), becoming even stronger when he does so. His massive strength also affords him a degree of invulnerability (BODY). Also, Dreadnaught can be "programmed" by Psi-Phon with the powers of those whose powers have been Neutralized (Adaptation).

Power Failure

Psi-Phon may only attempt to Neutralize an Attribute or Power if he has seen it used and he has line-of-sight to the target. He then makes an action check using his APs of Neutralize against OV/RVs equal to the target's INT/MIND. Positive RAPs indicate that the *entire* Power has been Neutralized. Attributes that are Neutralized drop to human maximums (DEX: 10, STR: 5, BODY: 6).

If a target of Psi-Phon's Neutralize Power has been affected by it in the past, that target is much more resistant to it. In order to Neutralize a Power or Attribute of someone who has been affected by it during a past encounter (not earlier in the current encounter), Psi-Phon must score RAPs equal to the target's WILL, or there is no effect.

Attributes and Powers Neutralized by Psi-Phon do *not* Recover normally: he can keep them Neutralized as long as he is conscious. However, if he tries to Neutralize too many Powers, he runs the risk of burning out and returning *all* blocked Powers. At the end of each Phase, Psi-Phon must make an Action Check using the total number of Powers and Attributes he has Neutralized as the AV/EV against his APs of Neutralize as the OV and his MIND as the RV. Positive RAPs are taken as Mental Bashing Damage. If his Current MIND Condition drops to 0, all affected Characters regain their lost Attributes and Powers. In addition, Dreadnaught loses all of his Adapted Abilities.

The Hunters

Psi-Phon and Dreadnaught are the servitors of an unnamed alien being they refer to as "the master." When they became too independent, they were retrieved by a pair of raucous "hunters" called YB2 and R3B2. Superman easily dispatched the two "hunters" when he discovered that they were beings

of pure energy, nearly helpless outside of their containment shells.

"THE MASTER"

DEX:	1	STR:	21	BODY:	16
INT:	11	WILL:	26	MIND:	17
INFL:	10	AURA:	5	SPIRIT:	6
INITIATIVE:	22	HERO POINTS:	100		

- Powers:** Control: 7, Energy Absorption: 18, Growth: 20, Invulnerability: 16, Life Sense: 18
- Skills:** Gadgetry: 13, Scientist: 13, Vehicles (Space Craft): 5
- Limitations:** Growth is Always On and is already figured in to the above Attributes.
- Advantages:** Genius; Leadership
- Drawbacks:** Strange Appearance; Unluck
- Motivation:** Unwanted Power
- Equipment:**

STARSHIP [STR: 15, BODY: 18, Flight: 30, Radar Sense: 28, Sealed Systems: 25, Suspension: 30, Teleportation: 25, R#: 2] Limitation: Teleportation is only useable on others, not the ship itself.

Note: At the time the ship was discovered by Superman, its Suspension Power had broken down, and it was buried under tons of rock.

YB2 AND R3B2

INT:	5	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	8 (14)	HERO POINTS:	10		

- Powers:** Dispersal: 8, Energy Absorption: 16, Life Sense: 8, Self-Link (Energy Blast): 8
- Skills:** Military Science (Tracking): 5
- Limitations:** Self-Link (Energy Blast) and Dispersal are Always On.
- Advantages:** Lightning Reflexes
- Drawbacks:** Strange Appearance
- Motivation:** Mercenaries
- Occupation:** Hunters
- Equipment:**

CONTAINMENT SHELLS [DEX: 6, STR: 5, BODY: 6, Heat Vision: 16] The Containment Shells allow YB2 and R3B2 to take physical form by "shutting off" their Dispersal and Self-Link (Energy Blast) Powers; Heat Vision only works for energy beings.

SCOUT SHIP [STR: 9, BODY: 12, Flight: 18, Radar Sense: 25, Sealed Systems: 20, Suspension: 20, R#: 2]

Personality/Role-playing

Psi-Phon and Dreadnaught are bullies and thrill-seekers. They love nothing better than humiliating a

once-mighty being by using his own powers against him. They are amoral and irresponsible, and will often stray from their tasks in order to pick on some random super-hero.

Once they face defeat, however, Psi-Phon and Dreadnaught become complete cowards, and will seek to flee to the protection of their "master."

Using Psi-Phon & Dreadnaught in Adventures

Psi-Phon and Dreadnaught are perfect villains to put self-important heroes in their place. Heroes facing them will quickly have to resort to using their Skills and intelligence to beat Psi-Phon and Dreadnaught, as brute force will rarely work.

When using Psi-Phon and Dreadnaught, a GM should be sure to have them steal some of the Player Heroes' Powers from hiding. The Players should grow increasingly nervous as their Characters inexplicably lose their Powers one by one, until they finally face Dreadnaught using their own Powers against them! To prevent the Players from feeling completely helpless, the GM should drop hints so that it is clear that their Powers are somehow being "blocked," and not "drained."

Subplots

Psi-Phon and Dreadnaught were involved in an Enemies Subplot with Clark Kent, who defeated them after they first appeared.

Although they were supposed to be seeking an energy source for their "master," Psi-Phon and Dreadnaught got side-tracked more than once by their Thrill Seeking Motivations (Job Subplot).

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

Superman- The Man of Steel Sourcebook

Appearances in DC Comics

Adventures of Superman #441-442, 469; Superman (2) #19; Who's Who '88 #3; Who's Who '91 #13

PSYCHO-PIRATE

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	2	MIND:	2
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	75		

- Powers:** Broadcast Empath: 22
- Limitations:** Psycho-Pirate's Broadcast Empath Power must be periodically "recharged" by contact with the Medusa Mask. It is not known how long his power lasts between charges but it is likely between 8 and 48 hours. Psycho-Pirate's victims must be looking at him for his power to affect them.
- Advantages:** Scholar (emotions)
- Drawbacks:** Catastrophic Psychological Instability; Public Identity
- Alter Ego:** Roger Hayden
- Motivation:** Psychopathic
- Occupation:** Professional Criminal
- Wealth:** 0

Powers and Abilities

Psycho-Pirate's powers come from the energy he has absorbed from the enchanted Medusa Masks. Hayden has somehow managed to fuse the Medusa Masks into a single golden Mask. Though he no longer needs the Mask to effect the emotions of others, he must come into regular contact with it in order to "recharge" his emotion controlling abilities. The slightest contact seems to be sufficient though it is not known exactly how long a charge lasts.

Psycho-Pirate's emotion controlling powers are incredibly strong, able to affect the minds of such people as the original Dr. Fate and Green Lantern. To do this, Psycho-Pirate makes a Mental Attack using his APs of Broadcast Empath as AV/EV against his victim's INT/MIND as OV/RV. If RAPs earned by the attack are greater than the target's MIND, the victim is overwhelmed by whatever emotion Psycho-Pirate wishes. The Pirate must, however, get his victims to look at his face for his power to take effect, as the Pirate must make an expression which is indicative of the emotion he wishes to induce.

Though insane, Roger Hayden is an expert on human emotions and psychology in general. He is also the only person in the universe who fully remembers the events of the Crisis on Infinite Earths and what the multiverse was like.

Continuity Blues

Not long ago, Roger Hayden's warped psyche, powered by the energy he absorbed from the Medusa Mask, began to produce heroes from the (now destroyed) Pre-Crisis worlds. As his power gave substance to various characters, his own physical form began to dissipate. When confronted with their own non-existence, the Pre-Crisis characters vanished into bits of color, though Hayden's form did not regain any substance.

All of these happenings were witnessed by the two aliens who had given Animal Man his powers and Dr. Highwater, a doctor at Arkham Asylum who was developing a theory involving the true nature of the Crisis.

Eventually Psycho-Pirate dissipated into nothing, declaring that he was being "taken out of the continuity." Dr. Highwater, apparently driven insane by these events and the realization of his theory, took Hayden's place in the asylum.

Personality/Role-playing

Psycho-Pirate is a person who has lost touch with reality (quite literally). His psyche fluctuates from near-lucidity to raving mania with rapid mood swings. This condition was created in part by the power of the Medusa Mask and by his knowledge of the Pre-Crisis period. For a time during the Crisis, Roger Hayden's sanity was restored by the Anti-Monitor so that the Psycho-Pirate could aid him in destroying the multiverse.

Using Psycho-Pirate in Adventures

Psycho-Pirate's career has spanned a broad criminal spectrum from simple bank robbery to cooperating with a super-villain team to working with the Anti-Monitor. Though his emotion controlling powers are particularly formidable, Psycho-Pirate can be used in any type of adventure where he has something to gain or where his insanity could come into play.

It is possible that Roger Hayden is gone forever and that Dr. Highwater could emerge from Arkham Asylum as the new Psycho-Pirate. It is not known what changes, if any, might appear in this new Psycho-Pirate.

Subplots

Psycho-Pirate has amassed a number of enemies during his criminal career including Animal Man, the Flash and the members of Infinity, Inc. (Enemies Subplots).

Of course he was also involved in a whopper of a Power Complications Subplot shortly before his termination, as his empowered psyche spewed forth characters from the Pre-Crisis worlds.

Appearances in DC Comics

Psycho Pirate I (pre-Crisis): *All-Star Comics* #23, 32; *Showcase* #56

Psycho Pirate II (pre-Crisis): *All-Star Comics* #65-66, 68; *All-Star Squadron* #26; *All-Star Squadron Annual* #2; *Crisis On Infinite Earths* #1-8, 12; *The Fury of Firestorm* #41; *Justice League of America* #147, 195-197; *Showcase* #56; *The Spectre (1)* #5; *Who's Who* '86 #18

Psycho Pirate II (current): *Animal Man* #10, 20, 22-24; *Infinity, Inc.* #31-32, 36; *Infinity, Inc. Special* #1; *Millennium* #2; *The Outsiders (1)* #21; *The Outsiders Special* #1; *Secret Origins (3)* #23 *Who's Who* '91 #13



the composite
Medusa Masks

RA'S AL GHUL

DEX:	9	STR:	5	BODY:	6
INT:	10	WILL:	10	MIND:	8
INFL:	10	AURA:	8	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:	100		

- Powers:** Invulnerability: 12
- Skills:** Charisma: 11, Detective: 10, Gadgetry: 10, Martial Artist: 9, Medicine: 9, Scientist: 10
- Advantages:** Connections: League of Assassins (Low), Underworld (High); Leadership; Lightning Reflexes; Omni-Connection; Scholar (Middle East)
- Drawbacks:** Minor Irrational Attraction to converting the Batman to his cause.
- Alter Ego:** Unknown
- Motivation:** Power Lust
- Occupation:** Crime Lord
- Wealth:** 20

Powers and Abilities

Although, Ra's possesses no superhuman powers or abilities, he is slightly stronger than the average man. He has developed both his mind and body to the peak of human potential, much like his arch-enemy Batman. Ra's is an expert martial artist, scientist, and physician.

Beyond his physical and mental capabilities, the fact that he has access to a worldwide network of secret operatives and an almost unlimited supply of money makes Ra's an even more dangerous opponent.

The Lazarus Pit

Ra's has the ability to create a specialized bath of unknown chemicals known as the *Lazarus Pit*. The pit can only be formed every other year and only at a location where multiple "ley lines" (pathways of mystical energy) converge.

Anyone who steps into the pit's fiery contents is automatically cured of all diseases and injury (Regeneration: 10). Bathing in the pit also bestows the Invulnerability Power (rated at 12 APs) upon the bather for a period of two years and prevents him from aging for as long as the Invulnerability Power remains in effect.

Just after a bather emerges from the pit, his STR is boosted to 8 APs and he acquires the Serious Rage Drawback. These effects last for approximately an hour.

Ra's al Ghul's Followers

Ra's maintains a worldwide network of spies, operatives, and assassins. You can assume that each of these operatives has the following statistics:

TYPICAL RA'S AL GHUL FOLLOWER

DEX:	4	STR:	4	BODY:	4
INT:	3	WILL:	3	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	5
INITIATIVE:	11	HERO POINTS:	5		

- Skills:** Martial Artist: 5, Thief: 4
- Advantages:** Connections: Ra's al Ghul (Low)
- Drawbacks:** Serious Irrational Attraction to obeying Ra's without question.
- Motivation:** Mercenary
- Occupation:** Criminal
- Wealth:** 6

Background Update

Batman recently uncovered information that allowed him to piece together the true history and origin of Ra's al Ghul. This adventure concluded with a duel to the death at the edge of the Lazarus Pit, a battle Batman seemingly won. Although Ra's is presumed dead, Batman couldn't locate his body. Considering the knack he has shown for escaping death's clutches in the past, it is possible that Ra's might return.

Personality/Role-playing

Ra's al Ghul is a quiet and contemplative manipulator. He is content with tiny gains, for he knows that time is on his side and he will outlive his foes. He has the luxury of planning for hundreds of years at a time, so subtlety and patience are his trademarks. His only real weakness is his daughter Talia; he desires her by his side and cannot help but indulge her sometimes eccentric whims.

The Batman once referred to Ra's al Ghul as the most dangerous criminal genius on the face of the Earth, probably because Ra's challenges the Batman on each and every level of his being. He is the Batman's equal in strength and stamina and is perhaps more than a match for Batman when it comes to strategy and tactics. Furthermore, Ra's fortune rivals that of Bruce Wayne and his genius in devising

new and devilish weaponry is matched only by the Batman's ingenuity in foiling these fiendish schemes.

Using Ra's al Ghul in Adventures

Like Kobra, Ra's al Ghul is well-suited to epic adventures that threaten the well-being of the entire world. His schemes are almost exclusively grandiose and unlikely to attract the attention of all but the most observant heroes until it is too late.

In the past, Ra's has demonstrated an affinity for artifacts and information with mystical significance. Should such an item become available, Ra's would almost certainly consider attempting to acquire it.

Subplots

Ra's is frequently embroiled in Family Subplots centered around his relationship with his daughter Talia and Enemy Subplots centered around his long-running conflict with Batman.

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

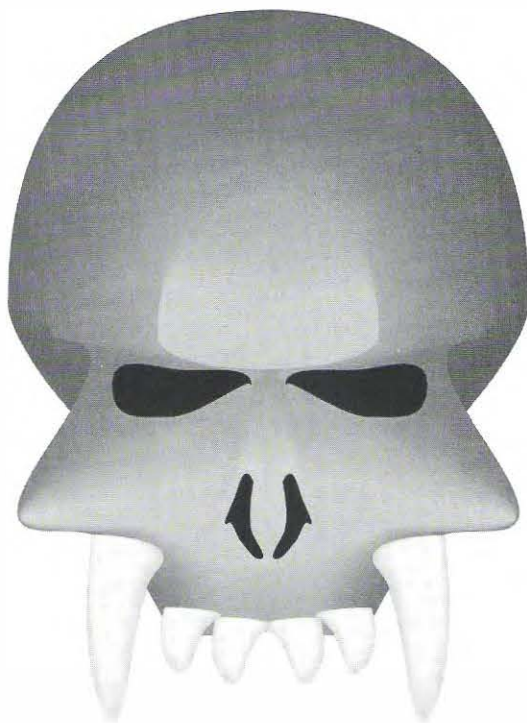
Background/Roster Book, Batman Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Batman* #232, 235, 240, 242 (*behind the scenes*), 243-244, 291-294, 332 (*voice*), 333 (*behind the scenes*), 334-335, 400; *Batman Annual* #8; *Black Lightning (I)* #2 (*behind the scenes*); *The Brave and The Bold* #159; *DC Special Series* #15; *Detective Comics* #445, 448, 485, 490, 566 (*behind the scenes*); *Who's Who* '86 #19

Current: *Batman: Birth of the Demon*; *Batman: Bride of the Demon*; *Batman: Son of the Demon*; *Detective Comics Annual* #1, 2 (*Who's Who*); *Who's Who* '91 #13



Ra's al Ghul's brooch

RAINBOW RAIDER

DEX:	4	STR:	2	BODY:	4
INT:	7	WILL:	4	MIND:	4
INFL:	4	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	50		

•**Powers:** Broadcast Empath: 13, Power Drain: 13, Flash: 13, Heat Vision: 12, Telekinesis: 3, Invisibility: 13, Force Manipulation: 6

•**Skills:** Artist (Painter): 5, Gadgetry (Build Gadget): 5

•**Limitations:** Power Restrictions: Power Drain only works on STR; Rainbow Raider's Power Drain does not transfer RAPs of STR to him; Rainbow Raider cannot make a Multi-Attack with his Flash Power; Rainbow Raider can only use his Force Manipulation Power to fly, project Energy Blasts, and create simple constructs.

•**Advantages:** Connections: Flash's Rogues Gallery (Low); Scholar (art)

•**Drawbacks:** Minor Irrational Attraction to stealing valuable artwork; Minor Physical Restriction: Before the accident which caused Roy Bivolo to absorb the power of his goggles, he was color-blind. His Artist Skill only allowed him to display his artistic potential, not any finished talent; Public Identity

•**Alter Ego:** Roy G. Bivolo

•**Motivation:** Mercenary

•**Occupation:** Professional Criminal

•**Wealth:** 6

•**Equipment:**

The Rainbow Raider's color powers used to come from his "Prisma-Goggles" which his father invented. Ever since a color-draining device exploded while he was using it, Rainbow Raider's powers emanate from his own eyes. His original goggles had a BODY of 4 and all of the Powers listed above.

Spectrum Powers

Rainbow Raider can project light beams from his eyes of any color in the spectrum. Each color produces a different effect. The effects of these different colors are:

•**Infrared:** Rainbow Raider's infrared beam is a blast of searing infrared light capable of melting through solid steel (Heat Vision).

•**Red:** Rainbow Raider's red beam causes his target to feel intense rage (Broadcast Empath). The victim will typically attack the nearest person or object in view.

•**Orange:** Rainbow Raider's orange beam allows him to manipulate small or lightweight objects from a distance (Telekinesis).

•**Yellow:** Rainbow Raider's yellow beam causes his target to experience intense fear to the point that the victim is afraid to perform any action which might harm him (Broadcast Empath).

•**Green:** Rainbow Raider's green beam inspires extreme envy in its victim, typically distracting him from his previous goal (Broadcast Empath).

•**Blue:** Rainbow Raider's blue beam causes its victim to suffer from extreme depression. The victim typically sits and sulks for the duration of the effect (Broadcast Empath).

•**Violet:** Rainbow Raider's violet beam causes its target to feel overwhelming passion for the first person of the opposite sex he sees (Broadcast Empath).

•**Ultraviolet:** Rainbow Raider's ultraviolet beam (which he calls his Invisi-beam) can render the Raider or any nearby object completely invisible (Invisibility).

Rainbow Raider's red, yellow, green, blue, and violet beams (those which manifest his Broadcast Empath Power) act against his target's DEX/MIND as OV/RV against the APs of the Raider's Power as AV/EV.

In addition to his spectrum of colored beams, Rainbow Raider can project beams of "black light" and "white light" which have the following effects:

•**Black:** Rainbow Raider's black light beam covers its target with a coating which sucks the energy and all color from it. This attack uses Rainbow Raider's APs of Power Drain as AV/EV against his target's DEX/BODY as OV/RV. RAPs are the APs of Strength which are drained from the victim in 2 phases (1/2 in the first phase, 1/2 in the second phase). If the target is reduced to 0 APs of Strength, he cannot fight until his Strength returns.

•**White:** Rainbow Raider's white light beam blinds its target for a number of phases equal to RAPs earned (Flash). This attack is made against the target's DEX/BODY as OV/RV.

Powers and Abilities

Rainbow Raider can use his color powers to create rainbows which he rides on and force blasts of solid light. He can also create simple constructs such as pedestals and cages (Force Manipulation).

Roy Bivolo is also an accomplished artist though his initial color-blindness prevented him from pursuing a successful career as a painter. Since his color vision has been restored, Roy has found that crime is much more lucrative than art.

Rainbow Raider learned a great deal about gadgetry from his inventor father and can construct intricate devices and weapons involving color and light, such as a device which could remove all color from an entire city, rendering it white.

Personality/Role-playing

Though he is frequently captured by such heroes as the Flash, Green Lantern, and Booster Gold, Rainbow Raider enjoys his life of crime and using his powers. As a member of Flash's Rogues Gallery, he seems to have a kind of pride in having been a regular Flash foe for so long.

Due to the rejections of his work by the art world, Roy Bivolo chose to dedicate his life to depriving others of great works of art. This m.o. holds to this day as the Rainbow Raider has found stolen art to be highly valuable on the black market.

Though they sometimes vary in effectiveness, Rainbow Raider enjoys using his full spectrum of powers in combat. He will rely on one "color" only if it appears his target is particularly susceptible to it. Even though he might defeat a hero and have them at his mercy, the Rainbow Raider has little interest in killing his foes. In such a situation the Raider will finish his work and escape, leaving the fallen hero to face humiliation.

Using Rainbow Raider in Adventures

The Rainbow Raider originally conducted most of his criminal activities in and around Central City,

home of the second Flash, but now is expanding his range. Today, any museum, gallery or collector in the world who owns or is displaying valuable or noteworthy works of art is a potential target for the Rainbow Raider. The Raider is usually encountered in the process of committing the crime or during his escape.

The Raider might also be encountered in any adventure which involves other members of the Flash's Rogues Gallery. This team typically bands together to pull off large scale crimes and splits the profits afterwards.

Subplots

The Rainbow Raider's original nemesis was the Flash (Barry Allen). The Scarlet Speedster regularly defeated the Raider at every turn (Enemies Subplot).

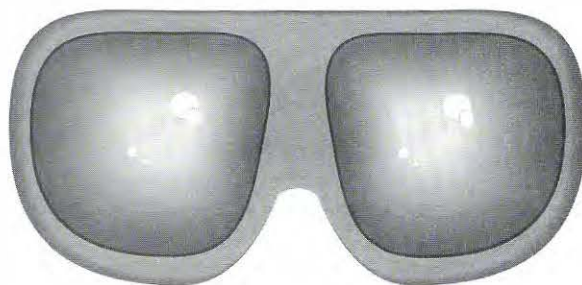
Recently Tom Emery, a scientist who had access to Rainbow Raider's devices and technology, fabricated a number of color-based devices and became the villain Dr. Spectro (Power Complication Subplot). It is believed that the Raider is unaware of this theft of his technology and his reaction upon finding out could be rather negative.

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* #194; *The Flash* (1) #286, 298-299, 332, 348-350; *Green Lantern* (2) #175; *Who's Who* '86 #19

Current: *Booster Gold* #19-20; *Captain Atom* (3) #5 (mention); *Flash* (2) #19; *Who's Who* '91 #11



Black-light Goggles

REVERSE-FLASH

deceased

DEX:	7	STR:	3	BODY:	6
INT:	10	WILL:	6	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	46	HERO POINTS:	70		

- Powers:** Air Control: 14, Dimension Travel: 8, Dispersal: 12, Invisibility: 12, Superspeed: 25
- Skills:** Gadgetry: 16, Scientist: 10, Thief: 5
- Limitations:** Miscellaneous: Zoom is protected from the friction of using his Superspeed by a chemically duplicated version of the Flash's aura. This Power is treated as having Serious Power Burnout, but only while travelling at speeds of 25 APs or more; Use of Invisibility results in a -2 Column Shift modifier to Zoom's OV.
- Advantages:** Connection: Flash's Rogues Gallery (High); Genius; Sharp Eye
- Drawbacks:** Serious Irrational Attraction to harassing the Flash (Barry Allen); Public Identity
- Alter Ego:** Eobard Thawne, alias Professor Adrian Zoom
- Motivation:** Mercenary
- Occupation:** Professional Criminal
- Note:** Early in his career, Zoom obtained all of his Powers from his costume. Although it is unclear when, at some point he managed to permanently endow himself with super-speed powers.
- Wealth:** 6
- Equipment:**
 REVERSE-FLASH COSTUME [BODY: 3, Hypnotism: 9, Mind Blast: 7, Telepathy: 9, R#: 2] Miscellaneous Bonus: Devices within the Costume actually endow Zoom's brain with mental Powers. Even if the Costume is somehow taken from him, these Powers will remain for 10 APs of time.
 COSTUME STORAGE RING [BODY: 1, Shrinking: 10, R#: 2] Limitation: Shrinking only works on the Reverse-Flash's costume.

Powers and Abilities

Professor Zoom possessed all of the powers of the second Flash, Barry Allen. His speed and reflexes were heightened to a level 7.5 million times that of a normal human. He could casually run at over 15,000 miles per second, and could push his speed to that of light itself! In addition to granting him swift

movement, Zoom's Power of Superspeed also allowed him to perform tasks that would normally take years in mere seconds.

By running in tight circles, Zoom could control the flow of air to create tornadoes or a vacuum. By spinning his arms like a fan, he could generate powerful gusts of wind to blow down opponents (Air Control).

Zoom also had complete control over the vibrations of his atoms. With concentration, he could pass through solid matter (Dispersal) and even travel to other dimensions (Dimension Travel), simply by carefully attuning his atomic vibrations to those of his destination.

In addition to his powers of speed, Zoom was a scientific Genius from the 25th century, with access to that era's most advanced equipment (Gadgetry, Scientist).

The Fastest Villain Alive

The Reverse-Flash's amazing speed allowed him to perform a number of stunts, including:

- Running:** Zoom could travel at a speed of 25 APs. This incredible velocity allowed him to run across the surface of water as if it were solid, or up and down vertical walls. Additionally, he could reach the speed of light (29 APs) if he Pushed his Superspeed (see the *Rules Manual*, pages 10-11).
- Super-Speed:** Zoom was so fast that he could accomplish tasks in a tiny fraction of the time a normal human would need. He could subtract his APs of Superspeed from the time (in APs) necessary to perform any task.
- Creating Whirlwinds:** By running in a circle at super-speed, Zoom could create a powerful whirlwind. This effect was treated as the Air Control Power, allowing him to attack opponents with gusts of wind, move a volume of air, or even create a vacuum (see p. 32 of the *Character Handbook* for more details).
- Invisibility:** In order to help him commit his crimes, Zoom developed the ability to vibrate himself in such a way as to become Invisible. Accomplishing this task took great concentration: while invisible, Zoom's OV suffered a -2 Column Shift penalty.

Professor Zoom's 25th Century Gear

In addition to his costume, Zoom employed a wide array of amazing gadgets, including:

ELECTRO-ROCKETS [BODY: 4, Ammo: 8, R#: 3]

The Rockets add 1 AP to the user's movement speed. Each use lasts for 1 phase.

Matter-Distributor [BODY: 1, Chameleon: 7, Matter Manipulation: 13, Telekinesis: 6, R#: 3]

Zoom created this device by modifying an ordinary electric razor, demonstrating how advanced his 25th century science really was.

Miniaturizing Gun [BODY: 4, Shrinking: 7, R#: 2]

Bonuses: Shrinking is Useable on Others, and has an Area Effect. Limitation: Each AP of Shrinking active reduces the target's STR, weight, and movement speed by 1 AP each.

Flash-Trap [BODY: 2, Paralysis: 7] Note: The Flash-Trap's Paralysis Power functions exactly as Mystic Freeze, except that the OV/RVs are equal to the target's BODY/BODY. Limitation: Paralysis only functions on targets placed inside the Trap.

The Flash-Trap is a device similar to a butterfly "killing jar" that Zoom placed the Flash in after using the Miniaturizing Gun on him.

HOLOGRAPHIC IMAGE GENERATOR [BODY: 1, Illusion: 7, R#: 2]

Zoom once used this tiny device (which was worked into his costume) to make the Flash think Zoom had split into two halves.

HEAVY MATTER BOOTS [BODY: 13, Gravity Increase: 7, R#: 2] Bonus: The EV of the Boots' Gravity Increase Power increases by +1 AP every phase. The Boots continue to attack their wearer every phase until they are removed or destroyed.

TIME-TRIPPER [STR: 4, BODY: 8, Security System: 10, Time Travel: 58, R#: 2] Bonus: If anyone other than Zoom attempts to operate the Tripper, it will automatically travel back in time until it reaches the beginning of time itself. This can be avoided if the Security System is bypassed with the Thief Skill.

The Time-Tripper is a bubble-shaped time travel vehicle that can accommodate about five people.

Time-Switch

By absorbing an enormous quantity of "impenetrable radiation" (an energy field used to restrain and nourish criminals in the 25th century), Zoom could switch places in time with anyone. He once used this ability to escape imprisonment by switching places with Barry Allen.

In game terms, this ability is a special form of Time Travel, rated at 32 APs. In order to use it, Zoom must be subjected to "impenetrable radiation" for a long period of time (GM's discretion). He then chooses a target anywhere within 32 APs of distance

(in time and/or space), and follows the normal rules for Time Travelling an unwilling target (see page 45 of the *Character Handbook*).

Personality/Role-playing

Eobard Thawne hated the Flash because he envied the speedster's Powers, but despised his goodness. This hate grew until Thawne became obsessed with ruining the Flash's life.

Thawne hated the moniker "Reverse-Flash," a name which the Flash coined for him. Thawne always used his assumed name "Professor Zoom."

After watching hour upon hour of 20th century gangster movies while imprisoned, Zoom started to emulate "gangster-talk." The Gamemaster should make sure to roleplay this tendency when using him in adventures.

Using Reverse-Flash in Adventures

The Reverse-Flash was one of Barry Allen's most persistent and dangerous foes. He can be used in any adventure set in the pre-Crisis era as a major villain opposing the Flash. Also, Zoom was a member of the Secret Society of Super-Villains and teamed up with them in several battles against the Justice League of America.

Subplots

For some reason, Zoom was preoccupied with winning the interest of Flash's loves. His overtures were rude and ill-conceived, however, and always ended in violence (Romance Subplot). As previously discussed, Zoom hated the Flash and would go to great lengths to defeat him (Enemies Subplot).

Appearances in DC Comics

Pre-Crisis: *Cancelled Comic Cavalcade* #2; *DC Comics Presents* #1-2; *The Flash* (1) #139, 147, 153, 165, 175, 186, 225, 233, 237, 275, 281-284, 321-325, 328; *Justice League of America* #166-168; *The Secret Society of Super-Villains* #12-15; *Who's Who* '86 #19

Current: *Secret Origins Annual* #2 (flashback); *Who's Who* '91 #9

ROXXAS

DEX:	4/8	STR:	4/6	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
- Limitations:** Roxxas only gains his heightened DEX and STR (shown above to the right of the slash) when he is in a Rage.
- Advantages:** Connection: Underworld (Low)
- Drawbacks:** Catastrophic Psychological Instability; Catastrophic Rage
- Alter Ego:** Kivun Roxxas
- Motivation:** Psychopath
- Occupation:** Assassin
- Wealth:** 5
- Equipment:**
Blaster [BODY: 5, Energy Blast: 7, R#: 2]
Bombs (x2) [BODY: 2, Bomb: 15]
Chronal Howitzer [BODY: 6, Teleportation: 65, Time Travel: 40, R#: 2] Limitation: The Chronal Howitzer must be thrown, exploding on contact with the ground or a target. It only works once, sending everyone and everything within the blast radius (0 APs/10 feet) into the past or future. The exact time and place the target is to be sent to must be preset before the Howitzer is used.
Grenades (x6) [BODY: 2, Bomb: 7, Ammo: 1, R#: 2]
Nerve Toxin Grenades (x4) [BODY: 2, Bomb: 5, Fog: 6, Poison Touch: 9, Ammo: 1, R#: 2]

Powers and Abilities

Although Roxxas has no true super powers, he becomes a raving killing machine when angered. During these rages, his strength and speed are augmented to peak human levels, presumably provided by an added rush of adrenaline as well as Roxxas' ability to push himself without regard for his physical well-being. In addition to his enhanced DEX and STR, Roxxas also becomes nearly impervious to pain during his rages, and can continue to fight (or flee) well after normal men would have fallen (Mind Over Matter).

Even more dangerous than his physical abilities is Roxxas' twisted but brilliant intellect. He is a master in the use of all Weapons of destruction, and

has learned all about demolitions, since he favors explosives above all other weapons (Military Science). As well as his more technical knowledge, Roxxas is an excellent Martial Artist, and is skilled in the use of all forms of Vehicles.

The Chronal Howitzer

Roxxas uses a variety of fearsome weapons, but his most powerful weapon is the dreaded Chronal Howitzer. It can be used to literally blow a person out of time and space, depositing him anywhere and anywhen the user desires.

Before use, the Howitzer must be set to the proper time/space co-ordinates. The target can be anywhere within 65 APs of distance (16,000 light years) and 40 APs of time (130,000 years). Setting the device takes about five minutes (7 APs).

The Howitzer must be thrown to its target. It can be thrown at a Character, using the target's DEX/DEX as the OV/RV, or it can be aimed at a particular spot on the ground, using the distance to the target (in APs) as the OV/RV. In either case, use thrower's DEX/STR as the AV/EV. If the Attack earns positive RAPs, the Howitzer detonates on target. If the Attack fails, the Howitzer will bounce and scatter off target a distance of 10-100 feet (roll 1D10 and multiply by 10) and then detonate.

When the Howitzer detonates, it sends all matter within a 0 AP (10 foot) radius to the preset time and place. If any Characters are in the radius, they may try to resist being affected provided they have not yet committed an action during that phase. Such resistance requires an Action Check with AV/EVs equal to that Character's INT/WILL, and OV/RVs equal to the Time Travel or Teleportation APs *being used* (whichever is *greater*). If this Check succeeds, earning RAPs greater than or equal to the APs of Time Travel or Teleportation (whichever is *lesser*), the Character remains at that point in time and space.

Personality/Role-playing

Kivun Roxxas is probably the most monstrously evil villain of the 30th century. He is unquestionably insane, and was "haunted" by the ghosts of his victims, who whispered to him sadistically and pushed him ever deeper into insanity. He has recently put his "ghosts" to rest.

Roxxas revels in violence and destruction, and will go out of his way to cause as much pain and humiliation in his victims as possible. He is so

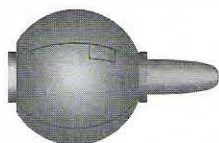
enthusiastic, however, that he invariably ends up being caught because of the trail of victims he leaves in his wake.

This is not to say that Roxxas is truly careless, simply that he gets carried away. He will normally set out to accomplish his goals with a carefully conceived plan, and then cast it aside as he gets lost in the ecstasy of murder. Once he starts on a killing spree, Roxxas finds it difficult to tear himself away, as his "ghost" voices drive him onward to greater and greater acts of unspeakable cruelty.

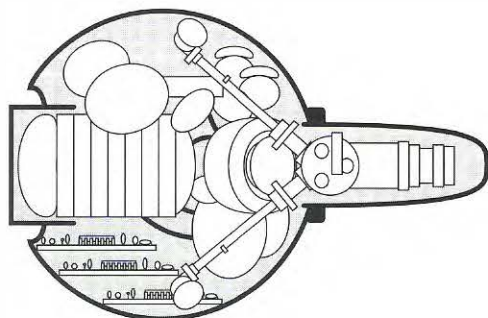
Using Roxxas in Adventures

Roxxas is a truly ruthless and despicable villain, one that the Legion has had to deal with time and time again. Any adventure set in the 30th century might involve Roxxas, as he often escapes capture and offers his services as an assassin to all manner of employers, including the Dominators.

It is conceivable that a Chronal Howitzer misfire could catapult Roxxas back to 20th century Earth. His erratic behavior and incredibly violent nature would make him a challenging villain for any unsuspecting hero he finds there.



Chronal Howitzer



Subplots

As an infamous assassin and madman, Roxxas has earned the hatred of countless sentient throughout the galaxy (Enemies Subplots). Chief among these enemies are the Legion of Super-Heroes, and especially Jan Arrah (Element Lad), the last survivor of Trom.

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

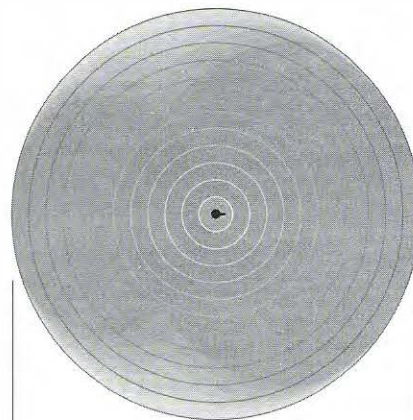
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #307; *Superboy* (1) #211

Current: *Legion of Super-Heroes* (4) #1-3, 6, 9-12; *Who's Who in the Legion of Super-Heroes* #5; *Who's Who '91* #9



approx. 3 meters

Upon detonation, the chronal howitzer puts up a force bubble, then accelerates the contents of this sphere near the speed of light for an undetermined period of time. To the world outside the sphere it seems the contents are disintegrated, but they are in fact deposited at the exact same point in space aeons in the future.

SHADOW THIEF

DEX:	8	STR:	4	BODY:	5
INT:	7	WILL:	8	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	55		

•**Skills:** **linked*

Detective: 7*, Gadgetry: 7*, Martial Artist: 8*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•**Advantages:** Intensive Training; Lightning Reflexes; Scholar (espionage)

•**Alter Ego:** Carl Sands

•**Motivation:** Mercenary

•**Occupation:** Assassin

•**Wealth:** 9

•**Equipment:**

FIELD GENERATOR [Dispersal: 15, Two-Dimensional: 13, Thief (Stealth): 10, BODY: 7]

Field Generators like the one used by the Shadow Thief are usually used to make repairs on Thanagarian spacecraft. This particular Generator (and a similar one once used by Hawkman) has been modified to allow Sands to take on the form of a human shadow. In shadow form, Sands has complete control over his tangibility, allowing him to easily pass through walls and other solid objects. So great is his control over density that Sands can render parts of his body intangible while leaving other parts solid enough to hold physical objects.

In DC HEROES terms, the Field Generator possesses the Dispersal and Two-Dimensional Powers. Whenever Sands activates any APs of Dispersal, the same number of APs of Two-Dimensional automatically become active (Two-Dimensional APs cannot be activated on their own). Sands can even Disperse his body, increasing his RV against Physical Attacks, while leaving his hand solid enough to fire a gun or throw a punch. Since it is easier for Sands to sneak up on a target in shadow form, use the generator's APs of Thief (Stealth) when he is sneaking around with the generator switched on. Note that Sands' Dispersal does not affect others using Field Generators (see the Two-Dimensional Power description found on page 31 of the *Character Handbook*).

In addition to all its abilities, the generator has a special drawback. If the wearer uses its special abilities for too long, he becomes permanently trapped in shadow form. After the wearer has left the generator activated for 8 full minutes (7 APs)

he must make an Action Check each phase the generator remains activated using the generator's APs of Dispersal as the AV and EV against an OV/RV equal to the wearer's BODY/BODY. If these Action Checks earn cumulative RAPs that equal or exceed the wearer's BODY, he becomes permanently and completely intangible.

Shuriken (x8) [EV: 2, BODY: 6]

Katana [EV: 4, BODY: 12]

Powers and Abilities

Although he possesses no superhuman powers, Sands is a martial arts expert and an extremely formidable hand-to-hand combatant. He is particularly skilled in the stealth and concealment techniques invented by the feudal Japanese ninja.

Beyond his hand-to-hand capabilities, Sands is an experienced spy and espionage expert.

Shadow Walking

When Sands is in his shadow form, he is allowed to add the field generator's APs of Dispersal Power to his RV against Physical Attacks, making him almost completely invulnerable to harm. In addition, he can effortlessly pass through any substance with a BODY equal to or lower than his APs of Dispersal (ie. just about any substance he is likely to encounter).

Hiring Carl Sands

Carl Sands is among the most notorious and effective assassins and covert operatives in the DC Universe. Simply locating Sands requires a High-level Connection with the underworld or the cooperation of an individual with such a Connection. Hiring Sands requires a successful Wealth Check against an OV/RV of 16/16.

Personality/Role-playing

In many ways, Carl Sands is the archetypal assassin. He lives by a code that forbids him to relent once he has undertaken an assignment. As a consequence, he pursues his missions with a fierce determination that makes him a dangerous opponent. Another part of Sands' code prevents him from feeling compassion for his victims. Long ago, he learned to effectively separate his business activities from his personal feelings. Although he gains no

pleasure from killing, he is more than capable of doing so without hesitation under almost any imaginable circumstances. Sands' detachment from his work has allowed him to effectively hide his emotions.

Using Shadow Thief in Adventures

As a well-known assassin and mercenary, Shadow Thief is very easy to incorporate into DC HEROES adventures. One of the Player Heroes' arch-enemies might hire him to kill an obstacle (perhaps even the Heroes themselves) that stands in the way of a criminal masterplan.

Shadow Thief also provides GMs with an excellent vehicle for introducing Hawkman into their campaigns. Because of the Shadow Thief's formidable abilities, it is likely that the player heroes will be forced to seek out Hawkman in search of the technology necessary to defeat Sands.

Subplots

Shadow Thief's work as an assassin and master spy often thrusts him into various Job Subplots.

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

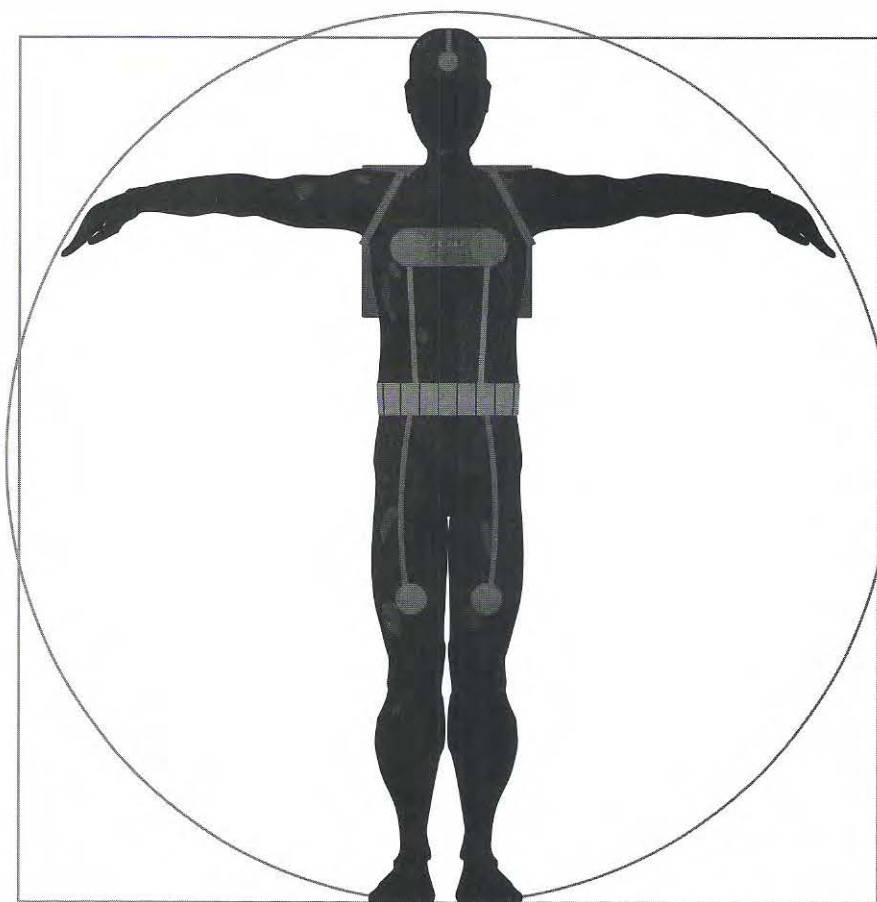
Justice League Sourcebook (old version)

Appearances in DC Comics

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

Pre-Crisis: *The Brave and The Bold* (1) #36; *Crisis on Infinite Earths* #9; *Hawkman* (1) #5, 9; (2) 1-3; *Justice League of America* #111, 139; *The Secret Society of Super-Villains* #1; *Showcase* #101, 103; *Who's Who* '86 #20; *World's Finest Comics* #270

Current: *Hawkworld* (2) #5-6, 26; *Hawkworld Annual* #3; *Who's Who* '91 #9



Shadow Field Generator Suit

SHARK

DEX:	9	STR:	12/10	BODY:	8
INT:	6	WILL:	7	MIND:	6
INFL:	7	AURA:	2	SPIRIT:	7
INITIATIVE:	22 [23]	HERO POINTS:	100		

- Powers:** Aura of Fear: 6, Chameleon: 6, Claws: 7, Growth: 12, Invisibility: 6, Matter Manipulation: 12, Mental Blast: 12, Mind Drain: 9, Mind Probe: 9, Swimming: 6, Telekinesis: 9, Telepathy: 7, Water Control: 6, Water Freedom: 10
- Skills:** Charisma (Intimidation): 7, Scientist: 6
- Bonuses:** The Shark can use his Matter Manipulation Power to surround himself or others with an invisible Force Field. He can make this Field yellow to protect himself from Green Lantern Power Rings.
- Limitations:** The Shark's STR is only 10 out of the water.
- Drawbacks:** Serious Irrational Attraction to making his victims feel fear before killing them; Serious Rage; Strange Appearance; Loss Vulnerability: The Shark can be returned to his normal, unevolved, form if exposed to certain forms of radiation (see "The Many Deaths of the Shark" below).
- Motivation:** Power Lust
- Occupation:** Hunter
- Wealth:** 0

Powers and Abilities

The Shark's super-evolved brain grants him vast mental powers, among which are: Telekinesis strong enough to lift 12 tons and propel himself through the air at over 100 miles per hour, the ability to project Mental Blasts powerful enough to rupture steel, the power to read and send thoughts (Telepathy, Mind Scan), the power to cause unnatural fear in his opponents (Aura of Fear), the ability to command water to create spouts and waves (Water Control), the power to become Invisible, the ability to mentally mask or change his appearance (Chameleon), and the power to actually "feed" off the minds of humans (Mind Drain).

The most frightening Power of the Shark is his ability to mentally alter matter itself (Matter Manipulation), allowing him to change objects' color and shape or form entirely new objects out of the very air around him. He can use this Power to create Force Fields capable of repelling heavy weapons fire,

and he can color them (or anything else) yellow, so that the Green Lanterns' Power Rings will not affect them.

The Shark's mind is so powerful that he can command the molecules of his own body to expand, granting him the power of Growth. Using this ability, he can attain a height of over 40 feet, and gains additional strength as well.

In addition to his awesome mental powers, the Shark is a powerful physical specimen, whose super-strength increases when he is underwater. His tough skin can repel small arms fire, and his razor-sharp teeth can be used as an effective weapon at close range (Claws). The Shark's powerful muscles can propel him through the water at speeds up to 60 miles per hour (Swimming), and his gills allow him to survive underwater as well as he does on land (Water Freedom).

The Many Deaths of the Shark

Ever since his "birth" in atomic radiation, the Shark has been "killed" many times, only to return again. Radiation and radioactive wastes have a powerful effect on him, usually triggering some form of mutation.

If the Shark is in his mutated (humanoid) form, exposure to radiation will eventually return him to the form of a normal tiger shark. Every phase in which he is exposed to radiation (Range: 1 AP), roll an attack using the APs of radiation (ranging from 7 to 25 APs, depending on the strength of the radiation) as the AV/EV against OV/RVs equal to the Shark's WILL/WILL. When the cumulative RAPs from these attacks exceed the Shark's MIND, he is instantly devolved into a normal shark, possessing the following Attributes and Powers:

TIGER SHARK

DEX:	6	STR:	4	BODY:	6
INT:	0	WILL:	0	MIND:	2
INFL:	2	AURA:	0	SPIRIT:	2
INITIATIVE:	8				

- Powers:** Claws: 7, Swimming: 6, Water Freedom: 6
- Drawbacks:** Serious Rage; Fatal Vulnerability to being removed from the water: as a normal shark, the Shark can only breathe in water. If he is removed from it, he will suffocate in six minutes.

Exposure to radiation in his normal shark form will cause a return to the Shark's mutated form, using the same procedure detailed above.

Personality/Role-playing

The mutant known as the Shark is driven by one thing: an unrelenting and ravenous hunger. In addition to feeding on flesh, the Shark must also feed on the minds of his victims, although he still refers to them as "meat."

In spite of his advanced intellect, the Shark must still obey his primitive instincts. His "shark nature" compels him to hunt prey that will give a good fight. To this end, he purposefully seeks out powerful minds to devour, like that of his first opponent, Hal Jordan.

Using the Shark in Adventures

Over the years, the Shark has been a persistent enemy of the Green Lanterns. He will seek out any Green Lanterns he can find, and endeavor to show them true fear before feasting on their minds. The Shark can therefore be used as a villain in any adventure involving a Green Lantern.

The Shark has also faced various members of the old Justice League of America, so he might pop up in a Justice League adventure when he is least expected.

Since he was originally a shark, the Shark is at his strongest under the sea. He will attempt to battle his opponents under or near water whenever possible.

Subplots

The Shark continually comes into conflict with Green Lanterns, particularly Hal Jordan, because their minds are so strong (Enemies Subplot).

Every time he returns, the Shark's appearance and Powers have varied, depending on the exact type of radiation he is exposed to. His exposure to S.T.A.R. Labs' toxic waste resulted in his current, more shark-like form (Strange Appearance). It is unknown if he will mutate even further in the future (Power Complication Subplots).

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

Background/Roster Book, World in the Balance

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #456; *Adventure Comics* #443-444, 446-448, 459; *Crisis on Infinite Earths* #9; *Green Lantern* (2) #24, 28, 126, 174-176, 196-198; *Justice League of America* #40, 162; *Who's Who* '86 #20

Current: *Black Condor* #4; *Green Lantern* (2) #199; *Who's Who* '91 #10

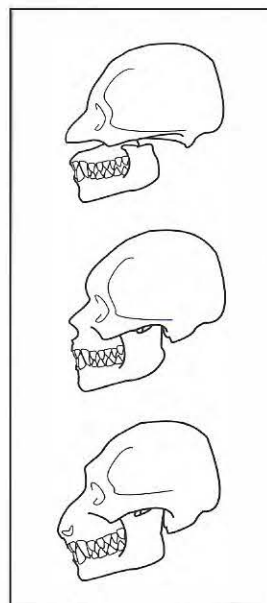


Average Size of an Adult
Male Tiger Shark



6'

Size Comparison



Shark's Evolutionary
Stages

SHRAPNEL

DEX:	5	STR:	8	BODY:	12
INT:	2	WILL:	4	MIND:	3
INFL:	5	AURA:	3	SPIRIT:	4
INITIATIVE:	12	HERO POINTS:	25		

- Powers:** Self-Link (Projectile Weapons): 13, Projectile Weapons: 12, Claws: 6, Dispersal: 4
- Limitations:** Shrapnel's Dispersal Power has the Miscellaneous Limitation: cannot actually pass through solid objects. Though attacks still pass through him (see Fragmentation below).
- Drawbacks:** Serious Irrational Attraction to establishing a "reputation;" Strange Appearance
- Alter Ego:** Mark (last name unrevealed)
- Motivation:** Mercenary
- Occupation:** Hired Killer
- Wealth:** 5

The Jagged Edge

Shrapnel's body is composed of thousands of organisms which resemble metal fragments. Shrapnel can utilize his composite body in a number of unique ways. All of Shrapnel's attack forms are considered Killing Combat unless he chooses otherwise.

- He can use the jagged edges of his body to inflict damage during hand to hand combat. Though he does more damage with his natural strength, he can substitute his APs of Claws for his normal EV when cutting materials.
- Shrapnel can hurl portions of his body at a target with explosive force. The attack is made using Shrapnel's APs of Projectile Weapons as AV/EV against his target's DEX/BODY as OV/RV.
- He can also explode his entire body, spraying his razor sharp fragments in all directions. When he explodes, Shrapnel's APs of Self-Link (Projectile Weapons) act as the AV/EV against the DEX/BODY of all targets within range as OV/RV. Range of the fragmentation explosion is 1/2 the APs of Self-Link in APs of distance. Each target within range of the explosion must check for damage. All projected fragments return to Shrapnel's body and reform at the beginning of the next phase.
- Shrapnel can also disassemble his fragment form in order to pass through small openings such as mail chutes and spaces in fallen building debris. Shrapnel can move through small spaces in this way at a speed equal to his APs of Dispersal.

Powers and Abilities

Shrapnel has apparently not had his powers for long and is still only capable of using them in the grossest terms. Though obviously deranged by the process which turned him into Shrapnel, he is still coherent enough to be a significant threat. His body is capable of withstanding a great deal of damage. During one of his few appearances, he was struck by an oncoming car without taking noticeable damage. His strength has also been greatly enhanced. He can hurl a police car over 20 feet.

Shrapnel has a kind of naive creativity when performing his assignments. He makes use of his immediate resources such as stealing clothing to cover his appearance, and killing people to use their home as a hideout.

As Shrapnel's background is still shrouded in mystery, its is not currently known if "Mark" possessed any other knowledge or abilities before becoming Shrapnel.

Personality/Role-playing

Shrapnel is a mildly psychotic individual with a single-minded drive. His speech is disjointed, apparently an effect of the process which turned him into Shrapnel. Beyond the accomplishment of a single goal, Shrapnel is capable of considering little more than avoiding potential delays in the achievement of the goal.

Shrapnel is currently fixated on establishing a "reputation" for himself as a hired assassin. He took the first step towards achieving this reputation by killing Walter Williamson, an executive vice-president in Kansas City.

Using Shrapnel in Adventures

Shrapnel is an up and coming assassin for hire, out to make a name for himself. Shrapnel can be used in this capacity as a killer assigned to eliminate some target or targets close to the Player Heroes. His power is massive however, and care should be taken to make sure the Player Heroes and Shrapnel are on a similar power level.

If Characters interfere with Shrapnel's assignment, he will certainly view them as a threat to the accomplishment of his goal and perhaps attempt to eliminate them.

Subplots

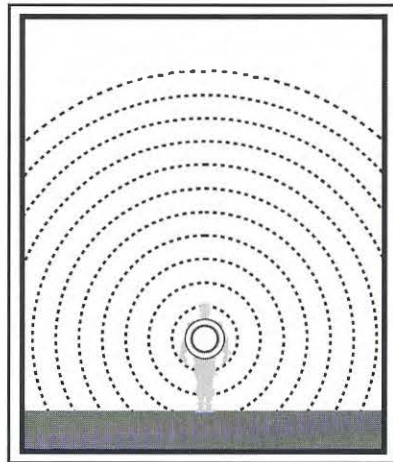
Though Shrapnel has not been in the "big leagues" long enough to develop many Subplots, he recently brought an Enemies Subplot to a conclusion with the assassination of Walter Williamson. He may have also formed the beginnings of an Enemies Subplot involving the Doom Patrol.

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

Background/Roster Book

Appearances in DC Comics

Doom Patrol (2) #7-8; Suicide Squad #63-65; Who's Who '88 #3; Who's Who '91 #13



Subject is composed of several thousand pieces of "living" metal. These pieces are held together by a complex magnetic field.

By altering the polarity of an individual piece, or group of pieces, the subject is able to launch it/them from his body. These pieces travel between 500-900 fps and may be guided by the subject towards a target within line of sight.

By repolarizing all of the pieces within his center mass subject is able to completely fragment his body. The blast is generally spherical in shape and the subject has less control over the flight paths of the pieces.

Subject is able to reassemble his body by again altering the polarity of the pieces.

Each piece is imprinted with a bio-electrical code to tell it where to return to upon reassembly. This can be compared to the DNA code of an organic lifeform always producing like cells within a certain area of the body.

SILVER BANSHEE

DEX:	9	STR:	5	BODY:	10
INT:	3	WILL:	7	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	10
INITIATIVE:	21	HERO POINTS:	40		

•**Powers:** **Mystic Link*

Claws: 6, Life Sense: 10*, Spiritual Drain: 20, Warp: 10*

•**Skills:** Occultist: 2

•**Limitations:** Power Restrictions: Silver Banshee's Spiritual Drain Power does not add APs of her victim's SPIRIT to her own. In addition, Silver Banshee must be certain of exactly whom she is attacking for the Spiritual Drain Power to have an effect; While it existed, the Tome of Clan McDougal worked as proof against the effects of the Silver Banshee's wail, protecting anyone who was touching it.

•**Advantages:** Connection: Blaze (Low); Insta-Change; Lightning Reflexes

•**Drawbacks:** Serious Irrational Attraction to exacting revenge on Crone; Secret Identity

•**Alter Ego:** Siobhan McDougal

•**Motivation:** Psychopathic

The Banshee's Wail

The supernatural power of Silver Banshee's voice is capable of instantly killing most people, and has even rendered Superman comatose. To use the life draining power of her voice, Silver Banshee makes an attack against her intended victim using her DEX/APs of Spiritual Drain as AV/EV against her victim's DEX/SPIRIT as OV/RV. Her power is "visually cued" so she must be certain that her target is who she perceives him to be, or her power will not have its normal deadly effect. Therefore a Character who disguises himself can avert death at Silver Banshee's hands. In cases such as this, the victim will suffer no actual SPIRIT damage but will be completely disoriented for a number of rounds equal to RAPs received.

The special nature of Silver Banshee's power allows her to reduce her victim's SPIRIT below 0, killing them if it reaches a negative number equal to its original value. If death does not occur instantly as a result of the Banshee's initial attack, the victim falls into a coma, indistinguishable from death, for a length of time equal to RAPs received.

Powers and Abilities

Aside from the lethal power of her voice, Siobhan McDougal has a number of other abilities in her mystical Silver Banshee form. Her speed and reflexes are incredibly acute and she has the strength of 10 men. Her body is immune to harm such that she can withstand the impact of large-caliber weapons at point-blank range without damage.

Silver Banshee can also use her vocal powers to teleport away. To do this, the Banshee emits an ear-splitting scream and vanishes in a wave of immense concussive force. Though targets may not be drawn into her warp, RAPs achieved by the Silver Banshee's successful use of her Warp Power explode outward from her point of departure, shattering windows and throwing bystanders about. Successful RAPs of her Warp Power act as if they were APs of the Bomb Power and effect all targets within range using the RAPs as AV/EV against each potential target's DEX/BODY as OV/RV.

Silver Banshee has also displayed the ability to track or find someone by their "psychic imprint." She is able to perceive and follow residual psychic energy left by people in day to day life.

In the past Siobhan McDougal has expressed concern about how long she could remain in Silver Banshee form. Though this time limit has never been revealed, it can be assumed that it is somewhere between 4 and 15 hours. It is left to the decision of individual Gamemasters to determine the exact length of time that Siobhan McDougal can remain the Silver Banshee, or if indeed there is a limit.

The Tome of Clan McDougal

Until it was destroyed (along with Castle Broen) by the Crone, the Silver Banshee suffered a driving need to obtain the Tome of Clan McDougal (Catastrophic Irrational Attraction). Only after she obtained this tome could she exact her revenge upon her brother and uncle.

The Tome of Clan McDougal possessed a number of mystical abilities. It could grow new pages as the history of Clan McDougal progressed, with each new page depicting and describing the next step in that history as it was happening. It also acted as proof against the effects of the Silver Banshee's powers so long as it was being touched.

While it existed, the Tome apparently gave Silver Banshee greater control over mystic powers. The strength of this ability grew as the Banshee got

closer to the Tome. At a range of 5 miles from the book (12 APs), Silver Banshee could call forth a lightning storm and create a whirlpool. At closer proximity, she could manipulate huge masses of earth and stone.

Tome of Clan McDougal [BODY: 18, SPIRIT: 10, Precognition: 9, Sorcery: 18]

Limitations: The amount of time that the Tome's Precognition Power can see into can never be more than a few moments (0 APs). Full RAPs and a completely accurate depiction are almost always achieved. This Tome can only see the future of Clan McDougal.

The Sorcery Power of the Tome applies only to the Silver Banshee, and perhaps to all first-born children of Clan McDougal. The power (APs) that can be wielded is limited by how close the Banshee is to the Tome. Within 10 feet (0 APs), the Banshee can wield all 18 APs of the Tome's Sorcery Power. However for each AP of distance between the Tome and the Banshee, the APs of Sorcery that she can wield is reduced by 1. At a distance of 18 APs or greater, no Sorcery can be used.

The Axe of Clan McDougal

Another artifact of Clan McDougal is the Axe of the Clan. Like the Tome, the axe is mystical in nature and hence is capable of harming even Superman. It was wielded for a time by Siobhan's brother Bevan and was thought destroyed or at least buried irretrievably in the destruction of Castle Broen. It was apparently retrieved, however, by the entity known as Blaze, as she later provided it to the Banshee to kill Superman with. It is assumed to now be in the keeping of the Crone.

Axe of Clan McDougal [BODY: 16, SPIRIT: 9, EV: 5]

Bonus: The Axe's EV is considered mystical in nature; it can harm those vulnerable to magic.

Personality/Role-playing

Any vestige of Siobhan McDougal's original personality seems to have vanished beneath that of the Silver Banshee. The Banshee herself seems to fluctuate between a spirit of vengeance and a confused tool of greater powers. Her anger at her brother and uncle and at Superman make her easily manipulated by others. Left to her own devices, the Silver Banshee is ruthless though short-sighted and

can conceive of little beyond her immediate goal. She seems to care little about the lives of others; only her needs and drives matter.

Using Silver Banshee in Adventures

The Silver Banshee's ability to kill instantly makes her an incredibly dangerous foe. She should be used only in adventures where most of the player heroes are invulnerable or have great mystical strength. In all cases she should be handled with great care as her touch could kill a player hero as easily as a normal human, drastically unbalancing the game.

During her most recent appearance, Silver Banshee was used as a tool of the demon Blaze. It seems likely that unless she finds some purpose or direction of her own, she will continue to be manipulated by Blaze.

Subplots

The Silver Banshee's background heavily involved a Family/Enemies Subplot. Though her brother and uncle were spirited away by the Crone, there is no guarantee that they won't reappear as the Banshee did.

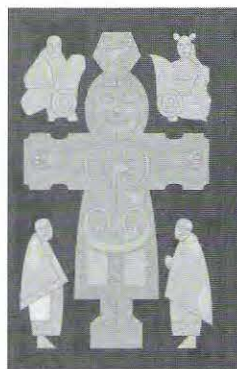
Appearances in the DC HEROES Role-Playing Game, Second Edition

Superman- The Man of Steel Sourcebook

Appearances in DC Comics

Action Comics #595, 662; *Superman* (2) #17, 23; *Who's Who* '88 #3; *Who's Who* '91 #12

The Book of the McDougals



back cover



front cover

STAR SAPPHIRE

DEX:	7	STR:	5	BODY:	6
INT:	8	WILL:	19	MIND:	14
INFL:	9	AURA:	5	SPIRIT:	4
INITIATIVE:	24	HERO POINTS:	100		

- Skills:** Charisma: 9, Gadgetry: 7, Scientist: 7, Vehicles: 5
- Advantages:** Connection: Hector Hammond (Low); Insta-Change
- Drawbacks:** Serious Rage
- Alter Ego:** Carol Ferris
- Motivation:** Psychopathic
- Occupation:** Former Zamaron Queen
- Equipment:**

STAR SAPPHIRE BATTLESUIT [BODY: 7, Flight: 25, Force Manipulation: 19, Sealed Systems: 19, Skin Armor: 8]

The Star Sapphire gem used to be mounted in a tiara, but in her latest incarnation Star Sapphire wears it in the helmet of a suit of battle armor.

Power Sword [BODY: 5, EV: 21]

Powers and Abilities

The Star Sapphire gem is a physical conduit for the Zamaron queen, who will possess the host chosen by her people, bestowing knowledge and power.

While wearing the gem the queen has the ability to project devastating energy blasts and to fly at incredible speeds. The gem also grants the user protection from all but the most deadly weapons and can even withstand energy bolts generated by Green Lantern Power Rings.

Star Sapphire is extremely powerful, with abilities that rival those of the Green Lantern Corps. Shortly before her latest demise she was able to hold her own against an alien battle fleet.

Carol Ferris

Carol Ferris first met Hal Jordan before he became Green Lantern while he was working for her as a test-pilot. The pair have been maintaining a tempestuous love affair for years that has been hopelessly complicated by Hal's position in the Green Lantern Corps and Carol's villainous alter-ego.

Carol is a competent career woman who values

her independence but longs to settle down and start a family. She is confused by her relationship with Hal, and now that she is finally rid of Star Sapphire she may have a chance to sort things out.

CAROL FERRIS

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

- Skills:** Vehicles (Air, Land): 3
- Advantages:** Scholar (business)
- Alter Ego:** Star Sapphire
- Motivation:** Responsibility of Power
- Occupation:** Director of Ferris Aircraft
- Wealth:** 10

Predator

During a period of great stress Carol's subconscious desire to become Star Sapphire was so strong that the Star Sapphire gem created Predator, a manifestation of the aggressive side of her personality in masculine form. New information on the Predator has him appearing to be a Maltusian demon, although this, and his connection to Carol Ferris, cannot be verified as truth.

The Predator existed to merge with Carol, creating the new Star Sapphire. He was similar to Star Sapphire in most respects, but was not as ruthless, especially where innocents were concerned. The Predators statistics were as follows:

THE PREDATOR

DEX:	9	STR:	6	BODY:	6
INT:	7	WILL:	9	MIND:	7
INFL:	9	AURA:	8	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	60		

- Powers:** Hypnotism: 10
 - Skills:** Acrobatics: 9, Charisma (Intimidation): 9, Gadgetry: 5, Scientist: 5, Thief: 9, Weaponry: 9
 - Equipment:**
- BATTLESUIT [BODY: 7, Claws: 5, Gliding: 7, Thermal Vision: 7]
 Knife [BODY: 3, EV: 4]
 Axe [BODY: 4, EV: 7]
 Swingline [BODY: 9]

Predator's swingline was 4 APs long. Used with his Acrobatics Skill it allowed him to move quickly by swinging from rooftop to rooftop.

Personality/Role-playing

Star Sapphire is a warrior whose ruthless brutality is very different from Carol's gentle nature. Her only desire is Hal Jordan's death, but she will settle for humiliating him if she must. If thwarted she will take out her frustrations on innocent victims.

Using Star Sapphire in Adventures

Hal Jordan and John Stewart freed Carol Ferris of Sapphire's influence, but the gem that possessed her was never destroyed, so Star Sapphire might possibly return one day to take vengeance on them for her defeat.

Subplots

Star Sapphire was destined to be the queen of Zamaron but the entire Zamaron people flew off with the Guardians of the Universe to found the next race of immortals, abandoning her in a universe that no longer had a place for her (Miscellaneous Subplot).

Green Lantern John Stewart has been a bitter Enemy of Star Sapphire ever since she killed his wife, Katma Tui.

Appearances in DC Comics

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

Star Sapphire I (pre-Crisis): *All-Flash* #32

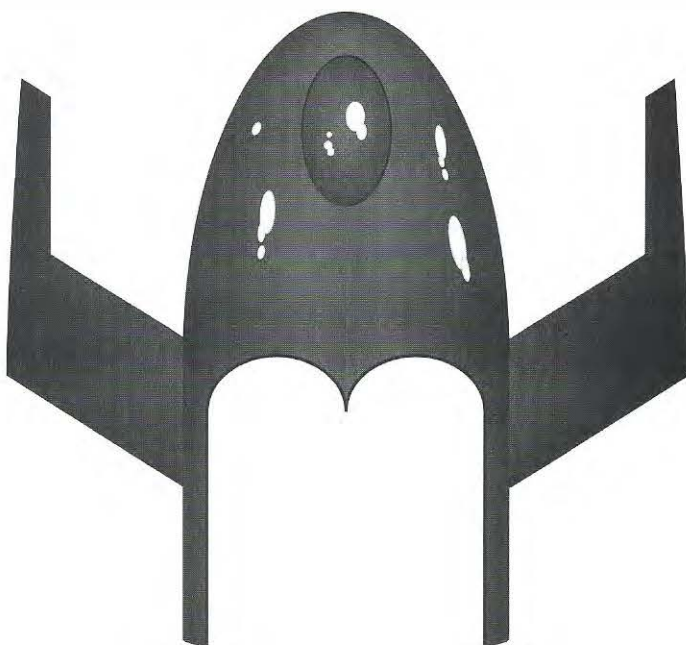
Carol Ferris (pre-Crisis): *All-Star Squadron* #53; *The Brave and The Bold* #59, 173; *Crisis On Infinite Earths* #5-6, 9-10; *DC Comics Presents* #6 *DC Super-Stars* #14; *The Flash* (1) #131, 143, 235, 277; *Green Lantern* (2) #1-7, 10-13, 15-18, 20-29, 32, 34-39, 41-44, 46, 48-49, 53, 69, 73-74, 83-84, 89, 93-94, 96-97, 99, 104-106, 108-109, 121, 124-134, 136, 138-151, 157, 172-176, 178-183, 185-193; *Infinity, Inc.* #22; *Justice League of America* #7, 28, 157; *Showcase* #22-24; *Superman* (1) #261; *Tales of the Green Lantern Corps* #3; *Who's Who* '86 #22; *World's Finest Comics* #255

Star Sapphire II (pre-Crisis): *All-Star Squadron* #54; *Crisis on Infinite Earths* #5-6, 9-10; *DC Comics Presents* #6; *Green Lantern* (2) #16, 26, 41, 73-74, 129, 191-193; *Infinity, Inc.* #22; *Superman* (1) #261; *Who's Who* '86 #22

Star Sapphire II (current): *Action Comics Weekly* #601-605; *Adventures of Superman Annual* #4; *Eclipso: The Darkness Within* #2 *Green Lantern* (2) #199-201; (3) 22-24, 26-27 (Carol only), 29 (Carol), 32-34 (Carol), 36 (Carol); *Green Lantern Annual* (2) #1; *Green Lantern Corps* #211-213; *Green Lantern: Emerald Dawn* #1-2, 4, 6 (all Carol only); *Green Lantern: Emerald Dawn II* #1 (Carol); *Who's Who* '91 #13

Star Sapphire III (pre-Crisis): *Cancelled Comic Cavalcade* #2; *DC Special Series* #6; *Green Lantern* (2) #192; *Justice League of America* #166-168, 174 (text); *The Secret Society of Super-Villains* #1-6, 8-15; *Super-Team Family* #13-14

Star Sapphire III (current): *Secret Origins* (3) #23 (flashback)



Star Sapphire's Helmet

STARRO THE CONQUEROR

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

- Powers:** Control: 4, Energy Absorption: 16, Energy Blast: 10, Flight: 5, Growth: 8, Power Reserve: 50, Regeneration: 1, Sealed Systems: 40, Split: 3
- Skills:** Scientist: 9
- Bonuses:** Control has an Area Effect; Split allows Starro to turn up to three normal starfish into duplicates of himself (see "Starro's Deputies" below); Split also allows Starro to spray forth thousands of miniature starfish (see "Miniature Starfish" below); RAPs absorbed through use of the Energy Absorption Power are added to Starro's Power Reserve. Power Reserve can be used to augment Starro's Flight Power, Energy Blast Power, or the Control Power of his miniature starfish: once APs are added to these abilities, they are considered "spent" and are subtracted from Starro's Power Reserve total until he replenishes the Reserve by absorbing more energy. The added APs remain for APs of time equal to Starro's Energy Absorption Power (16), at which time they return to their normal levels unless augmented again by Starro.
- Limitations:** Growth is Always On, and its effects are already figured in to the above Attributes; Power Reserve begins at 0 APs: one AP is then added to his total for every RAP he absorbs using Energy Absorption up to a maximum total of 50 (Starro can retain absorbed energy indefinitely).
- Drawbacks:** Attack Vulnerability: Cold, -4 Column Shifts; Fatal Vulnerability: Garden Lime, 0 AP Range; Loss Vulnerability: Garden Lime, 0 AP Range, affects all Powers and Attributes.
- Motivation:** Power Lust
- Occupation:** Would-be Conqueror

Powers and Abilities

The mysterious alien known as Starro the Conqueror possesses vast physical and mental powers. His massive size and strength allow him to lift upwards of 200 tons, and he can crush steel with

his enormous tentacles. Starro is also very tough, and can casually resist all but the most powerful Earthly weapons. Even if he is injured, Starro can Regenerate his entire body from any small fragment of himself.

Starro can absorb vast quantities of energy and use it to augment his other powers (Energy Absorption, Power Reserve). Using this energy, he can generate blasts of nearly limitless destructive force, depending on how much energy he has absorbed. He can Fly at a cruising speed of 30 miles per hour, but can augment his flight speed with absorbed energy to allow him interstellar flight capabilities. Starro can survive in the vacuum of space without air for many years (Sealed Systems).

In addition to his physical powers, Starro can Control the minds of normal humans within an 80-foot radius, or he can spray forth thousands of miniature starfish to control more minds across greater distances (see below). Starro can also turn ordinary starfish into duplicates of himself, known as "Starfish-Deputies" (Split).

Starro's Deputies

Starro can cause rapid growth and mutation in normal starfish, making them into duplicates of himself. These "Starfish-Deputies" share most of Starro's Powers, and follow his every command (presumably a passive use of his Control Power).

STARFISH-DEPUTY

DEX:	8	STR:	5	BODY:	6
INT:	2	WILL:	5	MIND:	4
INFL:	2	AURA:	1	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	25		

- Powers:** Control: 4, Energy Absorption: 16, Energy Blast: 10, Flight: 5, Growth: 8, Power Reserve: 25, Regeneration: 1, Sealed Systems: 40
- Bonuses:** Control has Area Effect; RAPs absorbed by Energy Absorption can be used by the Deputy or by Starro himself (see Power Reserve Bonuses above).
- Limitations:** Power Reserve begins at 0 APs: one AP is then added to the total for every RAP absorbed using Energy Absorption up to a maximum total of 25 (excess can be "broadcast" to the Power Reserve of any other Deputy or Starro himself, however).
- Drawbacks:** Attack Vulnerability: Cold, -4 Column Shifts; Fatal Vulnerability: Garden Lime, 0 AP Range; Loss Vulnerability: Garden Lime, 0 AP Range, affects all Powers and Attributes.

Miniature Starfish

When Starro needs to Control many minds spread over a large area, or if he faces strong-willed victims (like most super-heroes), he can spray forth tiny duplicates of himself. These little Starros clamp onto their target's faces and control their minds.

In order to be truly effective, the miniature starfish need absorbed energy from Starro's Power Reserve. When Starro expends energy to augment his miniature starfish, one expenditure affects all of them, regardless of how many or how far they are. (For example, if Starro "spends" 7 APs from his Power Reserve, all of his miniature starfish have their Control Powers raised from 1 to 8 APs. The increase lasts for 2 days before Starro must renew it with more APs from his Power Reserve.)

There is no known limit to the number of miniature starfish Starro can create. In the past, he has generated literally thousands of them. Note that if the "real" Starro is rendered unconscious or dead, all of his miniature starfish cease to function.

MINIATURE STARFISH

DEX:	7	STR:	0	BODY:	5
INT:	0	WILL:	0	MIND:	1
INFL:	0	AURA:	0	SPIRIT:	1
INITIATIVE:	7				

- Powers:** Cling: 7, Control: 1 (15), Shrinking: 5
- Limitations:** Control Power has No Range (the Starfish maintain control over their victims by clamping themselves onto their victims' faces); Control Power has an initial rating of 1 AP, but can be augmented with Starro's Power Reserve (see above) up to a maximum of 15 APs; Shrinking is Always On.
- Drawbacks:** Attack Vulnerability: Cold, -4 Column Shifts; Fatal Vulnerability: Garden Lime, 0 AP Range; Loss Vulnerability: Garden Lime, 0 AP Range, affects all Powers and Attributes.

Personality/Role-playing

Starro is a single-minded villain who wants nothing less than total domination of the Earth. He likes to operate through middlemen, using his Split and Control Powers to distance himself from anyone who is trying to stop him. Starro is also highly intelligent, as shown by his habit of leaving bits of himself scattered in the oceans across the Earth in case he is defeated again.

Using Starro in Adventures

Starro is an excellent "behind-the-scenes" villain. He can use his Control Power to force people to do anything he wants, and can even gain the "help" of powerful Characters through the use of his miniature starfish.

Unlike most mastermind villains, however, Starro is also tremendously powerful when heroes finally catch up to him, and can easily give even a well-organized team a run for their money, especially if he has absorbed a great deal of energy. Fortunately for the heroes of Earth, Starro's vulnerability to common garden lime is well-known to the Justice League, and they will be more than happy to dispense this information (if asked).

Subplots

Starro's plans are continually thwarted by the Justice League (and its various individual members) in an on-going Enemies Subplot.

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

Justice League Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #451; *The Brave and the Bold* #28; *Captain Carrot and His Amazing Zoo Crew* #1; *Crisis On Infinite Earths* #9; *Justice League of America* #65, 189-190; *The New Teen Titans* (1) #16 (*behind the scenes*); *Who's Who* '86 #22

Current: *Justice League Europe* #24-28; *Who's Who* '91 #13

SUDDEN DEATH

DEX:	5	STR:	8	BODY:	5
INT:	2	WILL:	3	MIND:	2
INFL:	3	AURA:	4	SPIRIT:	2
INITIATIVE:	10	HERO POINTS:	35		

- Powers:** Damage Absorption (to STR, BODY, and Bomb): 10, Self-Link (Bomb): 9, Skin Armor: 3
- Bonus:** Miscellaneous Bonus: Sudden Death absorbs APs from his own attacks as well as from the damage he receives.
- Limitations:** All Powers are Always On. Miscellaneous Limitation: Bomb Power will automatically go off when charged to full APs and can only be used in this way.; Miscellaneous Limitation: APs gained through Damage Absorption dissipate after Bomb Power is used.
- Advantages:** Connection: Velvet Tiger (Low)
- Drawbacks:** Serious Irrational Attraction to destroying Hawk & Dove, Secret Identity
- Alter Ego:** Dwayne Wainright
- Motivation:** Mercenary
- Occupation:** Criminal for Hire
- Wealth:** 2

Damage Absorption

Sudden Death uses the power, Damage Absorption, which is not listed in the *Character Handbook*. It is described as follows:

- Link:** BODY •**Range:** Self
- Type:** Dice
- Base Cost:** 75 •**Factor Cost:** 8

This Power allows a character to absorb APs of damage from Physical attacks and add it to his own Attributes and/or Powers.

Every time the Character is hit by a Physical attack, he makes an Action Check using the APs of Damage Absorption as AV/EV against an OV/RV equal to the RAPs done by the attack. The resulting RAPs are subtracted from the RAPs done by the attack. If any attacking RAPs remain they are applied to the character normally. The Subtracted RAPs can then be distributed among one or more of the character's Powers or Attributes. The increase in APs will last for a time in APs equal to the APs of Damage Absorption.

The Powers and Attributes that Damage

Absorption applies to must be defined when the Power is purchased. Five Hero Points must be added to the base cost of Damage Absorption for each eligible Power or Attribute past the second.

Damage Absorption can be purchased with a -1 Factor Cost Limitation: Only Useable Against Hand-to-Hand Attacks, or a -2 Factor Cost Limitation: Only Usable Against One Energy Type (Electrical, Light, Sonic, etc).

Powers and Abilities

During a fight, Sudden Death becomes tougher and stronger and his body begins to build up explosive energy, distributing absorbed APs equally among his STR, BODY and Bomb Power. Note that unlike normal use of the Damage Absorption Power, Sudden Death absorbs APs of the damage he inflicts as well as the damage he takes. When the APs of this built up energy equal his APs of Bomb, Sudden Death instantly explodes in a burst of tremendous force. After exploding, his body reforms within 0 APs of where he was when he exploded, and his STR and BODY are returned to their base levels.

Beyond the obvious advantages he gains from his powers, Sudden Death has nothing which makes particularly suited for combat. He relies on the sheer force of his massive strength to handle most opponents and his exploding ability to take care of more powerful foes. Much to his disadvantage, his fighting style consists of staying close to his target and pounding him until his body has amassed enough energy to explode.

Personality/Role-playing

Dwayne Wainright is a shallow, short-sighted thug who happens to have incredible powers. His chauvinistic, muscle-beach attitude keeps him constantly in the face of any man who might be getting more attention than he is, and sparks his drive to pick up women (sometimes literally).

Once the line has been drawn and crossed, Sudden Death will push the battle until he is victorious or unconscious. Unless it appears that he might get killed, his ego will not allow him to retreat from a fight, particularly against a woman.

Using Sudden Death in Adventures

Sudden Death is a powerful though short-sighted thug. He sees what he wants and tries to take it.

Sudden Death can also be teamed up with one or more other, more scheming villains, as he was with the Velvet Tiger. He's more than willing to hire out his explosive might to anyone who can meet his price or promise him immediate gain.

Any adventure which involves Hawk and/or Dove could certainly include an appearance by Sudden Death. The villain would leap at the chance to pound on the pair after his embarrassing defeats at their hands.

Subplots

After only three appearances, Sudden Death is already racking up a fine Enemies Subplot with Hawk and Dove, and wouldn't pass up any opportunity for a rematch with them.

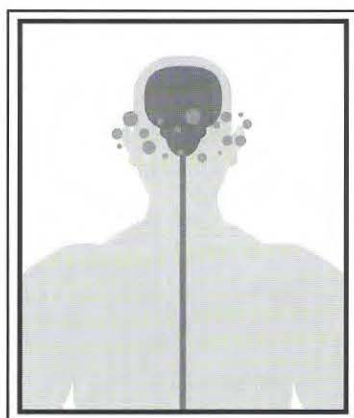
The only other Subplots which Sudden Death involves himself in are regular Job Subplots dealing with anything from drug trafficking to bodyguarding, and frequent one night Romance Subplots as he picks up women on the beach.

Appearances in DC Comics

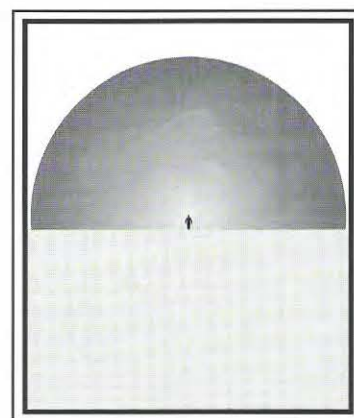
Hawk and Dove (3) #5, 22-24; *Suicide Squad* #63-65; *Who's Who* '91 #11



The subject is able to absorb kinetic energy and store it in his central nervous system like a capacitor. With every blow the subject receives the psychic resonance stored in his nervous system grows.



The psychic resonance is exhibited as an energy field projected around the eyes of the subject. Once the energy reaches an undetermined threshold it must be discharged.



The energy is discharged as concussive force similar to the blast of a charge of TNT. The blast is spherical in shape approximately 100 yards in diameter centered on the subjects head.

DEATHSTROKE

THE TERMINATOR

DEX:	10	STR:	6	BODY:	7
INT:	8	WILL:	9	MIND:	10
INFL:	6	AURA:	6	SPIRIT:	6
INITIATIVE:	26	HERO POINTS:	100		

- Powers:** Jumping: 3, Regeneration: 5, Systemic Antidote: 6
- Skills:** Acrobatics: 9, Charisma 8, Detective: 5, Martial Artist: 9, Military Science: 11, Thief: 9, Vehicles: 8, Weaponry: 12
- Advantages:** Connections: Mercenary Organizations (High), Third World Nations (Low), New Titans: (High); Connoisseur; Iron Nerves; Leadership; Lightning Reflexes; Mistrust; Omni-Connection; Scholar (tactics)
- Drawbacks:** Age (old); Guilt; Catastrophic Irrational Attraction to fulfilling contracts; Married; Minor Physical Restriction (blind in right eye); Public Identity
- Alter Ego:** Slade Wilson
- Motivation:** Mercenary
- Occupation:** Assassin
- Wealth:** 13
- Equipment:**

ARMOR [BODY: 10, Radio Communications: 12 APs]

Power Staff [BODY: 7, EV: 3, Energy Blast: 11]

Pistol [BODY: 5, EV: 6, Range: 5/8, Ammo: 10, R#: 2]

Assault Rifle [BODY: 6, EV: 6, Range: 9, Ammo: 20, R#: 3]

Infrared Scope [BODY: 2, Telescopic Vision: 4, Thermal Vision: 12]

Telescopic Sights [BODY: 2, Telescopic Vision: 6]

Sword [BODY: 8, EV: 5]

Knives (2) [BODY: 4, EV: 3]

Grenades [BODY: 6, Bomb: 8, Ammo: 1, R#: 2]

Flash Grenades [BODY: 6, Flash: 8, Ammo: 1, R#: 2]

Powers and Abilities

Deathstroke has greatly enhanced strength, reflexes, and metabolism due to an injection of adrenocorticotrophic hormones which he was given during an army medical experiment. This enhanced potential, combined with his extensive military training and his arsenal of high tech weaponry, make Deathstroke the most formidable of Foes.

Deathstroke's Equipment

Deathstroke's body armor is composed of finely woven steel mesh and Petriline ballistic vinyl overlaid with Urwyndium alloy disks. The suit is capable of withstanding continuous fire from an assault rifle or close exposure to an exploding grenade.

Deathstroke's mask contains a miniaturized radio transceiver. His associate, Wintergreen, is often equipped with a similar device in his watch.

The gloves of Deathstroke's costume are lined with microchip sensor relays which act as a safety for his Power Staff. This prevents anyone else from using the staff without first obtaining the gloves.

Deathstroke's Power Staff can fire a blast of concussive force sufficient to pierce the gas tank of an armored vehicle, causing it to explode. Unlike his previous staff, his current model telescopes from 14" to 4' and has multiple intensity settings from stun to kill. The staff is also fingerprint activated allowing only Deathstroke to fire the staff without wearing his costume's gloves.

Deathstroke's pistol and assault rifle can be loaded with a variety of specially designed ammunitions. Besides normal (EV: 6) and fragmentation (EV: 7, R#: 4) rounds, some shells are hollow and filled with a special gel which reacts on contact with air, producing smoke (Fog: 5) or tear gas (Sensory Block: 5). Deathstroke carries enough regular ammunition to reload both weapons three times.

Both the pistol and rifle can be equipped with either an infrared night scope or a telescopic sight in one phase. The pistol itself converts from a standard pistol to a sniper rifle in three seconds (one phase) using a removable barrel extension.

Wintergreen

Deathstroke's companion and sometimes manservant for twenty years is W. R. Wintergreen. Wintergreen is incredibly dedicated to Slade Wilson, and has chronicled Wilson's life and the exploits of the Terminator for many years.

A retired officer of MI-5, Wintergreen is still in excellent physical condition and as capable with a rifle as he is with a computer. His staunch, unflappable British manner is balanced by a great love for life and an eye for the ladies.

W. R. WINTERGREEN

DEX:	5	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	6
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	19	HERO POINTS:	25		

- Skills:** Charisma: 4, Detective: 3, Martial Artist: 5, Medicine (First Aid): 3, Military Science: 7, Vehicles: 4, Weaponry: 6
- Advantages:** Connection: New Titans (Low); Connoisseur; Iron Nerves; Omni-Connection; Rich Friend (Slade Wilson)
- Drawbacks:** Age (old); Serious Irrational Attraction to protecting Slade Wilson
- Occupation:** British Army Major, Retired
- Wealth:** 7

Personality/Role-playing

Slade Wilson's personality has evolved over the years. Once his air was almost casual, but with the deterioration of his family, Deathstroke is now grim and determined, focussing only on his assignments. When his youngest son, Joey (who later became the New Titan Jericho) was kidnapped by the Jackal, Wilson and his wife Adeline went to his rescue. Wilson saved his son's life but not before Joey's throat was slit, severing his vocal chords. In retaliation for risking her son's life, Adeline tried to shoot her husband in the head. Wilson's reflexes saved him, though he lost the use of his right eye.

Wilson's older son, Grant, was transformed by an experiment while in the employ of the H.I.V.E. and set upon the New Teen Titans as the Ravager. The experimental drugs which the H.I.V.E. had given him eventually burned his body out, killing him.

Finally, on an adventure with the Titans, Deathstroke was forced to kill his own son when Jericho became possessed by the souls of Trigon and the inhabitants of Azarath. Jericho, in the guise of Wildebeest, had captured the Titans and intended to use them as host bodies for the dark souls it now possessed, and to ultimately build the perfect host body.

Now Deathstroke presents a hard exterior, pushing friend and foe alike to the point of anger and refusing offers of help or compassion.

Using Deathstroke in Adventures

Deathstroke's Mistrusted status makes him a constant target for most heroes. He can be used as an adversary for more experienced heroes, or as an

unpredictable ally whose actions will be dictated by whatever contract he is fulfilling.

His exceptional skills could make Deathstroke an excellent teacher for new heroes if they can convince him to train them. This should be a difficult process however, since Wilson has recently immersed himself in the consuming safety of his work.

As a Player Character, Deathstroke will constantly face the enemies of his past and most law-abiding heroes he comes into contact with.

Subplots

Lately, Deathstroke has been wracked with guilt over the deaths of his sons Grant and especially Joey. He will often endanger himself needlessly to help others who might be in situations which could follow a similar course (Death Guilt Subplot).

Though he is quickly running out of family, Deathstroke is regularly involved in Family Subplots. Though now retired, Adeline Wilson is frequently crossing paths with Slade and is still bitter about the deaths of her sons (Romance Subplot). This, combined with his regular contracted assassinations frequently has him embroiled in Criminal Past Subplots as well.

Deathstroke is more frequently involved in Job Subplots than most Characters. Those he kills are always the worst of the worst. There is never doubt in his mind of their deserving to die.

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

Background/Roster Book, New Titans Sourcebook, In Hot Pursuit

Appearances in DC Comics

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

Pre-Crisis: *Crisis On Infinite Earths* #5, 9; *The New Teen Titans* (1) #2, 9-10, 34, 39; *Tales of the Teen Titans* #42-44, 53-55; *Teen Titans Annual* #3; *Who's Who* '87 (1) #23

Current: *Action Comics* #675; *Adventures of Superman* #488-489; *Adventures of Superman Annual* #4; *Deathstroke, the Terminator* #1-on; *Deathstroke, the Terminator Annual* #1; *Eclipto: The Darkness Within* #2; *The New Teen Titans Annual* (2) #3; *The New Titans* #62-65, 70-79, 81-86, 90-91; *The New Titans Annual* #8; *Superman* (2) #65-66, 68; *Superman: The Man of Steel* #10; *Team Titans* #1; *Titans Sell-Out Special* #1; *War of the Gods* #4; *Who's Who* '91 #9; *Wonder Woman* (2) #61, 63; *Wonder Woman Special* #1

TERRA-MAN

DEX:	6	STR:	4	BODY:	4
INT:	7	WILL:	8	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	19	HERO POINTS:	40		

- **Skills:** Charisma: 6, Gadgetry: 11, Science: 8, Weaponry: 8
- **Advantages:** Area Knowledge (Lookout Peak); Scholar (business, pollution, robotics)
- **Drawbacks:** Catastrophic Irrational Attraction to cleaning up pollutants and industrial waste.
- **Alter Ego:** Tobias Manning
- **Motivation:** Psychopathic
- **Occupation:** Former industrial contractor
- **Wealth:** 11
- **Equipment:**

EXO-SKELETON [STR: 12, BODY: 11, Air Control: 16]

Terra Man's exo-skeleton greatly enhances his physical strength and stamina and protects him from harm. While wearing the exo-skeleton, Manning can lift approximately 40 tons over his head for a short while and can easily withstand attacks from small-caliber artillery shells. Perhaps the exo-skeleton's most potent feature is its built-in wind control functions. By pressing the suit's abilities to their fullest, Manning can blanket a small town with gale-force winds.

Energy Pistols (x2) [EV: 11, BODY: 6, Range: 7, R#: 3]

Manning's pistols house high-powered lasers capable of melting through solid steel in seconds.

Concussion Bombs (x4) [Bomb: 15, BODY: 2, Ammo: 1, R#: 2]

These concussion bombs are so powerful that they can briefly stun Superman. Despite their high AP rating, their blast radius is limited to a Range of 3 APs.

Excavation Bazooka [EV: 16, BODY: 7, Range: 10, R#: 3]

The excavation bazooka is a more powerful version of Manning's energy pistols.

Powers and Abilities

Although Manning has no super-human powers, he possesses an extremely inventive intellect. This coupled with his manic desire to rid the world of its pollution makes him an opponent worthy of

Superman. Because he keeps himself in excellent physical shape, Manning is an above average hand-to-hand combatant.

The Terra Men

Manning has built an army of robots, known as "Terra Men," that remain completely under his sway. Indistinguishable from normal humans beyond close contact, the Terra Men are frequently dressed in western attire and carry energy weapons similar to Manning's own, though less powerful.

The Terra Men are immune to Mental and Mystical attacks and are capable of performing only those tasks Manning has programmed them to perform.

TERRA MEN

DEX:	6	STR:	7	BODY:	7
INT:	3	WILL:	1	MIND:	0
INITIATIVE:	9				

• Equipment:

Energy Weapon [EV: 8, BODY: 6, Range: 7, R#: 3]

Lookout Peak

Manning developed his hatred of toxic wastes and pollutants after he was sent to jail for callously polluting the small town of Lookout Peak so severely that its residents were evacuated. During his second encounter with Superman, Manning briefly used the town of Lookout Peak as a hideout. During that era, the entire town was blanketed with toxic pollutants. Any unprotected Characters that entered the town (ie. anyone without the Sealed Systems Power or an appropriate Gadget) suffered a Killing Physical Attack with an AV/EV of 7/7 at the end of each fifteen full minutes (8 APs) of exposure.

Later, Manning cleaned up Lookout Peak with a special anti-pollutant bomb of his own creation:

Anti-Pollutant Bomb [AV: 16, EV: 16, BODY: 2]

The anti-pollutant bomb affects an area of 60 square miles. When it detonates, make an Action Check using its AV/EV against an OV/RV equal to the AV/EV of the contaminants blanketing the affected area (7/7 in the case of Lookout Peak). Any RAPs earned are permanently subtracted from both the AV and EV of the contaminants. If the AV and EV are reduced to zero or less in this fashion, the contaminants are eradicated altogether.

Personality/Role-playing

Tobias Manning was a ruthless developer until he realized the long-term impact his work was having on the environment. Now he attacks the problems he helped cause with all the zeal of a sinner who has found religion. Unfortunately, Manning has still not learned to look ahead or think through all the consequences of his actions.

A southerner by birth, Manning has an unexplained affinity for the old west. He speaks in a slow Texas drawl.

Using Terra-Man in Adventures

The Player Heroes are most likely to encounter Terra-Man during one of his campaigns to eradicate an environmental disaster. Although he is not truly evil at heart, Terra-Man will not hesitate to jeopardize lives or attack heroes who stand in the way of his goals. Once he feels his work has been done, Terra-Man typically surrenders without a fight.

Subplots

Terra-Man is embroiled in a lengthy Guilt Subplot that was brought on by his misdeeds in Lookout Peak.

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

Superman- The Man of Steel Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #426, 468-470, 511, 557, 572 *DC Comics Presents* #96; *The New Adventures of Superboy* #23; *Superman (1)* #249-250, 259, 278, 299, 331 (*behind the scenes*), 377; *Superman Spectacular* #1; *Who's Who '87 (1)* #23; *World's Finest Comics* #261

Current: *Superman (2)* #46, 52; *Who's Who '91* #11



Excavation Bazooka

Energy Pistol



Two-Face

DEX:	6	STR:	4	BODY:	4
INT:	7	WILL:	9	MIND:	5
INFL:	7	AURA:	6	SPIRIT:	7
INITIATIVE:	22	HERO POINTS:	75		

• **Skills:** Charisma (Intimidation): 8, Detective (Law, Police Procedure): 7, Martial Artist: 6, Thief: 7, Vehicles (Land): 7, Weaponry: 7

• **Advantages:** Area Knowledge (Gotham City); Connection: Underworld (High); Leadership

• **Drawbacks:** Catastrophic Irrational Attraction to making all decisions by flipping a coin; Serious Irrational Attraction to committing crimes that revolve around the number two; Serious Psychological Instability

• **Alter Ego:** Harvey Dent

• **Motivation:** Psychopath

• **Occupation:** Former District Attorney

• **Wealth:** 8

• **Equipment:**

Thompson Submachine Gun [AV: 5, EV: 5, BODY: 4, Ammo: 5, Range: 5, R#: 3]

.45 Pistol [EV: 5, BODY: 4, Ammo: 8, Range: 4, R#: 2]

Powers and Abilities

Two-Face has no superhuman powers, though he is in good physical shape and is an excellent hand-to-hand combatant. Dent's natural abilities are enhanced by his psychological instability, which renders him the frequent recipient of adrenaline bursts and makes him an almost totally relentless opponent. Perhaps Dent's most formidable ability is his criminal genius, which has also been enhanced by his mania.

Two-Face's Coin

Due to his dual nature, Harvey Dent has resorted to making all his decisions by flipping a special two-headed silver dollar he received as a gift from his father while he was still a child. Dent has scarred one of the coin's two heads. If the scarred side comes up when the coin is flipped, Dent selects the most ruthless and heinous course of action he can imagine. If the coin's unmarred side comes up, however, he selects a kind and compassionate course of action. For example, if a bystander is caught attempting to activate a silent alarm during one of Dent's heists,

Dent will flip the coin. If the scarred side comes up, he'll kill the bystander; but if the unmarred side comes up, he'll take no action other than preventing the bystander from triggering the alarm. In order to ignore the results of the coin, Dent must overcome his Catastrophic Irrational Attraction using the rules found in the *Character Handbook*.

When using Two-Face in play, GMs are urged to make Harvey's decisions by flipping a real coin in the open before all the Players ("tails" representing the coin's scarred side).

Dent's Crimes

Two-Face's crimes inevitably revolve around the number two. For instance, he might rob a baseball stadium during a double-header or attempt to steal the Doubleday diamond. To break his pattern and commit a crime that does not revolve around the number two, he must overcome his Serious Irrational Attraction using the rules found in the *Character Handbook*.

Thugs

Like most adversaries of the Caped Crusader, Two-Face tends to use large armies of thugs to carry out his plans. When possible, he selects thugs that have a connection with the number two, such as mobs of identical twins.

TWO FACE'S THUGS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	9				

• **Skills:** Martial Artist: 4, Vehicles: 3, Weaponry: 4

Personality/Role-playing

His dual nature makes Harvey Dent difficult to pin down. Sometimes he is extremely abrasive and ranks among the Batman's most malicious foes. Other times, he is more subdued. The exact personality he manifests at any given time is determined only by a coin toss. This fact more than any other makes Two-Face dangerous; he is completely unpredictable.

Before his accident, Dent was a kind man who dedicated his life to public service, though it now seems obvious that his evil half had always been buried within him.

Using Two-Face in Adventures

The dramatic effect of Two-Face's frequent coin flips makes him an ideal adversary for a DC HEROES adventure. He is particularly well-suited to clue-heavy "street" adventures. When playing Two-Face, make sure you give both facets of Dent's personality plenty of air time. After all, it's the dichotomy between his two halves that makes him interesting.

Subplots

Two-Face is involved in a long-running Enemies Subplot with the Batman.

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

Background/Roster Book, Batman Sourcebook, Batman Role-Playing Game

Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *Batman* #50, 68 *Batman: The Sunday Classics* (variant); *Detective Comics* #66, 68, 80, 187 (variant); *Superman Family* #211

Pre-Crisis; Earth-One: *Batman* #234, 258, 260, 294, 312-314, 328-329, 346, 397-398, 400; *The Best of DC* #14; *The Brave and The Bold* #106, 129-130; *DC Super-Stars* #14; *Detective Comics* #513, 526, 563-564; *First Issue Special* #7; *Green Lantern* (2) #117; *The Joker* #1, 9; *Justice League of America* #125-126; *The Saga of Swamp Thing* #30 (behind the scenes); *Teen Titans* #47-48; *Who's Who '87* (1) #24; *World's Finest Comics* #276

Current: *Arkham Asylum*; *Batman* #403-405, 410-411, 415, 433, 440-442; *Batman Annual* #13-14; *Batman: Full Circle* (flashback); *Batman: Shadow of the Bat* #3-4; *Batman: The Killing Joke*; *Batman 3-D Black Orchid* (1) #2; *Detective Comics* #579-581, 637; *Detective Comics Annual* #2 (Who's Who); *Doctor Fate* (1) #2; (2) 18-19; *Invasion!* #2; *Legends of the Dark Knight* #16 (behind the scenes), 28-30; *The New Titans* #60-61; *Robin II* #4; *Sandman* (2) #7 (behind the scenes); *Secret Origins* (3) #23, 44; *Secret Origins Special* #1; *Swamp Thing* (2) #52, 66; *Teen Titans Spotlight* #13; *Who's Who '91* #11



Two-Face's Coin (front)

Two-Face's Coin (back)



UNIVERSO

DEX:	6	STR:	3	BODY:	5
INT:	11	WILL:	16	MIND:	15
INFL:	4	AURA:	3	SPIRIT:	9
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: Dark Circle (High), Legion of Super-Heroes (Low); Headquarters (Expansive); Iron Nerves; Leadership; Popularity (on New Earth only)
- Drawbacks:** Mistrust
- Alter Ego:** Vidar
- Motivation:** Power Lust
- Occupation:** Would-Be Conqueror
- Wealth:** 6
- Equipment:**

Hypno-Gem [BODY: 12, SPIRIT: 12, Control: 16, Hypnotism: 16] Bonus: The Powers of the Gem are considered Mystical in nature.

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

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

Limitations: For Each AP of Skin Armor used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect other Green Lanterns.

Drawbacks: The Power Ring is completely useless against the color yellow; The ring must be charged once every 24 hours with the Power Battery; The ring's BODY is only 6 when Vidar is not wearing it.

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

- Note:** Universo was stripped of his Green Lantern Power Ring and Battery over 20 years ago, and has been unable to regain the Hypno-Gem since his last defeat at the hands of the Legion of Super-Heroes.

Powers and Abilities

Universo is one of the galaxy's foremost hypnotists. He can plant powerful suggestions in his

victims' minds without visibly putting them in a trance. Universo simply looks into the target's eyes and speaks his suggestion in a strong, soothing voice. With the aid of the Hypno-Gem, Universo's powers are magnified considerably. Not only is his power of Hypnosis made stronger, but the Gem also allows him to directly dominate his victims, dictating their every action through mental commands (Control).

Vidar was once the Green Lantern of the space sector containing Earth, but his ring was taken from him by the Guardians and given to his son, Rond. While Vidar was in possession of the Power Ring, he had all the powers and abilities of a GL, along with the requisite weakness to the color yellow.

Along with his formidable powers of suggestion, Universo is also an accomplished Scientist, capable of creating and analyzing new technological inventions (Gadgetry). He is also a very convincing speaker, and a natural leader (Charisma, Leadership), although he uses his Hypnotism to gain followers in preference over mundane Persuasion.

Universo's Hypnotism

Universo's powers of hypnosis are his most potent weapon in his endless attempts to conquer the Earth. To put a target in a trance, he must make an Action Check using his APs of Hypnotism as the AV/EV against OV/RVs equal to the target's INT/MIND. If the attack is successful, Universo may then implant suggestions as he wishes.

Universo must divide the RAPs earned between each of the implanted suggestions as desired. The completion of each suggestion is later treated as a separate Action Check when the time comes for the suggested action to take place. The AV/EVs of this Check are equal to the RAPs allocated by Universo with OV/RVs equal to the opponent's INT/MIND. If the Action Check Succeeds, the suggestion is carried out by the victim.

A Hypnotism victim will not do anything completely against his Motivation or beliefs, but Universo can often get around this restriction. If he attempted to Hypnotize Laurel Gand into injuring her husband Rond Vidar, for example, the attempt would fail; but Universo could Hypnotize Laurel into believing that Rond was actually a Khund officer, probably creating the same result.

Personality/Role-playing

Universo is a driven, ambitious man with little regard for fear. These traits made him an ideal candidate for the Green Lantern Corps, as well as a persistent and dedicated world-conqueror. Ever since he glimpsed the beginning of time itself at Earth's Time Institute, he has lusted after controlling the power he had seen there.

Although he is a brilliant schemer and criminal mastermind, Universo still has one major weakness: his ego. He believes himself to be the most powerful hypnotist in the galaxy (as he may well be), which gives him a supreme arrogance when dealing with heroes who oppose him.

Universo is a cunning and ruthless manipulator, and will stop at nothing to achieve his ends. He has recently "joined forces" with the Dark Circle, duping them into believing he would further their cause on Earth. After Universo got the funding he needed from them, and the situation on Earth deteriorated, he simply discarded them as allies.

Using Universo in Adventures

Universo is always in the midst of a grand scheme to conquer the Earth, making him an ideal "master villain" to pit against hero teams there. He will invariably operate in the background, using his Powers to create armies of loyal followers to perform the ground-work for him.

If he is in possession of the Hypno-Gem, Universo becomes an incredibly potent villain. He can use it to gain the control of one or more powerful heroes, such as Valor or Jo Nah, and use them against the Player Heroes. Universo might even gain control of a Player Character, although this should be rare.

When the Dominators controlled Earthgov, Vidar worked as an underground resistance leader, secretly funded by the Dark Circle. During this period, he can be used as an ally for Player Heroes, especially the Legion SUBS. Although the Players should always be suspicious of Vidar, he can actually be counted on as an ally against the Dominion.

Subplots

Although Universo respects his son's scientific accomplishments, he has tried to kill Rond in the past. This strange Family Subplot may have become more genial since the birth of Lauren, Vidar's granddaughter.

Universo's numerous attempts (and several successes) at conquering the Earth have always been foiled by the Legion of Super-Heroes. He has become the ubiquitous Legion villain (Enemies Subplot).

Ever since he aided the resistance against the Dominion control of Earth, Universo has become immensely popular on New Earth, in spite of his past wrongdoings (Public Reputation Subplot).

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

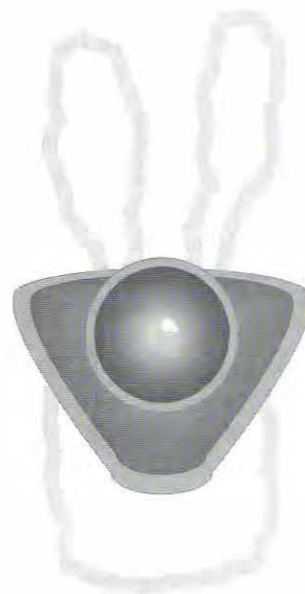
2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #349, 359-360; *The Brave and The Bold* #179; *Legion of Super-Heroes* (2) #295; (3) 10, 22, 30, 32-37; *Superboy* (1) #207; *Superman Family* #207; *Tales of the Legion* #320; *Who's Who* '87 (1) #24

Current: *Legion of Super-Heroes* (4) #1, 16, 18, 21, 25-27, 29-30, 32, 34-35, 40 *Who's Who in the Legion of Super-Heroes* #7; *Who's Who* '91 #9



Hypno-Gem Pendant

VELVET TIGER

DEX:	3	STR:	2	BODY:	3
INT:	5	WILL:	3	MIND:	4
INFL:	4	AURA:	4	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:	30		

- Powers:** Dimension Travel: 7
- Skills:** Charisma: 5, Scientist: 3, Thief: 5
- Limitations:** Power Restriction: Velvet Tiger's Dimension Travel can only be used to enter "Temporal Pockets" (see below).
- Advantages:** Attractive; Leadership
- Alter Ego:** Lani Gilbert
- Motivation:** Mercenary
- Occupation:** Extortionist
- Wealth:** 7
- Equipment:**
Pistol [EV: 4, Ammo: 7, BODY: 4, R#: 3]

Powers and Abilities

The Velvet Tiger's only superhuman ability is the power to enter a "Temporal Pocket" between seconds where time only passes for her.

In her capacity as co-owner of Gilcom, Lani learned how to use computers to uncover other people's secrets. She is a skilled programmer with access to specialized "hacking" equipment that allows her to break into high-security systems.

Since assuming the Velvet Tiger persona, Ms. Gilbert has also become an accomplished thief. She is able to break into a secure building, take whatever she likes and leave no trace of her passing.

Lani is a poor hand to hand combatant which forces her to rely on her temporal power and hired muscle to defend her against her many enemies.

Temporal Pockets

A Temporal Pocket is effectively another dimension with a Travel Value of 5, but it is only accessible to characters with a power similar to the Velvet Tiger's. Lani's Dimension Travel power can only be used to create one of these pockets.

Lani can try to bring anything she is touching with her when she activates her power if she gets 1 or more RAPs on a Dice Action using her Dimension Travel as the AV/EV and the BODY of her target as the OV/RV. She can bring other people with her (which works like Banishment), but she has to go with them.

In a Temporal Pocket time does not pass for anyone but Lani and any Characters she brought with her. Everything in the pocket is affected by something she calls "temporal inertia," which means that they are fixed in time and very difficult to move. this also affects the air, making it hard to breathe.

Characters who have not become accustomed to living in a Pocket would not be able to survive for long. The Velvet Tiger can try to suffocate/starve someone by bringing him with her and then stranding him. The Character will only be able to survive for an hour (10 APs), plus any extra time afforded by the victim's Sealed Systems Power (if any). Without the Solar Sustenance Power, even a Character who can somehow breathe in a Pocket will begin to die of thirst after 16 APs of time.

The Velvet Tiger has mastered the environment of the Temporal Pockets and is able to interact normally, giving her a big advantage over opponents she brings with her. In any situation where Lani comes into direct conflict with one of her guests in a Pocket the Action Check should be adjusted by 2 column shifts in her favor.

Personality/Role-playing

Lani Gilbert spent most of her childhood in Temporal Pockets, where she had the freedom to play with anyone or anything she liked without supervision. Her birth certificate says she is only ten years old, but she has lived for more than twenty years. Unfortunately, she has not matured normally and has a childlike that outlook makes her very dangerous. She has tried to kill her own brother on several occasions and can be lethal if provoked.

Using Velvet Tiger in Adventures

The Velvet Tiger is a blackmailer adept at learning other peoples secrets and using them to her advantage. Originally she restricted her activities to petty computer crime, but recently she used her power to become the kingpin of Washington's drug trade.

Lani owns everything in the shadow world of the temporal pocket and wants to own as much as she can in the real world. Driven by greed, her schemes usually involve using stolen information to make a quick buck. It is only a matter of time before she realizes the true impact her power could have and starts trading in military secrets and secret identities.

Subplots

Lani is involved in a Family Subplot with her brother Ward. Unable to accept the fact that his little sister has become a criminal mastermind, Ward Gilbert has chosen to believe that Lani Gilbert and the Velvet Tiger are two different people.

Ward has assumed the identity of a murderous villain he calls Hakker to kill the Velvet Tiger and free his sister from her "evil" influence. To assist him in his twisted crusade Hakker has assembled a group of underage villains called the Cyber-Brats. So far Ward has been unsuccessful, but he has proven more than a match for his sister's rather limited abilities so if he is not stopped he may eventually defeat her (Enemies Subplot).

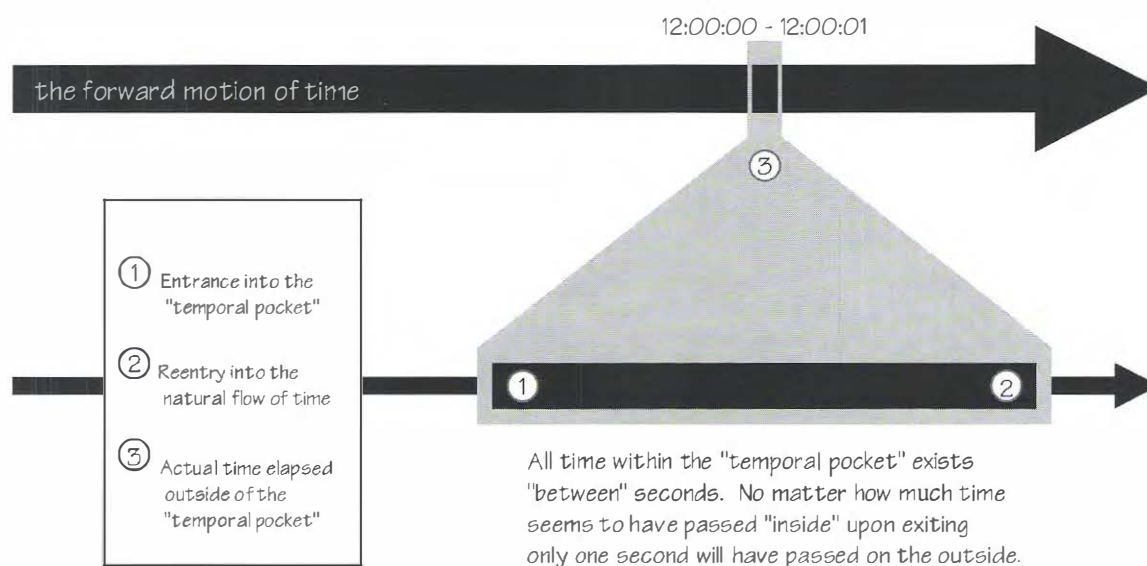
Appearances in DC Comics

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

Pre-Crisis: *Detective Comics* #518-519

Current: *Hawk and Dove* (3) #22-24; *Who's Who '91* #10

A diagram of the manipulation of the natural flow of time as perceived by linear beings on the planet Earth.



BIBBO

DEX:	3	STR:	5	BODY:	4
INT:	2	WILL:	3	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	10	HERO POINTS:	15		

- Skills:** Martial Artist: 5, Weaponry (Melee): 4
- Advantages:** Area Knowledge (Metropolis Docks); Connections: Longshoreman's Union (Low), Street (Low), Superman (High); Luck
- Alter Ego:** Mr. Bibbowski (first name unknown)
- Motivation:** Thrill of Adventure
- Occupation:** Former boxer, former dock worker, current tavern owner and bouncer
- Wealth:** 10

Powers and Abilities

Although Bibbo does not possess any super-human abilities, he is widely renowned for his formidable strength and fist-fighting prowess. Perhaps Bibbo's most extraordinary ability is the fact that fortune smiles upon him as evidenced by his winning the lottery.

Gaining Bibbo's Respect

As a general rule, Bibbo respects strength and courage more than just about any other human qualities. In game terms, this means that heroes interacting with Bibbo can use their APs of STR, APs of any Power that allows them to make a Physical Attack, or APs of SPIRIT as both the AV and EV of any Persuasion attempts aimed at him. Only characters with heroic Motivations (Seeking Justice, Upholding the Good, Responsibility of Power, etc.) may employ such a tactic since Bibbo seems to recognize and shun "rough characters." Note that any Persuasion attempt made in this fashion must be accompanied by an appropriate display of power or courage.

The Ace O'Clubs

Bibbo is the current owner and proprietor of a seedy tavern located on the Metropolis waterfront known as the Ace O'Clubs. The tavern is often the first stop for heroes or police investigators looking for information about the Metropolis underworld (ie. several Characters with Low level Street Connections

are always present), though it is populated by thugs and hooligans who like to make trouble for such do-gooders.

TYPICAL HOOLIGAN

DEX:	3	STR:	3	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

- Skills:** Weaponry (Melee): 3
- Advantages:** Area Knowledge (Metropolis Docks); Connection: Street (Low)
- Wealth:** 10
- Equipment:** Broken Bottle [EV: 2, BODY: 1]
Chair/Table [EV: 3, BODY: 2]

Ever since he became associated with Superman, Bibbo has been trying to force the more dangerous elements out of the Ace O'Clubs. Under most circumstances, he attempts to break up any brawls that erupt in the bar (arriving within three phases).

Personality/Role-playing

Bibbo is a carouser and hell-raiser who enjoys a good fight. Woe be unto those who anger him! While certainly nobody's idea of a good role model, Bibbo has a good heart and would give a needy friend the shirt off his back.

Superman's recent death humbled Bibbo even further, allowing him to recognize the true value of compassion.

Using Bibbo in Adventures

Bibbo is an excellent source of information for player heroes visiting Metropolis. An ideal encounter might go something like this: the Player Heroes arrive at the Ace O'Clubs looking for information, where they are assaulted by hooligans. During the ensuing fight, the heroes gain Bibbo's respect, so he decides to use his own Street Connections to help them.

Subplots

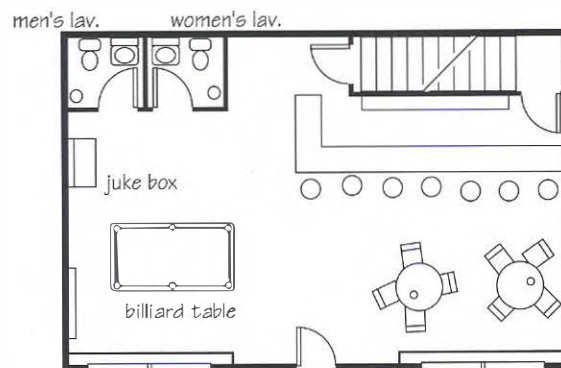
Bibbo's newfound fortune has been the springboard for numerous Wealth Subplots. Furthermore, after Superman died, Bibbo underwent a lengthy Death Guilt Subplot.

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

Superman: The Man of Steel Sourcebook

Appearances in DC Comics

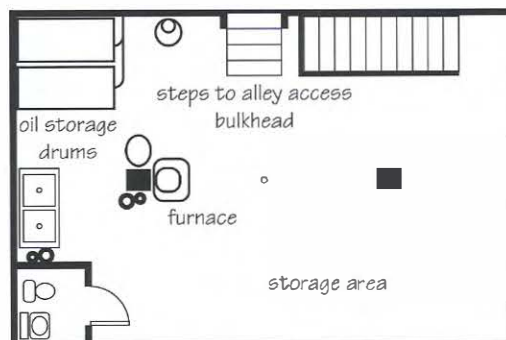
Action Comics #661, 663-664, 667, 673-674, 685;
Adventures of Superman #428, 447, 449, 454, 464,
476-478, 483, 487, 498-499; *Superman* (2) #40-41,
51, 54-55, 60, 76; *Superman: The Man of Steel* #5-6,
8-9, 11, 19-20; *Who's Who '91* #12



Ground Floor



2nd Floor



Basement

Ace O'Clubs Bar

FLASH SUPPORTING CAST

MARY WEST

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

- Skills:** Charisma (Persuasion): 3
- Advantages:** Connections: Chunk (High), Flash (High)
- Drawbacks:** Serious Irrational Attraction to involving herself in Wally's life and decisions
- Motivation:** Upholding the Good
- Occupation:** Secretary
- Wealth:** 5

JOAN WILLIAMS GARRICK

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:	10		

- Skills:** Charisma (Persuasion): 3
- Advantages:** Connections: Flash (Wally West) (High), Justice Society of America (High)
- Drawbacks:** Age (old); Married
- Motivation:** Upholding the Good
- Occupation:** Housewife
- Wealth:** 5

MASON TROLLBRIDGE

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

- Skills:** Vehicles: 3, Weaponry: 3
- Advantages:** Scholar (home improvement)
- Drawbacks:** Age (old)
- Motivation:** Upholding the Good
- Occupation:** Businessman
- Wealth:** 6

DR. TINA MCGEE

DEX:	2	STR:	2	BODY:	2
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	10		

- Skills:** Gadgetry: 7, Medicine: 7, Scientist: 7
- Advantages:** Attractive; Scholar (biomechanics)
- Drawbacks:** Married
- Motivation:** Upholding the Good
- Occupation:** Researcher
- Wealth:** 7

DR. JERRY MCGEE

DEX:	3	STR:	2	BODY:	3
INT:	7	WILL:	5	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	25		

- Skills:** Gadgetry: 7, Medicine: 7, Scientist: 7
- Advantages:** Scholar (genetics)
- Drawbacks:** Married
- Alter Ego:** "Speed McGee"
- Motivation:** Upholding the Good/Psychopathic
- Occupation:** Scientist
- Wealth:** 6

•Equipment:

SPEED MCGEE COSTUME [BODY: 7]

While Jerry was Speed McGee, he had the Superspeed Power rated at 7 APs, a STR of 8, a BODY of 7, the Psychopathic Motivation, and the following Drawbacks: Serious Rage, Serious Psychological Instability, Strange Appearance, and Serious Irrational Attraction to steroids. The Speed McGee costume automatically injected Jerry with the steroids that gave him his powers at regular intervals.

LINDA PARK

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:	55		

- Skills:** Charisma: 4, Detective: 3
- Advantages:** Attractive; Connections: Flash (Wally West) (High), Keystone City Media (High)
- Drawbacks:** Minor Irrational Attraction to the Flash (Wally West)
- Motivation:** Seeking Justice
- Occupation:** Reporter
- Wealth:** 8

CONNIE NOLESKI

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

- Skills:** Charisma: 7
- Advantages:** Attractive; Connection: Fashion

Industry (High)

•**Motivation:** Thrill of Adventure

•**Occupation:** Model

•**Wealth:** 7

Personality/Role-playing

Mary West is kind and considerate, though she is a bit too willing to interfere in Wally's life.

Joan Garrick is wise commensurate with her years. In Keystone City, she is known for her sharp sense of humor.

Mason Trollbridge is a well-mannered, earthy man with a strong sense of adventure.

Tina McGee is confident and competent. Her strong attachment to her work is counter-balanced by her natural charms.

Jerry McGee is motivated almost exclusively by his work. He is so obsessed with his discoveries that he has risked much for the sake of his studies.

Linda Park is an aggressive and ambitious woman with a strong jealous streak.

Connie Noleski isn't very bright, though her natural charms more than compensate for this defect.

Appearances in DC Comics

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

Jerry McGee: *Flash* (2) #5-6, 15-18, 24-28, 35-38, 40, 42-43, 50, 61; *Flash Annual* (2) #4; *Who's Who '88* #3; *Who's Who '91* #10

Tina McGee: *Flash* (2) #3-9, 11-16, 24-28, 35-38, 40-43, 50, 61; *Flash Annual* (2) #3-4; *Who's Who '91* #10

Connie Noleski: *Adventures of Superman* #463; *Flash* (2) #19, 30, 35-36, 42, 44, 49-50, 55-56, 58-60; *Flash Annual*

(2) #1; *Who's Who '91* #10

Linda Park: *Flash* (2) #28, 31, 33, 36-43, 47, 49-50, 61, 66-67, 69 (voice), 71-73; *Hawkworld Annual* #1; *Who's Who '91* #10

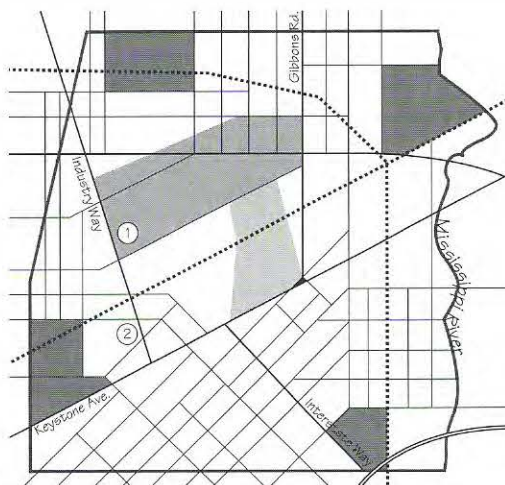
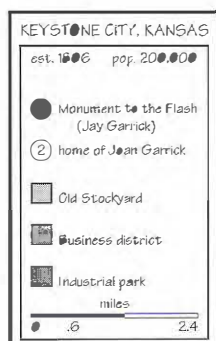
Mason Trollbridge: *Adventures of Superman* #463; *Flash* (2) #15-18, 20, 23-28, 30-38, 40, 43-44, 46, 49-50, 52, 55-61; *Flash Annual* (2) #4; *Who's Who '91* #10

Mary West (pre-Crisis): *DC Special Series* #11; *The Flash* (1) #114, 122, 133, 135, 138, 149, 156 (behind the scenes), 165, 266; *The New Teen Titans* (1) #8; (2) 6

Mary West (current): *Flash* (2) #8-9, 11-25, 27, 29-31, 49-50, 60 (behind the scenes), 61-62, 65, 69 (behind the scenes); *Flash Annual* (2) #2-3; *Justice League International* #19; *Manhunter* (2) #8-9; *Secret Origins Annual* #2; *Who's Who '88* #4; *Who's Who '91* #10

Joan Williams Garrick (pre-Crisis): *All-Flash* #1-32; *All-Star Comics* #2-3, 61, 73; *All-Star Squadron* #54; *All-Star Squadron Annual* #3; *America Vs. the Justice Society* #2; *The Big All-American Comic Book* #1; *Comic Cavalcade* #1-8, 10, 12, 14, 16-18, 20-21, 23-28; *Crisis On Infinite Earths* #11; *DC Special Series* #11; *DC Super-Stars* #5 (redrawn reprint); *The Flash* (1) #123, 129, 137, 151, 173, 201, 205, 214-215, 229, 236, 247, 305; *Flash Comics* #1-4, 6, 14-51, 53-59, 61-64, 66-67, 69-74, 76, 78-83, 85-89, 91-95, 97-100, 102-104; *Flash Comics miniature*; *Four Star Spectacular* #1 (redrawn reprint); *Infinity, Inc.* #21, 27; "Strange Confession" (unpublished *Flash* story. Pages 1, 6-7, and 11-12 appear in *Robin Snyder's History of the Comics* (3) #7; (2) 7; and *Superman's Girl Friend, Lois Lane* #113, respectively)

Joan Williams Garrick (current): *Adventures of Superman* #463; *Flash* (2) #24, 27, 30, 32-33, 37-38, 49-50, 73; *Flash Annual* (2) #3-4; *Hawkworld Annual* #1; *Justice Society of America* (2) #6-7; *Secret Origins* (3) #9, 50; *Who's Who '91* #10



HIPPOLYTE

DEX:	9	STR:	8	BODY:	8
INT:	10	WILL:	13	MIND:	10
INFL:	11	AURA:	10	SPIRIT:	10
INITIATIVE:	32	HERO POINTS:	10		

- Powers:** Directional Hearing: 3, Running: 6, Telescopic Vision: 2
- Skills:** Animal Handling: 7, Martial Artist: 8, Military Science (Tracking): 9, Weaponry: 10
- Advantages:** Area Knowledge (Themyscira); Connections: Amazons (High), Wonder Woman (High); Leadership
- Drawbacks:** Minor Irrational Attraction to overprotecting Princess Diana; Miscellaneous: Hippolyte's RV against Killing Combat is only 4, but she may use her Martial Artist Skill to augment it normally.
- Motivation:** Upholding the Good
- Occupation:** Queen of the Amazons
- Wealth:** 10

Powers and Abilities

As an Amazon, Hippolyte is unusually strong (able to lift a truck over her head) and fast (able to run at approximately 65 miles per hour). Her remarkable constitution enables her to withstand severe physical punishment, though her skin can be penetrated by projectiles and edged weapons.

Like most Amazons, Hippolyte has been trained in the arts of war and combat. She also enjoys the typical Amazonian affinity for wildlife.

Themyscira

The Amazons inhabit a secret island located at the center of the Bermuda Triangle and known as Themyscira, or "Paradise Island." Stretching across Paradise Island is a vast marble city. Most of the walls comprising the city have a BODY of 13.

Until recently, in DC HEROES terms, only characters with the Area Knowledge (Themyscira) Advantage knew the exact location of Paradise Island. Now that the gods have released the Amazons from exile, however, Queen Hippolyte and her subjects have allowed outsiders to visit Themyscira as ambassadors of other cultures.

The Amazons

In all, approximately one thousand Amazons live on Paradise Island. Among the noteworthy Amazons are: Phillipus, Menalippe, Aella, Epione, Euboea, Hellene, and Mymosyne.

TYPICAL AMAZON

DEX:	8	STR:	8	BODY:	8
INT:	8	WILL:	8	MIND:	8
INFL:	7	AURA:	7	SPIRIT:	8
INITIATIVE:	32	HERO POINTS:	10		

- Powers:** Directional Hearing: 3, Running: 6, Telescopic Vision: 2
- Skills:** Animal Handling: 7, Martial Artist: 8, Military Science (Tracking): 8, Weaponry: 8
- Advantages:** Area Knowledge (Themyscira); Connections: Amazons (Low), Wonder Woman (Low)
- Drawbacks:** Miscellaneous: Each Amazon's RV against Killing Combat is only 4, but she may use her Martial Artist Skill to augment it normally.
- Motivation:** Upholding the Good
- Wealth:** 6

Personality/Role-playing

Hippolyte is a gentle, wise, loving queen who cares more for her daughter than for life itself. She has risked her own life for her daughter before and would unhesitatingly do so again. Hippolyte was often overprotective of Diana, forbidding her to return to Man's World for a time, but she soon relented, realizing that Diana's true place is in all the world, not only Themyscira.

As a ruler, Hippolyte is compassionate but firm. Her demeanor is softly powerful and calm, but she can quickly shift to being the bold, angry, warrior-queen when the need arises. Hippolyte has a regal bearing and always makes certain she gets what she wants. She is far more world-wise than her more innocent daughter.

Using Hippolyte in Adventures

An adventure set in the Amazonian homeland of Themyscira might prove interesting. In such an adventure, the player heroes would have an opportunity to explore a strange and interesting culture, perhaps learning as much about their own society as that of the Amazons. Of course, Hippolyte

would make an ideal tour guide for visitors to Paradise Island.

Subplots

Hippolyte's mothering nature often leads her into Family Subplots based around her relationship with her daughter.

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

Background/Roster Book

Appearances in DC Comics

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

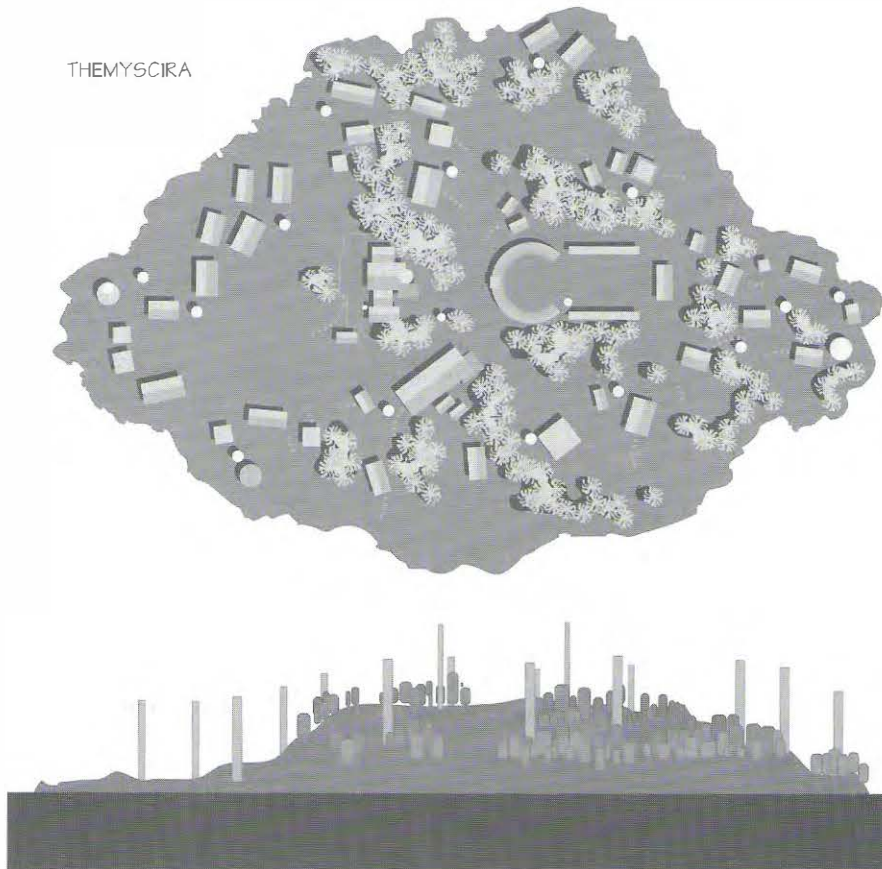
Pre-Crisis; Earth-Two: *All-Star Comics* #8; *All-New Collectors' Edition* #C-54; *Comic Cavalcade* #12, 17, 19, 21-22, 25; *DC Special* #3; *DC Special Series* #9; *Sensation Comics* #4, 6, 24, 26, 37, 42, 58, 76, 86, 89, 94, 96; *Wonder Woman* (1) #1, 3, 6-7, 9, 13, 16-17, 23, 28, 30, 32-

37, 45, 48, 52, 54, 57, 60-62, 65-66, 75, 78-80, 83, 91, 93, 96-97, 196, 229, 237, 242

Pre-Crisis; Earth-One: *Adventure Comics* #459, 462; *The Brave and the Bold* #60; *Crisis On Infinite Earths* #4, 11-12; *DC Comics Presents* #41; *DC Special Series* #19; *Justice League of America* #9, 146, 200; *Legend of Wonder Woman* #1-4; *The New Teen Titans* (1) #11-13; (2) 9-10; *Showcase* #59; *Super Friends* #2-3, 17; *Super-Team Family* #14; *Tales of the Teen Titans* #45, 50; *Teen Titans* #1, 22; *Who's Who '85* #10; *Wonder Woman* (1) #98, 100, 105-107, 109, 112-121, 123-126, 128-133, 135, 138, 140, 142-145, 147-150, 152-155, (Many of the stories in issues #129-155 are Amazon movies in which Hippolyte, while present, is technically behind the scenes as producer), 157-159, 168, 170-175, 179, 183-184, 192, 204-209, 211-213, 215-216, 218, 223-224, 226, 247-253, 269-271, 286, 289, 293, 296-302, 308, 310, 312-313, 316-318, 322, 324, 325 (behind the scenes), 326-329; *World's Finest Comics* #250, 286

Current: *War of the Gods* #3-4; *Who's Who '91* #10; *Wonder Woman* (2) #1-2, 5-7, 10-14, 17, 21-22, 25, 27, 32, 35-41, 43, 46-48, 50-52, 54, 60-62; *Wonder Woman Annual* #1

THEMYSCIRA



JOE POTATO

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

- Skills:** Charisma: 5, Detective: 6, Martial Artist: 5, Vehicles (Land): 5, Weaponry (Firearms): 5
- Advantages:** Area Knowledge (Gotham City); Connection: The Batman (Low); Iron Nerves; Sharp Eye
- Drawbacks:** Age (old); Minor Irrational Attraction to telling potato-related jokes and puns.
- Motivation:** Seeking Justice
- Occupation:** Private Detective
- Wealth:** 4
- Equipment:**
 .38 Pistol [BODY: 4, EV: 3, Ammo: 6, R#: 3]
 .44 Magnum (BODY: 4, EV: 5, Ammo: 6, R#: 3]
 Joe Potato Peeler [BODY: 1]
 POTATO VAN [STR: 5, BODY: 7, Running: 7, R#: 2]
 Sawed-Off Shotgun [BODY: 4, AV: 5, EV: 5, Ammo: 2, R#: 3]

Powers and Abilities

Joe Potato possesses no meta-human abilities, but is a highly skilled investigator (Detective). Though he is not an exceptional physical specimen, Joe has trained in the Japanese Martial Art aikido, which aims to use the attacker's strength against him. During the course of his career, Joe has learned to expertly handle a gun (Weaponry), and can drive his Potato Van like a pro (Vehicles).

The Art of Aikido

Mrs. Potato's boy is an expert in the Japanese form of self-defense known as aikido. It involves the use of many types of holds and throws, in order to turn the strength of an attacker against him.

In game terms, when Joe is attacked in hand-to-hand combat, he must wait for his opponent to act before he does (effectively holding his Initiative if his was higher than his opponent's). After his opponent attacks, Joe can immediately counter-attack (even if his Initiative indicates otherwise), and he gets a bonus of +1 to his AV for every Column Shift his opponent scored against him.

Additionally, if Joe wins the Initiative in a phase, and elects to use the Laying Back maneuver, he gains a bonus of +1 Column shift to his own OV, but does not suffer the usual penalty of adding +1 Column Shift to the OVs of anyone he attacks that phase.

The Joe Potato Peeler

When it's time to scare the chives out of a crook, Joe pulls out his "patented Joe Potato Peeler." It's a wicked-looking chrome-plated potato peeler, but it's actually made of rubber.

Joe can use the Peeler to help him in any attempts to Interrogate or Intimidate an opponent. When he pulls it out and brandishes it, he gains a bonus of -1 Column Shift from his opponent's OV and RV against Interrogation and Intimidation, provided of course that the crook thinks the Peeler is real. If the target of Joe's Peeler can score positive RAPs in a Perception Check against OV/RVs of 6/6, he spots the trick, and Joe's attempt automatically fails.

Personality/Role-playing

Joe is a tough-as-nails, hard-boiled, no-nonsense P.I. He has lived all his life in the worst part of Gotham, and that has taught him to really hate crime. Joe's not a killer, however, and always "plays strictly by the recipe book."

When using Joe Potato as an NPC, the Gamemaster should be sure to throw as many potato references into his speech as possible. Every word out of his mouth doesn't need to be "potato," but he should use as many potato puns and jokes as possible, to reinforce his character.

Using Joe Potato in Adventures

Joe works the mean streets of Gotham, and will take any decent job, if the money's there. He can be used in any adventures set in that city, and is especially useful as an NPC source of information or help for Player Heroes who are tracking down villains that are native to Gotham City.

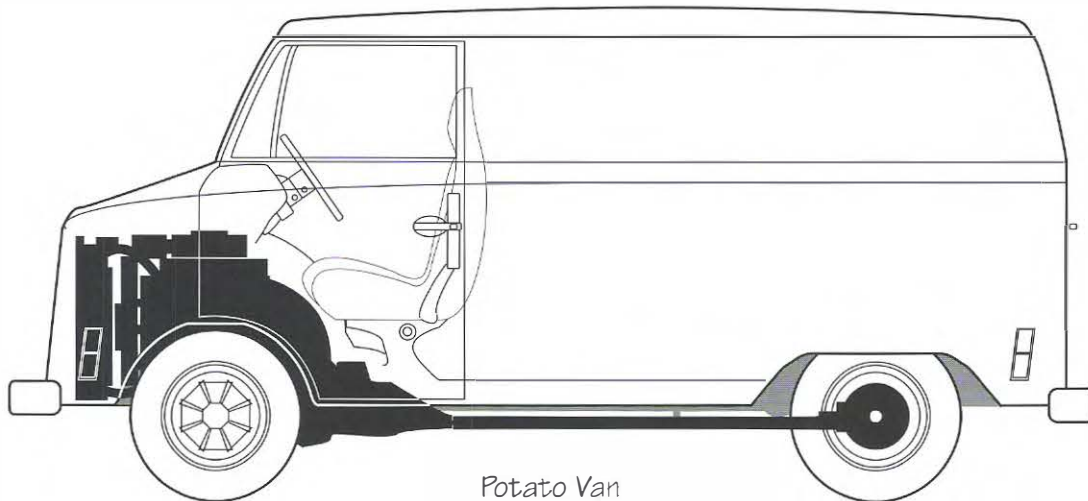
Joe Potato has worked with the Batman in the past, and has a great deal of respect and admiration for him. If the need arises, Joe can use his Connection with Batman to gain the aid of the caped hero. However, Joe will only resort to this if he can't get the job done himself. He will never run to Batman at the first sign of trouble.

Subplots

Joe Potato is involved in an ongoing Job Subplot that involves his unique line of work. He's never sure where his next case will lead him, or when it will come.

Appearances in DC Comics

Batman #460-461; *Detective Comics* #594; *Who's Who '91* #10



Potato Van



Joe Potato's Revolver



Joe Potato's Semi-auto Pistol



The Potato Peeler

JOSHUA CLAY

deceased

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

- Powers:** Energy Blast: 12, Flight: 6
- Skills:** Medicine: 7, Vehicles (Land): 5, Weaponry: 5
- Advantages:** Connection: Doom Patrol (High)
- Drawbacks:** Dark Secret (Vietnam desertion)
- Alter Ego:** Jonathan Carmichael, Tempest
- Motivation:** Unwanted Power
- Occupation:** Doctor
- Wealth:** 6

Powers and Abilities

Joshua Clay was born with the 'meta-gene' but it laid dormant until a moment of crisis in Vietnam when it manifested as the mutant power to generate blasts of heat powerful enough to melt steel. As Tempest of the Doom Patrol, Joshua learned to channel this energy to produce thrust, propelling his body through the air. He could fly at speeds approaching 100 miles an hour but usually travelled at a steady cruising speed of 60 miles an hour.

Reluctant Hero

The Unwanted Power Motivation does not go far enough in explaining Joshua's reluctance to use his powers. Over the years he has had reason to blame many personal tragedies on his powers and came to associate his Tempest identity with disaster. Any time Joshua would be tempted to use his powers he had to roll an 11 or better on 2D10 or he could not bring himself to do it and had to seek some other alternative, no matter how futile it seemed.

Doom Doctor

Joshua was a practicing physician who served as the Doom Patrol's resident medic. In this capacity he had to treat bizarre injuries to unique individuals on a regular basis.

Normally, the Surgery subskill of Medicine is used to heal physical damage. When treating unusual patients standard action modifiers should be assigned

as summarized on the universal modifier chart.

As an example, treating Rebis is a Challenging task because of "hir" peculiar physiology, modifying any surgery attempt by +1 Column Shift to the OV/RV. Treating what is left of Cliff Steel's (Robotman's) human body is a Difficult task because of the intrusive cybernetics, so a +2 Column Shift modifier should be applied.

Personality/Role-playing

Like most of his friends in the Doom Patrol, Joshua felt that his powers were more of an affliction than a blessing. He also thought that dressing up in colorful costumes to fight crime was kind of stupid and regretted the years he spent as Tempest.

Since leaving the team Joshua became more introspective, searching for answers to the many problems that plagued his troubled life. He was usually an easygoing guy unless forced to deal with the four-color life he left behind, in which case he became frustrated and anxious.

Joshua was part of the support for the new Doom Patrol, serving as their doctor. He had not been Tempest in a long time but would use his powers in self defense or if innocents were threatened in his presence.

Using Joshua Clay in Adventures

Joshua could have been involved in any plot that involved the Doom Patrol, especially if they were threatened by one of their old enemies whom he fought as Tempest. He was seldom encountered without the Doom Patrol, but would have made an excellent contact.

Subplots

A deserter from the army, Joshua had been on the run since Vietnam. From time to time he thought he has been discovered, so he changed his identity and moved to another city. Among his friends in the Doom Patrol he had no need to conceal his true identity (Secret Past/Secret Identity Subplots).

A criminal named Spooner provided Joshua with the identity of Jonathan Carmichael, allowing him to attend medical school and set up private practice. Underworld characters like Spooner from Joshua's Criminal Past proved problematical to him from time to time.

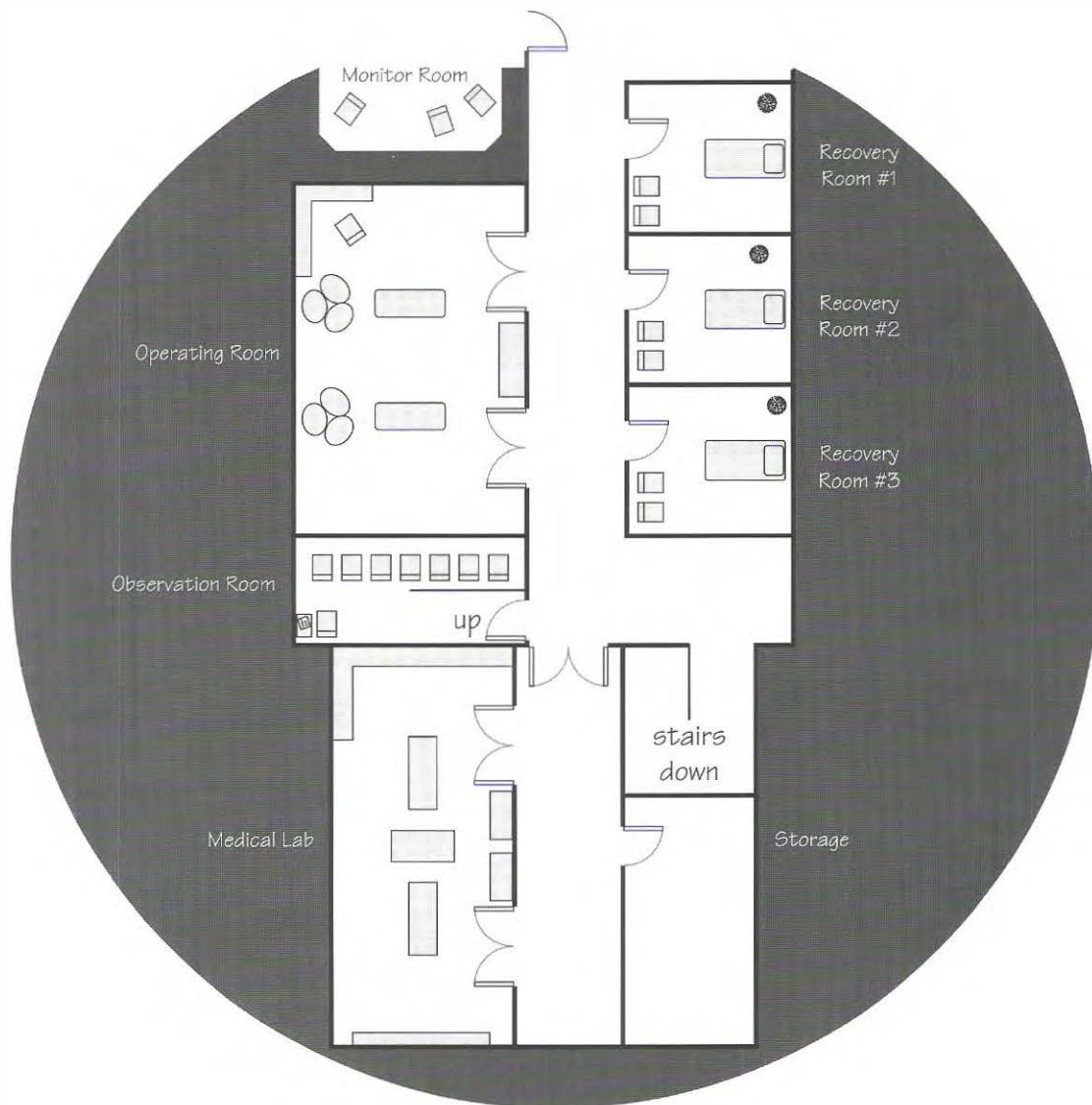
Appearances in DC Comics

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

Pre-Crisis: *Crisis On Infinite Earths* #9-10, 12; *The Daring New Adventures of Supergirl* #8-10; *DC Comics Presents* #52; *Showcase* #94-96; *Superman*

Family #191-193; *Who's Who '87* (1) #23

Current: *Doom Patrol* (2) #1-23, 25-26, 31-38, 42-44, 46-52, 55, 56-57 (corpse); *Doom Patrol and Suicide Squad Special* #1; *Doom Patrol Annual* #1; *Invasion!* #2-3; *Secret Origins Annual* #1; *Superman* (2) #20; *Who's Who '91* #11



DOOM PATROL headquarters
Medical Section

LEGION OF SUPER-HEROES SUPPORTING CAST

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, Detective (Law): 8
- Advantages:** Connections: United Planets Governments (High), Science Police (High); Leadership; Scholar (politics)
- Drawbacks:** Married
- Motivation:** Upholding the Good
- Occupation:** Royal Aide
- Wealth:** 8

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: Acid represents Taryn's digestive juices. She must eat objects to dissolve them; Systemic Antidote is only for imbibed toxins; The more mass Taryn eats, the more her STR rises. She can add the APs of weight of objects eaten to her STR Attribute, to a maximum of 8. This increase lasts approximately one hour (10 APs).
- Advantages:** Connections: United Planets Governments (High), Tenzil Kem (High); Scholar (politics)
- Alter Ego:** Taryn Loy
- Motivation:** Thrill of Adventure
- Occupation:** Senator
- Wealth:** 5

CIRCE -deceased

DEX:	4	STR:	5	BODY:	3
INT:	8	WILL:	8	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	4
INITIATIVE:	21	HERO POINTS:	60		

- Skills:** Martial Artist: 6, Military Science: 6, Scientist: 6, Vehicles: 6, Weaponry: 6
- Advantages:** Connection: Earthgov (High)
- Motivation:** Mercenary
- Occupation:** Science Police Officer
- Wealth:** 8
- Equipment:**
Blaster [BODY: 5, Energy Blast: 7, R#: 2]

SEAN 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:** Connections: Science Police (High)
- Drawbacks:** Minor Psychological Instability (depression)
- Alter Ego:** Shvaughn Erin
- Motivation:** Upholding the Good
- Occupation:** Science Police Chief
- Wealth:** 6
- Equipment:**
Blaster [BODY: 5, Energy Blast: 8, R#: 2]

KING JONN

DEX:	3	STR:	3	BODY:	3
INT:	8	WILL:	7	MIND:	6
INFL:	8	AURA:	6	SPIRIT:	5
INITIATIVE:	21	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
- Occupation:** Commander, United Planets Militia
- Wealth:** 12

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:** Connections: Legion of Super-Heroes (High); Genius; Gift of Gab; Sharp Eye
- Drawbacks:** Catastrophic Physical Restriction: Loomis is missing his right arm and wears a prosthesis.
- Motivation:** Responsibility of Power
- Occupation:** Handyman
- Wealth:** 5

ROND VIDAR

DEX:	4	STR:	4	BODY:	5/12
INT:	9	WILL:	15	MIND:	13
INFL:	4	AURA:	3	SPIRIT:	12
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); Iron Nerves; Scholar (temporal physics)
- Motivation:** Responsibility of Power
- Occupation:** Former Green Lantern
- Wealth:** 5

•Equipment:

POWER RING [BODY: 15, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 15, Invulnerability: 18, Life Sense: 40, Omni-Power: 7, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

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

Limitations: For Each AP of Skin Armor used, Force Manipulation and Omni-Power are each reduced by 1 AP; Life Sense can only be used to detect other Green Lanterns.

Drawbacks: The Power Ring is completely useless against the color yellow; The ring must be charged once every 24 hours with the Power Battery; The ring's BODY is only 6 when Rond is not wearing it.

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

Note: At this time, Rond's Power Ring has been destroyed by Mordru.

Personality/Role-playing

Marte Allon is a calm and rational woman, and a natural leader. She is always willing to help those in need. Marte's knowledge of history and her political experience make her a useful contact for members of the Legion.

Calorie Queen (Taryn Loy) is a smart, sassy, and spunky woman. Her years as Tenzil Kem's top aide have served to cool down her often hot temper, but she still tends to get quite angry when things don't go her way.

Circe acted the part of the perennial hard-boiled cop, but deep down she was a tender and caring person. Her genuine concern for her "men" in the S.P. led her to rebel against her Dominion masters, and her love for Dirk Morgna (who was horribly scarred when his Sun Boy powers overloaded in a powersphere explosion) drove her to kill him out of pity. After this act of mercy, she turned the gun on herself, apparently unable to deal with what she had done.

Sean (Shvaughn) Erin is a deeply troubled individual. He has always been an exceptional S.P. officer, but has never been able to deal with his personal life. After spending many years as a woman, and falling in love with Jan Arrah (Element Lad), Sean was forced to return to being a man when the supply of Profem on Earth was cut off by the Dominion. He has since become saddened and confused, and has sought isolation to sort out his life.

King Jonn is a strong and competent leader, and still bears a grudge against the Khunds for their conquest of his home planet. He is an aggressive man who always speaks his mind.

Loomis has been keeping busy setting up the Legion's new base on Talus. He is constantly annoyed by the ever-changing demands put on him by the Legionnaires, but maintains a calm, gruff exterior in spite of the stress of his job.

Rond Vidar is a brave and honest man. Even though he has lost his Power Ring, Rond still has the soul of a

hero. He currently spends most of his time taking care of Lauren, since Laurel tends to spend most of her time battling the Khunds.

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

2995: *The Legion of Super-Heroes Sourcebook*

Appearances in DC Comics

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

Marte Allon (pre-Crisis): *Adventure Comics* #356 (behind the scenes), 371-372; *The Best of DC* #24; *DC Special Series* #21; *Legion of Super-Heroes* (2) #263 (behind the scenes), 264, 269-271, 273, 277-280, 290, 303, 308, 313; (3) 1 (behind the scenes), 3, 7, 10, 27, 35, 47; *Legion of Super-Heroes Annual* (2) #1; *Who's Who in the Legion of Super-Heroes* #7

Marte Allon (current): *Legion of Super-Heroes* (4) #15; *Who's Who '91* #11

Calorie Queen (pre-Crisis): *Superboy* #212

Calorie Queen (current): *Legion of Super-Heroes* (4) #10-11, 14; *Who's Who in the Legion of Super-Heroes* #3; *Who's Who '91* #11

Circe: *Legion of Super-Heroes* (4) #2, 6, 11, 13, 15, 18-20, 23, 28-30, 32, 34-36; *Who's Who '91* #11

Sean (Shvaughn) Erin (pre-Crisis): *Action Comics* #568; *The Best of DC* #24 *Cosmic Boy* #1; *Crisis On Infinite Earths* #2-3; *Legion of Super-Heroes* (2) #296, 299, 301-302, 307, 310-313; (3) 2-3, 7, 9-10, 12, 16-17, 19, 21, 24, 27-28, 32-37, 43, 47-48, 57, 62; (4) 2-3; *Legion of Super-Heroes Annual* (2) #1, 3; (3) 2; *Superboy and the Legion of Super-Heroes* #241, 243-245; *Tales of the Legion* #317-318, 323

Sean (Shvaughn) Erin (current): *Legion of Super-Heroes* (4) #2-3, 11, 18, 20, 31; *Who's Who in the Legion of Super-Heroes* #5; *Who's Who '91* #11

King Jonn (pre-Crisis): *Superboy* (1) #193

King Jonn (current): *Legion of Super-Heroes* (4) #8 (text), 15-17, 20, 30, 32, 34-36; *Legion of Super-Heroes Annual* (4) #3; *Who's Who '91* #11

Loomis: *Legion of Super-Heroes* (4) #1-2, 13, 14 (text), 15; *Who's Who '91* #11

Rond Vidar (pre-Crisis): *Adventure Comics* #349, 360; *All-New Collectors' Edition* #C-55; *The Brave and The Bold* #179; *Legion of Super-Heroes* (2) #300; (3) 9, 16, 18, 22, 25, 30 (behind the scenes), 49-51; (4) 3, 5; *Legionnaires Three* #2; *Superboy* (1) #200; *Superboy and the Legion of Super-Heroes* #233

Rond Vidar (current): *Legion of Super-Heroes* (4) #3, 7-8, 10 (mention), 29, 37; *Legion of Super-Heroes Annual* (4) #1, 3; *Who's Who in the Legion of Super-Heroes* #5; *Who's Who '91* #11

LOIS LANE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	4
INITIATIVE:	10	HERO POINTS:	15		

- Skills:** Artist (Writer): 5, Detective: 3, Martial Artist: 3, Weaponry (Firearms): 2
- Advantages:** Area Knowledge (Metropolis); Connections: Daily Planet (High), Superman (High); Sharp Eye
- Drawbacks:** Miscellaneous: Lois has a strange knack for getting into trouble, which frequently results from her tendency to rush headlong into situations that might be better approached with more caution (treat as a Serious Irrational Attraction if she tries to overcome her impulsiveness).
- Motivation:** Thrill of Adventure
- Occupation:** Reporter
- Wealth:** 7

Powers and Abilities

Lois picked up self-defense and rudimentary firearms training while growing up on an army base and can hold her own when the going gets tough, but she is famous for her skill as a reporter.

Doomsday

Recently, Superman was killed by the creature known only as Doomsday. As this supplement goes to press the Man of Steel's ultimate fate is still uncertain. Obviously the outcome will have a profound effect on Lois, but as we cannot predict what the future holds for the Metropolis Marvel and his fiancée, we will have to watch and wait as the story is played out to its conclusion.

Blind Spot

Despite the fact that Lois Lane is widely recognized as one of the finest investigative reporters in her field she was never able to solve the mystery of Superman's secret identity.

Countless clues presented themselves during her extended courtship with Clark Kent and Superman, but she never seemed to notice them.

One of the possible reasons the ace reporter never managed to put two and two together is the

ongoing effort by Superman to keep his identity a secret. Kal-El is a brilliant man whose keen insights into human nature devised many believable diversions.

A short time ago, the Man of Steel revealed his dual identity to Lois so their marriage could be based on honesty, trust, and mutual respect.

When playing Lois before Superman has revealed his dual identity to her, bear in mind that she will subconsciously resist discovering his secret, conveniently rationalizing alternative explanations for any evidence she happens to encounter.

Personality/Role-playing

Lois is driven to succeed. Since she was a little girl she has tried to prove herself by working harder than anyone else. This outlook has done wonders for her career but has made her personal life rather difficult at times. Fortunately, her fiancé also has a job that takes him out of town a lot.

Using Lois Lane in Adventures

Lois and Superman are inseparable. Lois is rarely involved in adventures that involve any hero other than Superman, and she has an uncanny knack for being in the wrong place at the right time (for a reporter). If The Man of Steel is indisposed for some reason (including his recent death), the Player Heroes might become involved in plots involving Lois, especially if the heroes are based in Metropolis.

Subplots

Lois is involved in a Job Subplot with the Daily Planet that keeps her very busy and tends to get her into trouble. Before she knew about his dual identity she had a friendly rivalry there with Clark Kent.

Lois has been swept up in a Romance Subplot that keeps changing, for at first her Romance was her infatuation with Superman. Later, it was her relationship with Clark Kent. Finally, the truth was revealed and she could declare her love for Kal-el.

Since Superman died in her arms, Lois has been suffering through a particularly harrowing Death Guilt Subplot.

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

Background/Roster Book, Superman- The Man of Steel Sourcebook, Deadly Fusion

Appearances in DC Comics

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

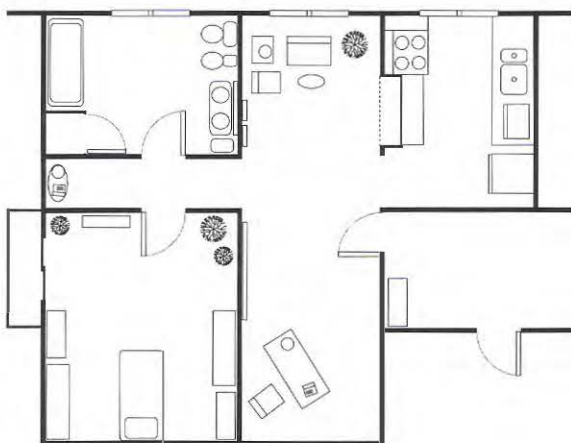
Pre-Crisis; Earth-Two: *Action Comics* #1-2, 5-7, 9-10, 15, 18, 22-23, 25-55, 59-75, 77, 79-82, 85-86, 89-96, 98-104, 107-111, 114-119, 121-131, 133-160, 165-166, 169, 172, 174, 176, 182, 184-186, 189, 191, 195, 198, 207-208, 484 *All-New Collectors' Edition* #C-54; *All-Star Squadron* Annual #3; *America Vs. the Justice Society* #2-4; *The Brave and The Bold* #197; *Crisis On Infinite Earths* #10, 12; *DC Comics Presents* Annual #1; *DC Super-Stars* #17; *Secret Origins* (3) #1; *Superman* (1) #1 (reprints), 2-90, 95, 103-105, 327, 329; *Superman Family* #195-196, 198-199, 201-222; *World's Finest Comics* #1-2, 4-6, 9-14, 16-17, 19-26, 28-31, 33-34, 36-49, 51, 53, 55-59, 61-70

Pre-Crisis; Earth-One: *Action Comics* #197, 201-204, 206, 209-215, 217-222, 224-225, 227-231, 233, 235, 237, 239-240, 242, 244-245, 247-250-252, 254, 256-258, 260, 265-269, 271-272, 274-275, 277-278, 280-283, 286-291, 293, 295-298, 300-304, 306-307, 309, 311-313, 315, 317, 320-323, 326, 328-331, 335, 337, 340-342, 344 (behind the scenes), 345, 348, 352, 359, 361, 363-367, 371-372, 375-376, 379-380, 382-383, 390, 394-395, 403, 408, 417-420, 423-424, 434, 437-438, 443, 445-446, 449-450, 452, 454-457, 461-462, 465-470, 472-473, 476-477, 479-483, 486, 489, 493-494, 497, 499-501, 508, 511-514, 516-517, 520, 522-529, 531-546, 548-549, 551-552, 556, 562-563, 566-570, 573-574, 576, 578, 581-582; *Adventure Comics* #128, 211, 261, 384-385; *All-New Collectors' Edition* #C-56, C-58; *The Amazing World of Superman*; *Batman* #293; *Batman and the Outsiders* #19; *Batman Family* #11; *The Brave and The Bold* #175; *Crisis On Infinite Earths* #5, 7, 9, 11-12; *The Daring New Adventures of Supergirl* #2-12; *DC Comics Presents* #3, 6, 8-9, 11-12, 14, 16, 20, 22-25, 27, 31-32, 41, 43, 50, 52-53, 69, 71, 86, 93; *DC Comics Presents* Annual #1-2, 4; *DC Special Series* #5, 26; *The Flash* (1) #249; *Justice League of America* #7, 99, 118, 144, 194, 240; *Lois Lane* #1-2; *The New Adventures of Superboy* #32; *The Phantom Zone* #3; *Showcase* #9-10, 100; *Superboy* (1) #1, 47, 63, 90; *Superman* (1) #91-112, 114-129, 131, 133-136, 138, 142-143, 145-148, 150-151, 153-158, 160-161, 163-165, 169-174, 176-182, 185-186, 188,

191, 196, 198, 201, 204-205, 208-211, 214, 216, 218-221, 223, 225-226, 228, 233, 235, 237-238, 244, 248, 253, 257, 261, 263-264, 267, 270, 276-283, 285, 287-290, 293, 295-299, 303-304, 306-314, 316-317, 319-322, 324-325, 327, 329, 331, 333-335, 337-344, 346-347, 349-353, 355, 357, 360-364, 366-370, 374-375, 380-386, 388-389, 391, 394, 398-399, 401, 407, 409-410, 412-414, 416, 418-419, 421-422; *Superman Annual* (1) #10, 12 *Superman Family* #164, 166-167, 169-170, 172, 175, 178, 181-199, 201-222; *Superman's Girl Friend, Lois Lane* #1-45, 47-50, 52-67, 69-76, 78-85, 87-88, 90-94, 96-103, 105-112, 114-137; *Superman's Pal, Jimmy Olsen* #1, 3, 6, 8, 11-17, 19-25, 27-28, 31-32, 34-56, 58-68, 70-71, 74-76, 78-85, 87-88, 91-92, 94, 96, 100, 106, 112 (behind the scenes), 118, 120, 123-124, 127, 130, 156, 158, 160; *Superman Special* (1) #1; *Superman Spectacular* #1; *Who's Who* '86 #13; *Wonder Woman* (1) #224, 292; *World's Finest Comics* #71-74, 76-81, 84-89, 91, 97, 101, 129, 134, 137, 141-142, 145, 151-152, 159, 171, 173, 181, 189, 196, 199, 202, 209, 246-247, 258-260, 262-264, 271-272, 274, 277, 303, 314

Pre-Crisis; Earth-Three: *Crisis On Infinite Earths* #1; *DC Comics Presents* Annual #1; *The Secret Society of Super-Villains* #13-14

Current: *Action Comics* #590, 594-595, 597-600, 606, 639, 643, 645, 650, 653, 655, 659-660, 662-665, 667-673, 676-677, 679-681, 683-686 *Action Comics Annual* #3; *Adventures of Superman* #424, 431-434, 437-439, 441-442, 445-450, 452, 455-458, 460-470, 472-473, 476-478, 480-482, 484-487, 489, 491, 493, 495-499; *Adventures of Superman Annual* #2-3; *Armageddon: Inferno* #2; *Booster Gold* #6, 19, 23; *Challengers of the Unknown* (2) #8; *Checkmate!* #16-18; *The Demon* (3) #28-29; *The Earth Stealers*; *Flash* (2) #24-25; *Justice League America* #70; *Justice Society of America* (2) #1; *The Man of Steel* #1-2, 4-5; *Starman* #21; *Suicide Squad* #22, 28-30; *Superman* (2) #1, 3, 5-6, 9-12, 15-17, 19-21, 23, 26-27, 29, 33, 37, 39, 43-46, 49-55, 57-65, 67-69, 71-73, 75-77; *Superman Annual* (2) #1, 3-4; *Superman For Earth*; *Superman Special* (2) #1; *Superman: The Man of Steel* #1-10, 12, 14-21; *Swamp Thing* (2) #79; *War of the Gods* #1; *Who's Who* '87 (2) #3; *Who's Who* '91 #12; *Wonder Woman* (2) #37-41, 49-50, 57, 61 *World of Krypton* (2) #4; *World of Metropolis* #1-4; *World's Finest* #1-3



Lois Lane's Apartment in Metropolis

MERA

DEX:	6	STR:	6	BODY:	7
INT:	7	WILL:	7	MIND:	5
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	16 [18]	HERO POINTS:	25		

- Powers:** Force Manipulation: 11, Regeneration: 6, Swimming: 7, Telepathy: 3, Water Control: 8, Water Freedom: 8
- Skills:** Charisma: 4
- Limitations:** Power Restriction: Mera's Force Manipulation Power actually represents her ability to create "solid water" constructs. It can only be used to form simple objects like battering rams and walls. Any constructs created must be made from existing water within Normal Range.
- Advantages:** Area Knowledge (Atlantis); Connections: Aquaman (High), Poseidonis (High)
- Drawbacks:** Married; Serious Psychological Instability; Fatal Vulnerability: Mera begins to die after being out of the water for one hour.
- Motivation:** Responsibility of Power
- Occupation:** Former Queen
- Wealth:** 8

Powers and Abilities

Mera has the ability to mentally control large volumes of water (Water Control). Through the use of this ability, she can create objects out of water by "solidifying" it. She can form large fists, walls, platforms, etc. from any water within 2 miles (Force Manipulation).

In addition to her command of water, Mera has a number of physical Powers. She can breathe and move about freely underwater (Water Freedom), and can communicate through limited Telepathy. Mera can swim fast enough to keep pace with her husband Aquaman (100 miles per hour). Her body is strong enough to allow her to survive the crushing pressures of the ocean depths (accounting for her high STR and BODY scores), and she can apparently survive mortal wounds through accelerated healing (Regeneration).

"Solid Water"

Mera's most formidable ability is her command over water, represented by her Water Control and

Force Manipulation Powers. Some of the effects she can achieve using these Powers include:

- The ability to summon a large wave to attack an opponent. This is a Physical Attack with AV/EVs equal to her APs of Water Control and OV/RVs equal to her opponent's DEX/BODY.
- The ability to sweep an opponent underwater in an effort to drown him. This attack requires an Action Check with an AV/EV equal to Mera's APs of Water Control against an OV/RV equal to the opponent's DEX/STR. If this Check yields positive RAPs, the target is dragged underwater and suffers the appropriate penalties (see page 25 of the *Rules Manual*). To resurface, the opponent must gain positive RAPs on an Action Check, using his DEX/STR as the AV/EV, and the RAPs from the original Water Control Attack as the OV/RV.
- The ability to automatically summon forth a large wave for propulsion along the surface of the water. In this manner, Mera can travel at a speed equal to her APs of Water Control.
- The ability to form objects out of "solid water." Mera can create any simple object out of water (subject to GM discretion). Created objects have total APs in Physical Attributes and Powers equal to her APs of Force Manipulation, but she may divide the Power APs between the object's Abilities as desired (no object Mera creates in this fashion may have Mental or Mystical Powers or Attributes). Objects Mera creates from "solid water" need not be given APs of BODY but in such cases, the created object immediately disperses into normal water upon physical contact with another solid object.

Personality/Role-playing

Mera is a truly sensitive and caring individual. She will go out of her way to help those in need, and often has to cajole her husband (Aquaman) to aid her in these endeavors. Although he too is genuinely heroic, he is often lost in thought regarding the many trials and tribulations of his life. It takes Mera's soothing but commanding voice to bring him out of his reveries.

After the loss of her son, Mera gradually began to lose her grip on reality. She blamed Aquaman for her son's death, and even tried to kill him. Her attempt on his life was unsuccessful, and she returned to her home dimension through unknown means immediately thereafter. Still in a confused state of

mind, Mera is living with the villain Thanatos, whom she believes to be Aquaman. Also living with them is a child who looks very much like her son, Arthur Jr., and whom she believes to be her son.

Using Mera in Adventures

For the brief "happy" period of their marriage, Mera and Aquaman were inseparable. During this time, they can be used together as NPC guides to the Atlantean world, or even as a Player Hero "team."

After her loss of sanity, Mera became something of a villain. Her formidable control over water makes her a dangerous opponent while underneath the waves. A possible adventure might involve her returning from her dimension, bent on destroying Aquaman once and for all, perhaps aided by the Ocean Master or Black Manta.

Subplots

Mera is involved in a long and tragic Romance Subplot with Arthur Curry (Aquaman). Their relationship has deteriorated badly since the loss of their son, Arthur. His loss not only ruined their marriage, but also caused Mera to lose her sanity and flee our dimension (Death Guilt Subplot).

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

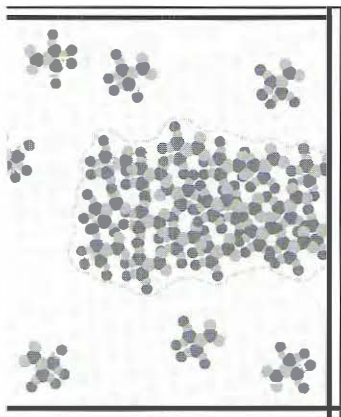
Background/Roster Book

Appearances in DC Comics

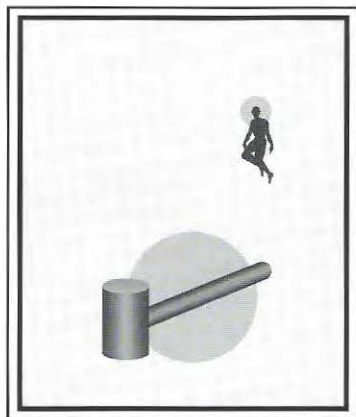
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis: *Action Comics* #517-519, 536-540; *Adventure Comics* #435-437, 441-442, 444-451, 460-463, 465-466, 477-478 *Aquaman* (1) #11, 13-16, 18-28, 30-40, 41-44 (behind the scenes), 45-53, 55, 58-60, 62-63; *The Brave and The Bold* #73, 142; *Crisis On Infinite Earths* #9-10, 12; *DC Comics Presents* #5; *Justice League of America* #65, 86, 88, 90, 110, 157, 242-243; *Justice League of America Annual* #2; *The Shadow War of Hawkman* #3; *Showcase* #59; *Super Friends* #25, 27; *Teen Titans* #1; *Who's Who '86* #15; *World's Finest Comics* #262, 264

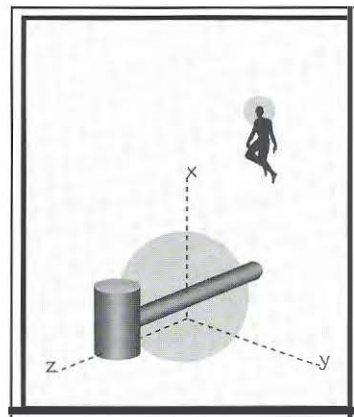
Current: *Aquaman* (2) #1-2, 4; (3) 1-4; (4) 6 (flashback), 7; *Aquaman Special* (1) 1; (2) 1; *Who's Who '91* #128



Subject has ability to alter the molecular density and cohesiveness of water.



This ability is used to create simple "solid water" tools or barriers.



Subject can mentally control the movement of the "solid water" constructions.

VICKI VALE

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

- Skills:** Artist (Photographer): 6, Detective: 2, Charisma: 4
- Advantages:** Attractive; Connections: Picture News (High), Bruce Wayne (Low); Sharp Eye
- Drawbacks:** Miscellaneous: Vicki has a knack for getting into trouble, which frequently results from her tendency to rush headlong into situations that might be better approached with more caution (treat as a Minor Irrational Attraction if she tries to overcome her curiosity).
- Motivation:** Thrill of Adventure
- Occupation:** Photojournalist
- Wealth:** 6
- Equipment:**
Camera [BODY: 1, Recall: 7, R#: 3] Vicki is seldom far from her equipment. She carries a portable camera in her purse and professional photography gear in the trunk of her car.

Powers and Abilities

Vicki Vale is a talented photographer who uses her investigative and deductive talents to reveal the truth for all the world to see. She is also a persuasive beauty who is not above using her feminine wiles to sidestep masculine opposition.

Photojournalism

Vicki is one of the world's leading photographers. To prepare a photo spread she uses her Artist (Photographer) Subskill as the AV/EV against an OV/RV determined by the Automatic Action column of the Universal Modifiers table. The RAPs determine the success of her presentation;

- 1-2 Fair:** professional but forgettable - not her best work. Vicki usually rejects photos of this quality to maintain her reputation even if it means a re-shoot.
- 3-5 Good:** A striking image that effectively communicates the intended message or idea.
- 6-9 Exceptional:** She has created a memorable image that is evocative and affecting. Most of Vicki's work is of this caliber or better.

10+ Award-Winning: The kind of picture that embodies the subject matter so perfectly it becomes famous. Vicki's work has won several major awards.

Picture News

Vicki works for a magazine called Picture News that chronicles current events and important issues of the day with photographs. Its accessible format has made it a popular publication widely read in many countries. Connections with Vicki or Picture News can be a valuable resource for Characters with investigative skills. PN's archival 'morgue' is a treasure trove of useful facts that could provide the much needed break that wraps up a difficult case.

Personality/Role-playing

Vicki is a driven woman, energetic and upbeat but with a serious mind. She is devoted to finding the truth and will not let anything stand in her way. A dedicated career woman, her job has always come first and probably always will.

Using Vicki Vale in Adventures

Vicki has a lot of contacts in the news industry and can provide useful background information on a wide variety of subjects.

Bruce Wayne once dated Ms. Vale and he keeps an eye on her as the Batman. If she is in danger the Dark Knight will not be far behind.

Subplots

Vicki is involved in a Job Subplot that dominates her life, leaving her little time for romance. She is one of the best photographers working for Picture News and is perpetually 'on assignment,' which often takes her out the country for months at a time.

Despite these obstacles Vicki has maintained an ongoing Romance subplot with Bruce Wayne. At present the two are no longer seeing each other, but their relationship was getting fairly serious for a while and they are still good friends.

Vicki does not know Bruce Wayne's strange secret but her perceptive talents and quest for the truth may one day lead her to the ultimate conclusion that her ex-boyfriend is the Dark Knight.

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

*Background/Roster Book, Batman Sourcebook,
Batman Role-Playing Game*

Appearances in DC Comics

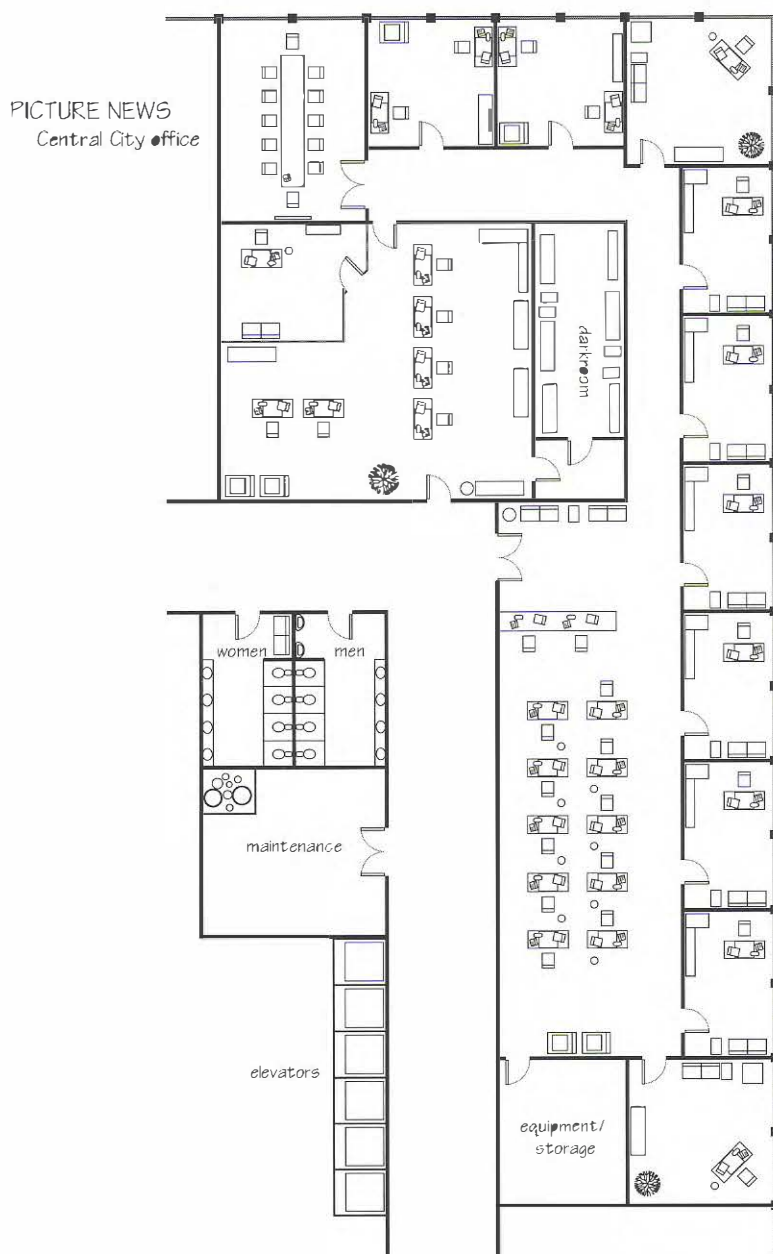
***Note:** Pre-Crisis appearances are not part of present continuity.

Pre-Crisis; Earth-Two: *Batman* #49-50, 52, 56, 61, 64, 73, 75, 79, 81, 85, 87; *Detective Comics* #152, 155, 157, 164, 167, 216, 221; *Star-Spangled Comics*

#91; *World's Finest Comics* #65

Pre-Crisis; Earth-One: *Batman* #98, 110-111, 119, 155, 157, 344-346, 348, 350-356, 359, 361, 363-368, 371, 373-379, 382-385, 387, 389-390, 395, 400; *Batman Annual* #10; *Batman Family* #11, 16 (behind the scenes); *Detective Comics* #245, 251, 309, 316, 320, 509, 511-513, 515-518, 520-522, 524-527, 529-532, 538, 541, 543, 547-548, 551, 562; *World's Finest Comics* #85, 136, 156

Current: *Batman* #403, 408-409, 412, 445-447, 455-457, 460-461, 465, 475-476, 484; *Batman Annual* #11, 13 (Who's Who); *Detective Comics* #613, 625, 642; *Suicide Squad* #1, 26; *Who's Who* '91 #9



BATCAVE

[BODY: 14 (stone walls), BODY: 17 (double-sealed doors), LAB: 15, Security System: 12]

Description

The Batcave serves as the Batman's headquarters as well as his sanctuary. It is here that he builds and repairs his various gadgets, deciphers important clues, and maintains his physical regimen.

BATCOMPUTER [BODY: 6, INT: 6, Detective: 6, Gadgetry: 6, Medicine (Forensics): 6, Military Science: 6, Radio Communication: 17, Recall: 13, Scientist: 6, Split: 5, R#: 2]

The Batcomputer has access to files on criminals and wrong-doers from law enforcement agencies throughout the world. It can be accessed remotely via a microwave link with the Batmobile (Radio Communication). It is also tied in to all of the equipment in the lab (see "Batman's Crime Lab" below). The Batcomputer's Split Power represents its ability to multi-task, allowing it to make duplicates of its "mind," each of which may run separate programs.

BATMOBILE [STR: 7, BODY: 9, Flame Immunity: 8, Fog: 7, Heat Vision: 7, Military Science (Tracking): 10, Radio Communication: 17, Recall: 12, Running: 7, Security System: 10, Skin Armor: 5, Thief (Stealth): 8, Vehicles (Land): 5, R#: 2]

For details on the Abilities of the Batmobile, see its separate entry in *Who's Who* #2.

Aside from the ubiquitous Batmobile, the Batman also has access to highly sophisticated aircraft: the Batcopter, Batglider, and Batplane. These seldom-used vehicles are stored in hangars in a nearby hill. Camouflaged doors and a fog machine (Fog: 15) allow undetected entry and exit.

BATCOPTER [STR: 7, BODY: 7, Flight: 7, Radar Sense: 17, Radio Communication: 18, Recall: 12, Thief (Stealth): 5, Vehicles (Air): 5, R#: 2]

The Batcopter includes a "Stealth mode" which allows silent operation while hovering, and sophisticated autopiloting capabilities (Vehicles). The Batcopter is also equipped with a 5 AP long cable and winch for rescue operations.

BATGLIDER [STR: 3, BODY: 5, Flight: 2, Gliding: 8]

This heavily-modified hang glider is capable of takeoffs and landings from vertical surfaces, using a pair of jets attached to its wing pylons. It is collapsible, and can be reduced to the size of a backpack for transport if the jets are removed.

BATPLANE [STR: 8, BODY: 10, Flight: 11, Projectile Weapons: 7, Radar Sense: 20, Radio Communication: 19, Recall: 12, Sealed Systems: 14, Vehicles (Air): 5, Hardened Defenses, R#: 2]

Batman's Crime Lab

The lab has all of the latest equipment needed for forensic and analytical studies. Any and all equipment and data found here is tied into the Batcomputer so that test results may instantly be catalogued and applied to any investigations currently taking place.

Each device is rated at 6 APs, the same rating as the Batcomputer's Skills. When the Batman uses any of the equipment in his lab, the APs of the Batcomputer's Skills enhance his ability by reducing the OV/RV of the analysis attempt by the APs of the Skill being used (6). Some of the more advanced items in the lab are:

- Ballistic Microscope:** This item is used for comparing bullets to determine if they were fired by the same weapon. The Batman also maintains a large collection of various firearms so that comparisons and test-firings can be made.
- Chemical Chromograph:** This piece of equipment is used to determine the chemical makeup of various substances.
- Electron Microscope:** This device allows detailed examination of miniscule traces of debris (Microscopic Vision: 20).
- DNA Typing Spectrograph:** This machine, after a long 3-day process, will break down a tissue or bodily fluid sample and produce a DNA profile. This profile is then matched against a sample taken from a suspect. Chances of any two profiles from two different people being identical is roughly 1 in 10 billion.

Harold the Hunchback

Harold was rescued from a roadside beating by the Penguin, who discovered that the horribly deformed and mute hunchback possessed an intellect that surpassed even his own. Penguin proceeded to use Harold's genius to aid his "fowl" schemes, until they were foiled by the Batman, who rescued Harold from the Penguin's evil influence. Harold now lives and works in the Batcave, aiding the Batman by building and repairing his equipment and maintaining the Batcomputer's files. In his free time, Harold likes to watch soap operas.

HAROLD

DEX:	1	STR:	3	BODY:	3
INT:	10	WILL:	4	MIND:	4
INFL:	2	AURA:	1	SPIRIT:	3
INITIATIVE:	13	HERO POINTS:	10		

- Skills:** Gadgetry: 13
- Advantages:** Genius; Scholar (computers)
- Drawbacks:** Serious Physical Restriction: Mute; Strange Appearance
- Occupation:** Batcave Technical Assistant
- Motivation:** Unwanted Power
- Wealth:** 4

Using the Batcave in Adventures

In any adventure involving the Batman, the Batcave can play an important role. He will regularly return to the cave to analyze new clues or compare notes with the Batcomputer. Batman spends much of his time in the cave, going over crime files, working out in the gymnasium, or simply meditating.

It is important to note that the Batcave houses Lex Luthor's Kryptonite ring, entrusted to Batman by Superman some time ago.

Only Batman's most trusted friends and allies are allowed in the Batcave, and even then they are taken to the site blindfolded, so as not to give away the cave's location. Visitors to the cave are accompanied at all times by either Batman or Robin. The only Characters who have free access to the Batcave (aside from Batman himself) are: Alfred Pennyworth, Robin (Tim Drake), Nightwing (Dick Grayson), and Harold.

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

Batman Sourcebook

Appearances in DC Comics

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

Pre-Crisis; Earth-Two: *All-Star Comics* #69; *Batman* #12, 16, 20, 22, 31-32, 34, 38, 40-41, 46, 48-52, 54-88, 90-95; *The Brave and The Bold* #146, 167, 182, 200; *Detective Comics* #80, 83, 112, 122, 124, 130, 133-134, 137, 142, 147-148, 150, 153-156, 158-159, 163-165, 168-183, 185-186, 188-195, 196 (double), 197, 201, 204-206, 208-214, 216-220, 222-224; *Infinity, Inc.* #9; *Justice League of America* #92; *Star-Spangled Comics* #91-93, 95, 98-99, 102-105, 109-112, 114-117, 119, 123, 126-127, 129-130; *Wonder Woman* (1) #282-283; *World's Finest Comics* #2, 24, 39-40, 42, 44, 46-47, 50, 53-58, 60-70

Batcave I, Pre-Crisis; Earth-One: *Action Comics* #375, 556; *Adventure Comics* #341, 381, 446; *Batman* #96, 98-112, 114, 116, 118, 120-121, 123, 125-127, 129-131, 133-138, 141-143, 145, 147-149, 151-153, 155-159, 161-162, 164, 166, 168-169, 170-175,

179-180, 183-184, 186, 188-192, 195-197, 199-202, 203 (diagram), 209-210, 213-217, 222, 232, 248, 253, 256-257, 267, 274-276, 284, 305, 319, 340-342, 348, 350-356, 358, 360-361, 365, 367-368, 371, 375-378, 381, 383-385, 387-389, 394, ; *Batman and the Outsiders* #1, 3, 16, 19-20, 26; *Batman Annual* #8, 10; *Batman Family* #11; *Batman Special* #1; *The Brave and The Bold* #54, 60, 83, 200; *DC Comics Presents* #83; *Detective Comics* #225-229, 231-236, 238-245, 247, 249-251, 253, 256, 258-260, 262, 265, 267-269, 271-272, 274-277, 279-285, 289, 291, 294, 298, 300, 302-304, 311-313, 315-318, 320-321, 323, 327-328, 330-332, 334, 336-341, 344-345, 347-354, 356-359, 363-364, 366-368, 370, 374, 376, 378, 381, 384, 387, 390, 392, 402, 407, 418, 438, 456, 460, 462, 493, 518-520, 522-523, 526-527, 529, 534, 537-539, 541, 543-544, 546, 548, 551-552, 554-555, 557, 560-561, 563-566; *Justice League of America* #32, 35, 61; *Superman* (1) #174, 186; *Superman's Girl Friend, Lois Lane* #71; *Superman's Pal, Jimmy Olsen* #91, 111; *The Untold Legend of The Batman* #3; *World's Finest Comics* #71, 74-77, 80-81, 86-88, 90, 93-95, 98-99, 101-102, 105-107, 109-111, 115, 117, 122, 128, 131, 134-135, 137, 139, 141-147, 149-152, 155-156, 158-160, 162, 164-165, 168-169, 171, 173, 175-177, 181, 183, 190, 211, 214, 283, 285, 289-291, 294, 296, 301, 303, 322

Batcave II, Pre-Crisis; Earth-One: *Batman* #289, 299, 303, 306, 315-317, 320, 323-324, 327-329, 331-332, 336, 338-345; *Batman and the Outsiders* #3-4, 6, 8, 10; *Batman and the Outsiders Annual* #1; *The Brave and The Bold* #145, 149-150, 152, 156-157, 160, 169-170, 178, 185-187; *DC Comics Presents* #83; *Detective Comics* #470-471, 474, 480-481, 485, 487, 489-490, 493, 500, 503-504, 507-509, 511, 513; *Justice League of America* #154; *Super Friends* #31; *The Untold Legend of The Batman* #1-3; *World's Finest Comics* #246-247, 251, 254, 256-259, 261-262, 264, 266, 268, 270, 272, 275-276, 279-280

Current: *Action Comics* #683; *Adventures of Superman Annual* #4; *Batman* #402-403, 406, 410-416, 421, 424-426, 428, 432, 435-442, 444, 448-451, 454-457, 459, 465, 467-469, 471-472, 480-488, 490; *Batman Annual* #12-14; *Batman: Birth of the Demon*; *Batman: Full Circle*; *Batman/Green Arrow: The Poison Tomorrow*; *Batman: Legends of the Dark Knight* #42-43; *Batman: Penguin Triumphant*; *Batman: Seduction of the Gun*; *Batman: Shadow of The Bat* #5, 7-8; *Batman: Sword of Azrael* #1; *Batman Vs. Predator* #1-3; *Detective Comics* #568-569, 571, 573, 575-576, 581, 594-596, 598-600, 605, 613, 615, 618-620, 625-626, 628, 630-631, 635-636, 638, 641-645, 647-648, 650-651, 653-655; *Detective Comics Annual* #1, 5; *Legends of the Dark Knight* #32-33; *Legends of the Dark Knight Annual* #2; *Robin* #1; *Robin II* #1-4; *Robin III: Cry of the Huntress* #3-5; *Superman: The Man of Steel* #21; *Who's Who* '91 #13

BOOM TUBE

HIMON (INVENTOR OF THE BOOM TUBE)

DEX:	7	STR:	5	BODY:	6
INT:	21	WILL:	24	MIND:	15
INFL:	8	AURA:	8	SPIRIT:	9
INITIATIVE:	36	HERO POINTS:	125		

•**Skills:** Charisma: 10, Gadgetry: 20, Scientist: 25, Thief: 5

•**Advantages:** Area Knowledge (Apokolips); Connections: Mister Miracle (High); Genius; Scholar (the Source, X-Element); Sharp Eye

•**Drawbacks:** Guilt: Himon is pained by the fact that he discovered X-Element, thus boosting Darkseid's power.

•**Motivation:** Responsibility of Power

•**Occupation:** Scientist, Teacher

•**Equipment:**

Mother Box (see Technology, *Mother Box* for details in *Who's Who #1*)

PHASING CIRCUITRY [Teleportation: 18, Body: 2, R#: 2]

The phasing circuitry built into his costume allows Himon to teleport to a range of 250 miles.

ANDROID DUPLICATES

Over the years, Himon has constructed several robotic duplicates of himself. Each duplicate has all Himon's Attributes and Skills. The OV/RV of the Perception Check necessary to notice that a duplicate is not actually Himon is 15/15.

15 AP ABCD Omni-Gadgets (x2)

Personality/Role-playing

Himon is wise and egotistical. Reckless and overconfident, he often strolls right into incredibly dangerous situations. A true free spirit, he refuses to take orders from anyone.

Boom Tubes

Boom Tubes are generated with the aid of X-Element, a rare substance found only in isolated corners of the multiverse. With the proper controlling technology and enough X-Element, a knowledgeable user can summon a Boom Tube capable of connecting any two points in the universe.

In DC HEROES terms, Boom Tubes have the Warp Power rated at 65 APs and the Dimension Travel Power rated at 8 APs. Once opened, a Boom

Tube remains open for up to ten minutes, or until the summoner releases it.

Summoning a Boom Tube

The circuitry necessary to summon and control Boom Tubes is complex and rare. In his palace on New Genesis, Highfather of the New Gods maintains a vast machine incorporating such circuitry. Most of the Boom Tubes used by the New Gods are summoned by this machine. Alerting the machine to summon a Tube requires a Mother Box and a sample of X-Element. For all practical purposes, the range at which a Tube may be summoned is infinite. The only limitation of Highfather's machine is that it is only capable of summoning a single Tube at a time. Since there are many New Gods who call upon the machine, users are not assured of getting a Tube every time they need one. When a user attempts to summon a Boom Tube with the machine, first roll against the R# of his or her Mother Box. If this check fails, the Mother Box has run out of X-Element and may not be used to summon a Tube until the supply is replenished. If the check succeeds, roll against the Summoning Machine's R#. If this second check fails, someone else is using the machine and the summoner must begin all over again next phase.

SUMMONING MACHINE [Dimension Travel: 8, Warp: 65, Body: 25, R#: 9]

Darkseid (see Villains, *Darkseid* for details) has incorporated the circuitry necessary to control Boom Tubes directly into his uniform. He absorbs the X-Element necessary to power the tubes into his body. If Darkseid fails a Reliability Check while summoning a tube, his supply of X-Element is exhausted and must be replenished before he can summon another tube.

Using Boom Tubes in Adventures

Unless you are running an Adventure featuring the New Gods as player heroes, we recommend that you prevent the heroes from acquiring the ability to summon Boom Tubes themselves, as it can easily spoil game balance. Instead, the player heroes are more likely to encounter the Boom Tubes summoned by Highfather and Darkseid that allow them to transport their minions to Earth.

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

Apokolips Sourcebook

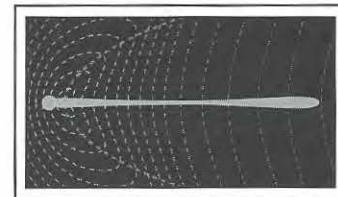
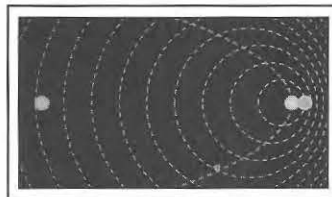
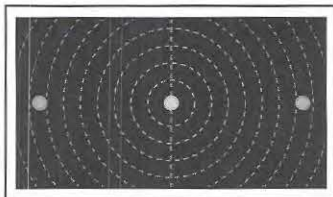
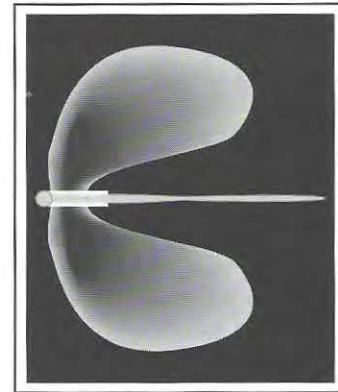
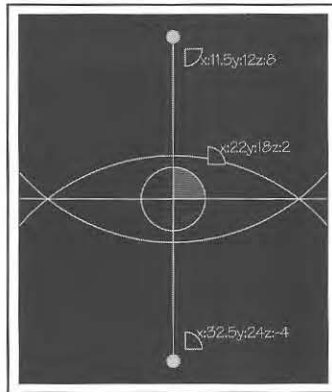
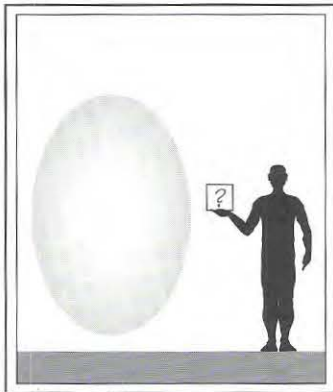
Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics* #459-460; *DC Graphic Novel* #4 *First Issue Special* #13; *Forever People* (1) #1; *Justice League of America* #183, 185;

Legion of Super-Heroes (2) #290-294; *Mister Miracle* (1) #9-10, 18-19; *New Gods* (1) #1-3, 5, 9-10, 14-15, 18-19; *The Secret Society of Super-Villains* #5; *Superman's Pal, Jimmy Olsen* #141, 145, 147; *Super-Team Family* #15

Current: *Action Comics* #586, 600, 637-638, 656, 673; *Action Comics Annual* #3; *Adventures of Superman* #456, 489, 495; *Armageddon: Inferno* #2; *Cosmic Odyssey* #1, 3-4; *Eclipso* #4; *Justice League America* #30; *Justice League International* #17-21; *Legends* #4, 6; *Mister Miracle* (2) #1-3, 5, 17, 21, 28; *New Gods* (3) #1-6, 8, 10, 13-14, 16, 18-23, 27-28; *Suicide Squad* #3, 33-34, 36; *Superman* (2) #35, 60,



The Boom Tube generator makes a static bubble at the entry point while the destination of the tube is being layed in. Once the destination is determined a tension point is calculated between the two ends of the tube.

The tension point is then drawn towards the "entrance" bubble, attaches itself to it and snaps back towards the "exit" bubble stretching the entrance bubble behind it. The collapse of hydrogen particles in the extruded entrance bubble help to power the operation.

After attaching itself to the entrance (or positive) static bubble the tension point then polarizes and compresses the space in between itself and the exit (or negative) static bubble. The B.T. generator then drives an energy field through the static bubbles to stabilize travel through the area of compressed space.

LEXCORP

LEXCORP SECURITY GUARD/BODYGUARD

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

- Skills:** Gadgetry: 2, Martial Artist: 4, Military Science: 4, Vehicles: 3, Weaponry: 5
- Advantages:** Connections: Lexcorp (Low)
- Motivation:** Mercenary
- Occupation:** Soldiers, Bodyguards
- Wealth:** 4
- Equipment:**
ARMORED VEST [BODY: 5]
Laser Pistol [AV: 5, EV: 6, Ammo: 10, Range: 6, R#: 3]

LEXCORP SCIENTIST/TECHNICIAN

DEX:	2	STR:	2	BODY:	2
INT:	6-13	WILL:	6	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10-17	HERO POINTS:	5		

- Skills:** Gadgetry: 6-13; Science: 6-13
- Advantages:** Connection: Lexcorp (Low); Genius (sometime); Scholar (scientific specialty)
- Motivation:** Mercenary
- Occupation:** Scientists
- Wealth:** 7

TEAM LUTHOR AGENT

DEX:	5	STR:	4	BODY:	4
INT:	3	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:	15		

- Skills:** Military Science: 4, Weaponry: 5
- Advantages:** Connection: Lexcorp (High)
- Drawbacks:** Miscellaneous: Team Luthor agents may act only upon the direct orders of a senior Lexcorp executive, usually Mr. Luthor himself.
- Motivation:** Mercenary
- Occupation:** Lexcorp employees
- Wealth:** 6
- Equipment:**

TEAM LUTHOR BATTLESUIT [DEX: 7, STR: 11, BODY: 12, Energy Blast: 10, Flight: 7, Sealed Systems: 14, X-Ray Vision: 11, Telescopic Vision: 11]

The Luthor battlesuit boosts the strength of its user by more than 1,000 times, allowing most users to

bench press several tons. In addition, the armor is capable of repelling a direct hit from a large caliber artillery shell. It also grants its wearers enhanced senses and allows them to fire energy blasts.

Lexcorp Facilities

In the United States, Lexcorp maintains facilities in Los Angeles, Denver, Houston, New Orleans, Chicago, Gotham City, Boston, and of course, Metropolis. Lexcorp's foreign holdings include facilities in Australia, Venezuela, Argentina, Brazil, Germany, Switzerland, France, South Africa, Saudi Arabia, Japan, Singapore, and Hong Kong.

The typical Lexcorp facility is a large reinforced skyscraper (BODY of the exterior walls is 15; BODY of the interior walls is 13) and boasts a Laboratory rated at 16 APs (20 APs for the Metropolis facility), and a vehicle hangar. The typical facility is staffed by 20-200 security personnel; 40-400 scientists and technicians, and between one hundred and two thousand support personnel. As a whole, Lexcorp has a Wealth rating of 30. Individual facilities have Wealth Ratings of 24 (25 for the Metropolis facility).

Lexcorp Gadgets

LEXWING AIRCRAFT [STR: 8, BODY: 10, Flight: 13, Radar Sense: 20, R#: 2]

The Lexwing is a sleek, personal jet transport. It is favored by executives and wealthy celebrities.

PROTOTYPE BATTLESUIT [DEX: 7, STR: 10, BODY: 10, Energy Blast: 10, Flight: 7, Sealed Systems: 14, X-Ray Vision: 11, Telescopic Vision: 11, R#: 4]

The battlesuit worn by Team Luthor went through a flawed prototype version before it was perfected. This version of the suit permanently reduces its wearer's INT to 1 if it is worn for an hour or more at a time.

POWER BROADCAST SATELLITE [Enchantment: 8, Flight: 6, BODY: 7]

Luthor built a special broadcast satellite that allowed him to interfere with the powers and abilities of certain meta-humans. Generally, the satellite boosted the power Luthor selected and prevented the meta-human from deactivating the power. When used to target Superman's Heat Vision, for instance, the satellite forced the Man of Steel to randomly blast characters and objects in his flight path.

KLAASH [DEX: 12, STR: 20, BODY: 15, Invisibility: 12, Flight: 13]

Klaash was a robot Luthor built as part of an attempt to discredit Superman. Klaash was powered by the Power Broadcast Satellite and was Invisible to everyone save Superman.

Using Lexcorp in Adventures

In many ways, Lexcorp is the evil flipside of STAR Labs. Like STAR, Lexcorp can be used to introduce dozens of plot devices into a campaign (sinister robots, amazing weapons, etc), though most Lexcorp devices are even easier to incorporate into some stories because the devices were probably created with evil intent in the first place.

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

Background/Roster Book: *Superman: The Man of Steel Sourcebook*

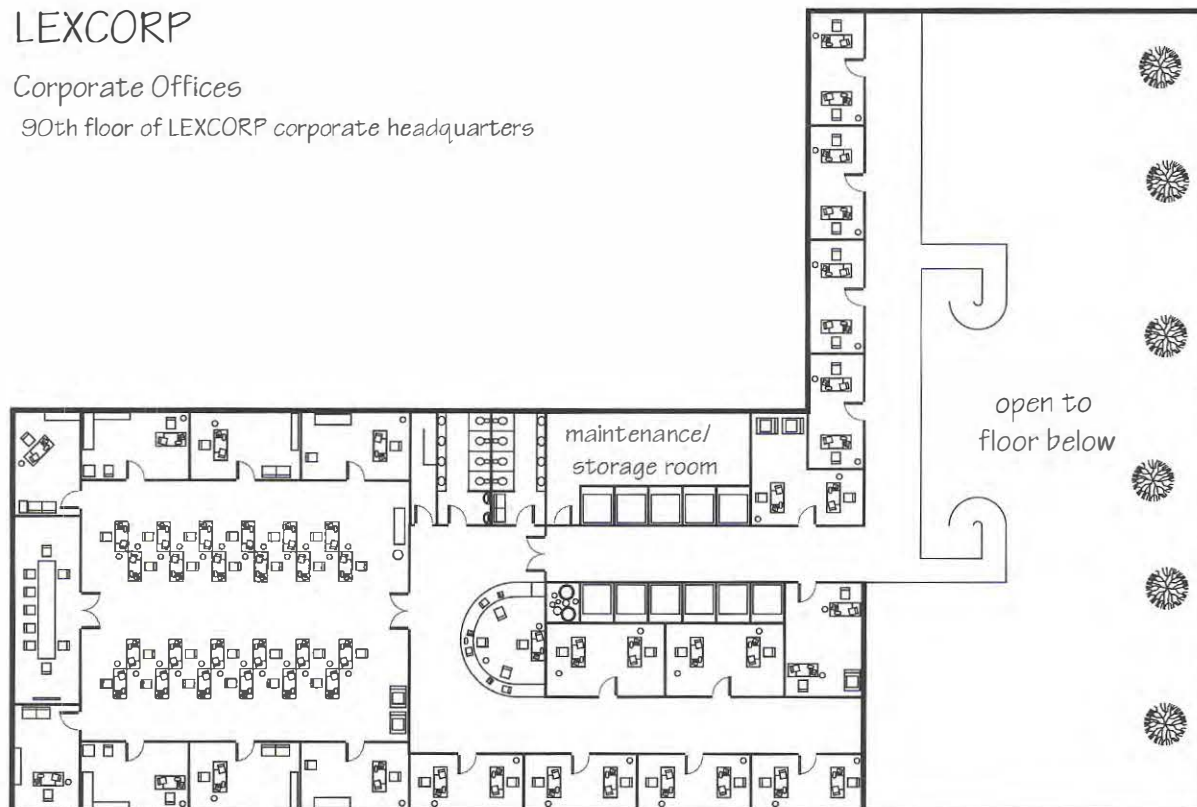
Appearances in DC Comics

Action Comics #595, 599-600, 646-649, 656-657, 660-664, 668, 671-673, 676-678, 680-681, 684-686; *Adventures of Superman* #424-425, 432-434, 441, 445-447, 450-454, 456, 462, 467-468, 473, 476-478, 497, 499; *Black Orchid* (1) #1-3; *Booster Gold* #22; *Doom Patrol* (2) #10; *Doom Patrol Annual* #1; *Invasion!* #2-3; *Justice League America* #69; *Justice League Quarterly* #1 *Lex Luthor: The Unauthorized Biography*; *The Man of Steel* #2, 4-5; *Starman* #28; *Superman* (2) #1-2, 4, 10, 13, 19-21, 27-28, 33, 40, 42, 44, 47-51, 53-55, 65-67, 69, 77; *Superman Special* (2) #1; *Superman: The Legacy of Superman* #1; *Superman: The Man of Steel* #2-3, 6, 9, 19-20; *Swamp Thing* (2) #79; *Valor* #1-3; *Who's Who* '91 #11; *World of Metropolis* #1-3; *World's Finest* #1-3

LEXCORP

Corporate Offices

90th floor of LEXCORP corporate headquarters



PROJECT CADMUS

DR. THOMAS THOMPSON

DEX:	3	STR:	3	BODY:	3
INT:	8	WILL:	6	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

- Skills:** Charisma: 6, Gadgetry: 8, Scientist: 8
- Advantages:** Connections: Project Cadmus (High); Genius; Scholar (genetics)
- Motivation:** Upholding the Good
- Occupation:** Scientist
- Wealth:** 9

PATRICK MACGUIRE

DEX:	4	STR:	4	BODY:	4
INT:	6	WILL:	6	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	6
INITIATIVE:	16	HERO POINTS:	35		

- Skills:** Gadgetry: 4, Martial Artist: 5, Scientist: 6
- Advantages:** Connections: Project Cadmus (High); Scholar (engineering)
- Motivation:** Upholding the Good
- Occupation:** Engineer
- Wealth:** 7

JOHN GABRIELLI

DEX:	2	STR:	3	BODY:	3
INT:	5	WILL:	4	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	11	HERO POINTS:	35		

- Skills:** Charisma (Persuasion): 6
- Advantages:** Connections: Cadmus Project (High); Scholar (business)
- Motivation:** Upholding the Good
- Occupation:** Businessman
- Wealth:** 8

DOCTOR ANTHONY RODRIGUES

DEX:	3	STR:	2	BODY:	3
INT:	9	WILL:	6	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

- Skills:** Gadgetry: 8, Scientist: 9
- Advantages:** Connections: Cadmus Project (High); Genius; Scholar (polysyllabic words, physics)
- Motivation:** Upholding the Good
- Occupation:** Scientist
- Wealth:** 8

DR. WALTER JOHNSON

DEX:	3	STR:	3	BODY:	3
INT:	8	WILL:	6	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	30		

- Skills:** Gadgetry: 7, Scientist: 8
- Advantages:** Connections: Cadmus Project (High); Genius; Scholar (biochemistry)
- Motivation:** Upholding the Good
- Occupation:** Scientist
- Wealth:** 8

DR. DABNEY DONOVAN

DEX:	3	STR:	3	BODY:	3
INT:	9	WILL:	7	MIND:	6
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	16	HERO POINTS:	35		

- Skills:** Gadgetry: 9, Scientist: 10
- Advantages:** Scholar (genetics)
- Motivation:** Power Lust
- Occupation:** Scientist
- Wealth:** 8

TYPICAL "HAIRY"

DEX:	7	STR:	6	BODY:	6
INT:	10	WILL:	9	MIND:	9
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	22	HERO POINTS:	25		

- Skills:** Gadgetry: 9, Scientist: 9, Vehicles: 9
- Motivation:** Upholding the Good
- Wealth:** 0

DUBBLEX

DEX:	6	STR:	6	BODY:	6
INT:	12	WILL:	12	MIND:	10
INFL:	7	AURA:	7	SPIRIT:	7
INITIATIVE:	25	HERO POINTS:	70		

- Powers:** **linked*
Mind Blast: 12*, Mind Probe: 12*, Remote Sensing: 12*, Telekinesis: 12*, Telepathy: 12*
- Skills:** Gadgetry: 12, Scientist: 12
- Advantages:** Area Knowledge (Cadmus Project); Connections: Superman (Low), Newsboy Legion (Low), Cadmus Project (High); Genius; Scholar (genetics)
- Drawbacks:** Strange Appearance
- Motivation:** Responsibility of Power
- Occupation:** Scientist
- Wealth:** 9

PAYBACK

DEX:	8	STR:	8	BODY:	10
INT:	8	WILL:	8	MIND:	11
INFL:	5	AURA:	2	SPIRIT:	9
INITIATIVE:	21	HERO POINTS:	50		

•**Powers:** *linked

Mind Blast: 12*, Skin Armor: 3

- Drawbacks:** Strange Appearance; Miscellaneous:
Treat Payback as though he is a giant gadget with an R# of 4. If *at any time* he rolls a 4 or less, his own powers consumes him and he is killed.

•**Motivation:** Nihilist

THE GUARDIAN

DEX:	9	STR:	5	BODY:	6
INT:	7	WILL:	6	MIND:	5
INFL:	6	AURA:	5	SPIRIT:	6
INITIATIVE:	26	HERO POINTS:	50		

•**Skills:** *linked

Acrobatics: 9*, Detective: 7, Martial Artist: 9*,
Thief: 9*, Vehicles: 9*, Weaponry: 9*

- Advantages:** Area Knowledge (Cadmus Project, Suicide Slum); Connections: Cadmus Project (High), Newsboy Legion (High), Metropolis Police (Low), Superman (Low); Intensive Training; Lightning Reflexes

•**Drawbacks:** Secret Identity

•**Alter Ego:** James Harper

•**Motivation:** Upholding the Good

•**Occupation:** Cadmus Project Security Chief

•**Wealth:** 6

•**Equipment:**

Shield [BODY: 14, EV: 6, Energy Blast: 12]

The Guardian can use his shield to perform Block maneuvers (see the *Rules Manual*, page 23), or he can use it as a makeshift club (EV: 6). The shield features a built in energy blaster that must be recharged (by plugging it into special equipment for twenty full minutes) after each use.

The Newsboy Legion

For complete details on the Newsboy Legion, see *Heroes*, Newsboy Legion in *Who's Who* #1.

Cloning

Working together, the Project Cadmus scientists have almost perfected a practical cloning process. Constructing a viable clone body is a Beyond the Limit action (OV/RV of 15/15) that takes approximately three months and requires a Scholar field in the area of genetics to even attempt.

Using Project Cadmus Adventures

The cloning process that the Cadmus scientists have developed might make an interesting addition to any number of adventures. Perhaps the player heroes might be forced to hunt down or interact with clones of themselves.

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

Superman: The Man of Steel Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Adventure Comics Presents Dial "H" For Hero* #484-485; *DC Comics Presents* #44 (mention); *The New Adventures of Superboy* #49; *New Gods (I)* #12, 14, 17-18; *Superman Family* #191-194; *Superman's Girl Friend, Lois Lane* #111; *Superman's Pal, Jimmy Olsen* #133-139, 142-144, 146, 148

Current: *Action Comics* #648-649, 678, 684-686; *Adventures of Superman* #448-449, 480, 485, 498-499;

ARKHAM ASYLUM

TYPICAL ARKHAM GUARD

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE:	7	HERO POINTS:	0		

- Skills:** Weaponry: 3
- Advantages:** Connections: Gotham City PD (Low)
- Motivation:** Mercenary
- Occupation:** Security Guard
- Wealth:** 5
- Equipment:**
.38 Pistol [EV: 5, Ammo: 6, Range: 5, BODY: 6, R#: 2]

ARKHAM MAXIMUM SECURITY GUARD

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

- Skills:** Martial Artist: 4, Military Science: 4, Weaponry: 4
- Advantages:** Area Knowledge (Arkham Asylum); Connections: Gotham City PD (Low)
- Motivation:** Mercenary
- Occupation:** Security Guard
- Wealth:** 6
- Equipment:**
ARMOR [BODY: 7]
Stun Baton [EV: 6, BODY: 6]

TYPICAL ARKHAM DOCTOR

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	10	HERO POINTS:	0		

- Skills:** Medicine: 5
- Advantages:** Scholar (Psychology)
- Occupation:** Psychologist
- Wealth:** 7

PROFESSOR MILO

DEX:	3	STR:	3	BODY:	3
INT:	9	WILL:	7	MIND:	4
INFL:	6	AURA:	6	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	35		

- Skills:** Medicine: 8, Gadgetry: 6, Science: 8
- Advantages:** Connections: Underworld (Low); Scholar (Chemistry)
- Alter Ego:** Unknown
- Motivation:** Psychopathic
- Occupation:** Criminal Scientist
- Wealth:** 8

Background Update

Arkham Asylum was recently destroyed (blown up) by Bane, one of the newest Batman foes.

Arkham's Statistics

Arkham's outer walls had a BODY rated at 15 APs. The Asylum's Security System was rated at 11 APs and its Laboratories were rated at 9 APs.

Psychological Instability

Most of Arkham's inmates suffered from the Psychological Instability Drawback. Whenever a character with this Drawback rolls a natural "2" while performing any Dice Action, he or she immediately breaks down and suffers consequences relative to the Instability's severity. Minor and Serious Instabilities frequently result in irrational and unpredictable behavior from the affected individual, while Catastrophic Instabilities most frequently result in psychotic or violent behavior. See page 21 of the *Character Handbook* for more information.

Straight Jackets

Straight jackets were a staple of the asylum. The typical jacket has a BODY of 11. Slipping out of a straight jacket requires an Extreme Thief (Escape Artist) Action Check (OV/RV of 8/8).

Inmates

In addition to Professor Milo and the Black Mask, Arkham was also home to the Joker, Two-Face, Tweedledee and Tweedledum, Croc, the Scarecrow, the Mad Hatter, Maxie Zeus, and Clayface, among other menaces.

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

Batman Sourcebook; Atlas of the DC Universe; Magic Sourcebook, Deadly Fusion

Appearances in DC Comics

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

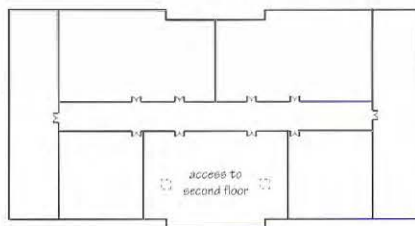
Pre-Crisis; Earth-Two: *Wonder Woman (1) #305-308; World's Finest Comics #247*

Pre-Crisis; Earth-One: *Action Comics #560; Batman #258, 260, 286, 294, 311, 326-327, 346, 373, 387, 400; Batman and the Outsiders #14; The Brave and The Bold #143 (mention); Crisis On Infinite Earths #12; DC Comics*

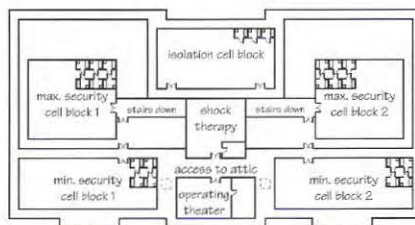
Presents #30, 72; DC Super-Stars #14; Detective Comics #477, 486, 491, 496, 503, 507, 563; Green Lantern (2) #117; The Joker #1-2, 7-9; Justice League of America #126, 175; The Saga of Swamp Thing #30; Superman Family #197 (mention); Who's Who '85 #1; World's Finest Comics #254 (mention), 276

Current: *Ambush Bug Nothing Special #1; Animal Man #7, 10, 20, 22-24; Arkham Asylum; Batman #403-404, 408, 415, 426, 433, 451, 470, 471 (mention), 481-482, 491; Batman Annual #11, 13-14; Batman: Legends of the Dark Knight #38; Batman: Run, Riddler, Run #2; Batman: Shadow of the Bat #1-4; Captain Atom (3) #33; The Demon (3) #8-9, 11; Detective Comics #568, 592 (behind the scenes), 593, 604, 625, 628, 635-637; Detective Comics Annual #5; Doctor Fate (1) #1-3; (2) 19-20, 22; Infinity, Inc. #32; Infinity, Inc. Special #1; Invasion! #3; Legends of the Dark Knight #28, 30; Millennium #2-3; The New Titans #69; Plastic Man (3) #1; Robin II #1, 4; Sandman (2) #2,*

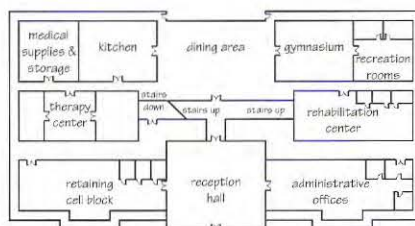
ATTIC
(spare rooms and storage)



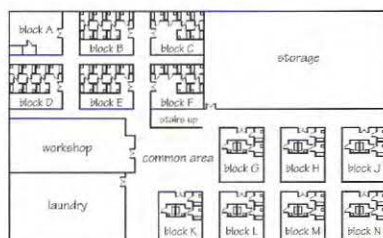
SECOND FLOOR
(ordinary patients and operating rooms)



GROUND FLOOR
(administrative offices and patient services)



BASEMENT
(“special treatment” blocks, workshop and storage)



DOCTOR FATE

DEX:	7	STR:	4	BODY:	4/9
INT:	7/10	WILL:	6/11	MIND:	7/10
INFL:	7/13	AURA:	7/16	SPIRIT:	7/16
INITIATIVE:	21/30	HERO POINTS:	100		

Note: Numbers to the left of the slash are Inza Cramer's normal statistics. Those to the right of the slash are Inza's statistics when she is wearing the Mystic Helmet.

•**Skills:** Occultist: 7

•**Advantages:** Insta-Change; Iron Nerves

•**Drawbacks:** Married; Secret Identity

•**Alter Ego:** Inza Cramer Nelson

•**Motivation:** Upholding the Good

•**Occupation:** Sorcerer

•**Wealth:** 6

•**Equipment:**

MYSTIC HELMET [BODY: 9, INT: 10, WILL: 11, MIND: 10, INFL: 13, AURA: 16, SPIRIT: 16, Awareness: 7, Flight: 10, Invulnerability: 15, Magic Sense: 10, Sorcery: 28]

Fate's Mystical Helmet is the source of all her powers. When she chooses to become Dr. Fate and dons the helmet, Inza Cramer's personality undergoes a slight shift.

Powers and Abilities

Doctor Fate is a remarkably potent sorcerer and one of the most powerful beings on the planet Earth. Her affinity for magic allows her to: fly, travel between dimensions, conjure matter from thin air, transmute elements and compounds, project powerful bolts of force, and perform countless other feats. For the most part, her abilities are limited only by her imagination.

Doctor Fate's Sorcery

Powers Doctor Fate frequently mimics with her Sorcery Power include: Dimension Travel, Energy Blast, Force Manipulation, Force Field, Force Shield, Magic Blast and Transmutation. Due to Inza Cramer's unique psychological profile, Fate finds it easier to mimic Powers that create rather than those that destroy. For this reason, treat her as though she has a Spirit of only 13 whenever she is resisting Mystical Bashing Damage caused by using Sorcery to mimic a Power that inflicts damage. If she conjures a 20 AP Energy Blast, for instance, she takes 8 points of Mystical Bashing Damage, though she suffers only 6 points of Bashing Damage if she conjures 20 APs of Transmutation.

Doctor Fate Variants

The Fate entity is supposed to be formed from a hybrid of Inza Cramer Nelson and her husband Kent. For some unknown reason, Kent is no longer able to become a

part of the Fate entity. Should he regain this ability, increase Fate's Sorcery to 30 APs. When Kent and Inza cooperated to form Fate, Fate appeared as a man when summoned into being by Kent and as a woman when summoned by Inza.

During the Golden Age, when Fate was formed only by Kent Nelson and dominated by the personality of Nabu, he had the following statistics:

DOCTOR FATE I

DEX:	7	STR:	11	BODY:	10
INT:	9/13	WILL:	6/18	MIND:	7/14
INFL:	7/16	AURA:	8/22	SPIRIT:	8/22
INITIATIVE:	23/36	HERO POINTS:	150		

•**Powers:** *mystic linked

Invulnerability: 15*, Telekinesis: 11*

•**Skills:** Medicine: 5, Occultist: 16, Scientist: 7

•**Advantages:** Connections: Earth's Mystical Community (High), Infinity Inc. (High), Justice League of America (High), Justice Society of America (High), Lords of Order (High); Insta-Change; Iron Nerves; Scholar (archaeology)

•**Drawbacks:** Married; Secret Identity

•**Alter Ego:** Kent Nelson/Nabu

•**Motivation:** Seeking Justice

•**Occupation:** Archeologist/Sorcerer

•**Wealth:** 6

•**Equipment:**

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

While Nelson was wearing this version of the helmet, he was possessed by the spirit of Nabu. Anyone with a SPIRIT of less than 6 who dons this version of the helmet is instantly driven mad.

The Magic Tower

Doctor Fate maintains a mystic tower in Salem, Massachusetts as a base of operations. The tower features no doors or windows, but allows Fate and his invited guests to pass through its walls and enter at will. The tower is much larger on the inside than it is on the outside, and its interior layout changes at Fate's whim. Somewhere within it, Fate maintains an occult workshop rated at 16 APs.

Recently, Fate created a gateway between the Nelsons' brownstone in New York City and the tower. This gate allows the Nelsons to travel between the tower and the brownstone instantaneously.

Personality/Role-playing

In the role of Doctor Fate, Inza Cramer is compassionate, well-mannered, and kind-hearted. Unique among the members of Earth's mystical community, Inza has decided to ignore events on the cosmological level whenever possible. Instead, she prefers to use her powers to

aid her friends and neighbors in New York City in an almost maternal capacity. For a time, Inza's benevolence was corrupted by a Lord of Chaos who took up residence in the Fate helmet, but the interloper has since been defeated and exorcised.

In sharp contrast to the modern version, the Golden Age Doctor Fate was a gruff and determined avenger thanks to the influence of Nabu.

Using Doctor Fate in Adventures

Due to her renowned benevolence, the latest Doctor Fate is an ideal choice if you are looking for a powerful character to protect the player heroes and introduce them to mystical adventures. Fate is so powerful that she can plausibly show up in a pinch to lend some much needed assistance.

The new Doctor Fate might also find a way to demonstrate to the player heroes the importance of remembering that their adventures should positively impact the lives of others.

Subplots

Doctor Fate is involved in a bizarre and lengthy Romance Subplot with her husband Kent, and she is often involved in Friends Subplots centered around the residents of the New York neighborhood she protects. Early in her career, she was involved in a Power Complications Subplot when she was temporarily possessed/influenced by a Lord of Chaos.

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

Background/Roster Book (card included), Justice League Sourcebook, Magic Sourcebook, The World at War Sourcebook

Appearances in DC Comics

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

Dr. Fate I- Kent Nelson (Pre-Crisis): *Action Comics* #516; *Adventure Comics* #461-463, 465-466; *All-Star Comics* #3-12, 14-21, 58-63, 66-74; *All-Star Squadron* #1-5, 15, 19-21, 23-24, 27-28, 30-32, 47-51, 53-54, 57-60; *All-Star Squadron Annual* #2-3; *America vs. the Justice Society* #1-4; *Amethyst* #13; *The Brave and the Bold* #156; *Captain Carrot and His Amazing Zoo Crew* #15; *Crisis on Infinite Earths* #5, 9-11; *DC Comics Presents* #23; *DC Special* #29; *DC Special Series* #10; *First Issue Special* #9; *The Flash* (1) #170, 236-237, 305-313; *Infinity, Inc.* #1-2, 19, 21-22, 25, 27; *Infinity, Inc. Annual* #1; *Justice League of America* #21-22, 29-30, 37-38, 46-47, 64-65, 73-74, 82-83, 100-102, 107-108, 147-148, 159-160, 166, 171-172, 183-185, 193, 195, 207-209, 231-232, 244; *More Fun Comics* #55-98; *Showcase* #55-56; *Swamp Thing* (2) #46; *Who's Who* '85 #6; *Wonder Woman* (1) #242, 291; *World's Finest Comics* #208. **(Current):** *Action Comics* #650

(flashback), 663; *All-Star Squadron* #67; *The Books of Magic* #1; *Doctor Fate* (1) #1-4; (2) 20-41; *Doctor Fate Annual* #1; *Green Lantern Corps Quarterly* #1; *Infinity, Inc.* #25, 30, 38 (flashback), 48, 49 (flashback); *Infinity, Inc. Annual* #2 (flashback); *Justice League* #1-2, 4-6; *Justice League Annual* #1; *Justice League International* #7, *Last Days of the Justice Society Special* #1; *Legends* #4-6, *Secret Origins* (3) #24, 31, 50; *Swamp Thing* (2) #49-50; *War of the Gods* #1-2; *The Weird* #1-4; *Young All-Stars* #3, 9, 27; *Young All-Stars Annual* #1

Dr. Fate II- Eric and/or Linda Strauss: *Adventures of Superman* #470; *Blasters Special* #1; *Blue Beetle* (6) #20; *The Books of Magic* #2; *Booster Gold* #22; *Cosmic Odyssey* #1-2 (behind the scenes), 3-4; *Doctor Fate* (1) #1-4; (2) 1-24; *Doctor Fate Annual* #1; *Doom Patrol* (2) #29; *Firestorm, the Nuclear Man* #67-68; *Flash* (2) #8; *Invasion!* #2-3; *Justice League America* #31-32, 40; *Justice League Europe* #7-8; *Justice League International* #10; *Millennium* #1, 3, 5-7; *Mister Miracle* (2) #17; *The Spectre* (2) #11, 23; *Who's Who* '88 #1

Dr. Fate III- as Inza Nelson (Pre-Crisis): *Adventure Comics* #465; *All-Star Comics* #3, 5-9, 15, 66, 70-71; *All-Star Squadron* #23, 28, 47; *America vs. the Justice Society* #1-3; *DC Comics Presents* #23; *DC Special Series* #10; *First Issue Special* #9; *The Flash* (1) #306-313; *Infinity, Inc.* #21; *Justice League of America* #193; *More Fun Comics* #55-57, 60-64, 66-72, 75-77, 86-87, 89; *Showcase* #55-56

Dr. Fate III- Inza Nelson (Current): *Action Comics* #670, 675; *Adventures of Superman* #488-489; *Animal Man* #40; *Armageddon 2001* #2; *Challengers of the Unknown* (2) #3; *Doctor Fate* (1) #2 (mention); (2) 20-41; *Doctor Fate Annual* #1; *Legends* #4; *Mister E* #1-2, 4; *Superman* (2) #66; *Superman: The Man of Steel* #10, 20; *Swamp Thing* (2) #49; *War of the Gods* #1-4; *Who's Who* '91 #9; *Wonder Woman* (2) #61-62



Helmet of Nabu

HELL'S HIERARCHY

REMIEL AND DUMA

DEX:	8	STR:	6	BODY:	12
INT:	12	WILL:	16	MIND:	13
INFL:	16	AURA:	19	SPIRIT:	16
INITIATIVE:	36	HERO POINTS:	200		

•**Powers:** **Mystic Link*

Awareness: 12, Dimension Travel: 12, Flight: 12*, Invulnerability: 17*, Magic Sense: 10, Magic Blast: 16, Sorcery: 23

•**Skills:** Occultist: 12

•**Motivation:** Responsibility of Power

•**Occupation:** Rulers of Hell

For all practical purposes, the game stats for Remiel and Duma are identical, though their personalities differ slightly.

LUCIFER MORNINGSTAR

DEX:	6	STR:	8	BODY:	16
INT:	18	WILL:	21	MIND:	20
INFL:	20	AURA:	26	SPIRIT:	22
INITIATIVE:	44	HERO POINTS:	350		

•**Powers:** **Mystic Link*

Awareness: 18, Dimension Travel: 15, Invulnerability: 25*, Magic Sense: 18, Regeneration: 10*, Sorcery: 40

•**Skills:** Occultist: 18

•**Advantages:** Area Knowledge (Hell); Connection: Hell's Hierarchy (High)

•**Motivation:** Power Lust

•**Occupation:** Former Ruler of Hell

Before Morpheus cut off his wings, Lucifer had the Flight Power rated at 12 APs.

BELIAL, FATHER OF LIES

DEX:	8	STR:	12	BODY:	14
INT:	12	WILL:	16	MIND:	13
INFL:	12	AURA:	16	SPIRIT:	12
INITIATIVE:	37	HERO POINTS:	100		

•**Powers:** **Mystic Link*

Awareness: 13, Claws: 12, Detect (lie): 25, Flame Project*: 14, Invulnerability: 16*, Magic Blast: 16, Regeneration: 10*, Sorcery: 20

•**Skills:** Occultist: 16

•**Advantages:** Area Knowledge (Hell);

Connection: Hell's Hierarchy (High)

•**Drawbacks:** Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Demon Lord

BEELZEBUB, LORD OF THE FLIES

DEX:	11	STR:	4	BODY:	13
INT:	12	WILL:	16	MIND:	13
INFL:	15	AURA:	17	SPIRIT:	15
INITIATIVE:	38	HERO POINTS:	130		

•**Powers:** **Mystic Link*

Animal Control: 18*, Animal Summoning: 18, Awareness: 12, Flight: 16*, Invulnerability: 15*, Regeneration: 8*, Sorcery: 25, Speak With Animals: 18

•**Limitation:** Miscellaneous: Animal Powers work only on insects.

•**Skills:** Occultist: 16

•**Advantages:** Area Knowledge (Hell); Connection: Hell's Hierarchy (High)

•**Drawbacks:** Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Demon Lord

AGONY AND ECSTASY

DEX:	11	STR:	18	BODY:	18
INT:	8	WILL:	14	MIND:	13
INFL:	14	AURA:	14	SPIRIT:	13
INITIATIVE:	32	HERO POINTS:	110		

•**Powers:** **Mystic Link*

Flame Project: 16*, Magic Blast: 13, Mystic Freeze: 16, Sorcery: 20

•**Advantages:** Scholar (Torture)

•**Drawbacks:** Catastrophic Irrational Attraction to tormenting the damned; Strange Appearance

•**Motivation:** Nihilist

•**Occupation:** Torturers

ABADDON THE DESTROYER

DEX:	8	STR:	20	BODY:	17
INT:	6	WILL:	15	MIND:	15
INFL:	12	AURA:	12	SPIRIT:	17
INITIATIVE:	26	HERO POINTS:	180		

•**Powers:** **Mystic Link*

Claws: 16*, Flight: 9, Invulnerability: 25*, Regeneration: 8*, Sorcery: 20

•**Advantages:** Area Knowledge (Hell)

•**Motivation:** Nihilist

•**Occupation:** Demon Lord

NERGAL

DEX:	8	STR:	8	BODY:	14
INT:	12	WILL:	15	MIND:	16
INFL:	25	AURA:	28	SPIRIT:	15
INITIATIVE:	35	HERO POINTS:	180		

•**Powers:** **Mystic Link*

Awareness: 12, Claws: 9*, Personality Transfer: 9*, Regeneration: 8*, Sorcery: 21

•**Skills:** Occultist: 14

•**Advantages:** Area Knowledge (Hell); Connections: Hell's Hierarchy (High)

•**Motivation:** Nihilist

•**Occupation:** Demon Lord

MNEMOTH

DEX:	13	STR:	9	BODY:	12
INT:	8	WILL:	6	MIND:	7
INFL:	10	AURA:	12	SPIRIT:	10
INITIATIVE:	31	HERO POINTS:	54		

•**Powers:** **Mystic Link*

Aura of Fear: 9, Emotion Control: 10*, Flight: 11*, Personality Transfer: 16*, Telepathy: 10*, Vampirism: 16

•**Limitations:** Miscellaneous: Mnemoth can only use Vampirism on subjects he possesses with Personality Transfer.

•**Advantages:** Connections: Hell's Hierarchy (Low)

•**Motivation:** Nihilist

•**Occupation:** Minor Demon

TYPICAL LESSER DEMON

DEX:	6	STR:	8	BODY:	8
INT:	4	WILL:	4	MIND:	4
INFL:	8	AURA:	8	SPIRIT:	8
INITIATIVE:	18	HERO POINTS:	30		

•**Powers:** **Mystic Link*

Claws: 6*, Invulnerability: 12*, Regeneration: 5*

•**Motivation:** Nihilist

•**Occupation:** Demon

More than 1,000,000 of these creatures live in Hell.

Hell and Its Defenses

Hell is a separate plane that lies at a Travel Distance of 10 from the Earth Dimension. Most of Hell is surrounded by an enormous and impenetrable iron wall (BODY: 60). Although there are a number of secret entrances that bypass the wall, most visitors enter through the enormous front gates (BODY: 55) which are always well-guarded. The power to open and close these gates rests in a simple iron key that is now in the possession of the angels Remiel and Duma.

The Crown of Horns

For a while, the Demon Etrigan owned the Crown of Horns, one of Hell's many lost treasures. The Crown had the following statistics:

Crown of Horns [Power Reserve: 10, Sorcery: 25, BODY: 16]

The Crown's Power Reserve is usable to augment any of the wearer's abilities and anyone wearing the Crown is immune to the Mystical Bashing Damage that results from using its Sorcery Power.

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

Magic Sourcebook (Nergal & Mnemoth)

Appearances in DC Comics

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

Hell's Hierarchy: *Who's Who '91* #11 (overall entry)

Abaddon: *The Demon* (3) #5-7

Agony and Ecstasy: *Hellblazer* #12, 61; *Sandman* (2) #4; *Swamp Thing* (2) #96-97, 125

Asteroth: *Action Comics Weekly* #638-641; *The Demon* (3) #1-2, 30-33

Azazel: *Sandman* (2) #4, 24, 26-27

Beelzebub: *The Demon* (3) #2, 5-7; *Sandman* (2) #4; *Swamp Thing* (2) #96-98

Belial: *Arak, Son of Thunder* #2; *The Demon* (3) #2-7, 19

Lucifer Morningstar: *The Books of Magic* #1; *The Demon* (3) #2, 5-7, 19; *Sandman* (2) #4, 22-23

Merlin (pre-Crisis): *Adventure Comics* #268, 395, 462; *All-Star Comics* #64-65; *Batman* #36; *The Brave and The Bold* #109, 137; *The Demon* (1) #1-2, 4-7; *Justice League of America* #2; *Showcase* #6 (descendant); *Super Friends* #20; *Supergirl* (1) #1 (behind the scenes); *World's Finest Comics* #162, 265

Merlin (current): *Action Comics Weekly* #638-641; *The Books of Magic* #1; *The Demon* (2) #1-4; (3) 1, 4-7, 11, 19-20; *Hellblazer Annual* #1; *Secret Origins* (3) #12 (flashback: descendant); *Superman* (2) #55; *Swamp Thing* (2) #87

Morax: *The Demon* (3) #1-3, 7, 30

Nergal (pre-Crisis): *Arak, Son of Thunder* #43; *More Fun Comics* #67

Nergal (current): *Hellblazer* #6, 8, 10-12, 60; *Swamp Thing* (2) #96-98

Satan (pre-Crisis): *Adventure Comics* #491-492; *Batman Family* #1; *The Brave and The Bold* #108; *DC Special Series* #8; *House of Secrets* #150; *Kid Eternity* (1) #15; *Phantom Stranger* (2) #10; *Shazam!* #35; *Superman* (1) #419 *World's Finest Comics* #254, 269, 278

Satan (current): *Doom Patrol* (2) #47-48; *Hellblazer* #12 (voice), 42, 44-45, 50, 59-61; *The Spectre Annual* #1; *Suicide Squad* #36, 52

KLARION THE WITCH-BOY

DEX:	4	STR:	2	BODY:	3
INT:	5	WILL:	8	MIND:	8
INFL:	6	AURA:	7	SPIRIT:	8
INITIATIVE:	15	HERO POINTS:	80		

- Powers:** **mystic link*
Invulnerability: 12*, Sorcery: 14
- Skills:** Occultist: 11
- Advantages:** Iron Nerves; Luck
- Drawbacks:** Age (young)
- Motivation:** Thrill Seeker
- Occupation:** Warlock

Powers and Abilities

Klarion has learned a tremendous number of magical spells, allowing him to mystically accomplish nearly any effect through the use of mystic words and gestures (Sorcery, Occultist). Some of the Powers he commonly mimics with his Sorcery include: Chameleon, Control, Dimension Travel, Flight, Telekinesis, and Teleportation.

Teekl the Cat

Instrumental to his escape from imprisonment in his home dimension was Klarion's familiar, Teekl. She normally appears as a tabby cat, but can assume the form of a rather attractive feline humanoid at will. Teekl is Klarion's constant companion, although she is easily distracted by yummy tidbits (like people).

TEEKL

DEX:	9	STR:	1/4	BODY:	2/5
INT:	3	WILL:	5	MIND:	5
INFL:	3	AURA:	10	SPIRIT:	12
INITIATIVE:	15	HERO POINTS:	30		

- Powers:** **mystic link*
Analytical Smell/Tracking Scent: 7, Claws: 4/7, Invulnerability: 10*, Shrinking: 5/0, Telepathy: 2*
- Advantages:** Miscellaneous: Teekl can take the form of a humanoid "cat-woman" at will. In this form, she gains the Attribute and Power APs listed to the right of the slash, as well as the Attractive Advantage; Teekl can allow her "master" (Klarion) to use her SPIRIT instead of his own to determine the amount of Mystical Bashing Damage suffered

from the use of the Sorcery Power.

- Drawbacks:** Serious Irrational Attraction to eating
- Motivation:** Thrill Seeker
- Occupation:** Familiar

Klarion's "Gang"

Recently, Klarion assembled a "gang" of magical beings to hunt down and gain revenge on Etrigan. Although Klarion successfully found Etrigan, the timely intervention of Lobo and Glenda Mark prevented him from killing the Demon.

TENZIN WYATT

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	1
INFL:	3	AURA:	4	SPIRIT:	3
INITIATIVE:	8	HERO POINTS:	10		

- Powers:** Dimension Travel: 10
- Skills:** Occultist: 4
- Limitations:** Dimension Travel can only be used to Summon and Banish the demon Rage (see below).
- Drawbacks:** Catastrophic Irrational Attraction to destroying the Demon Etrigan; Catastrophic Psychological Instability (catatonia): Only mention of the Demon will break Wyatt out of his catatonic state, but then the only action he will take is to grin insanely and summon forth Rage.
- Motivation:** Psychopathic
- Occupation:** Catatonic
- Wealth:** 0
- Equipment:**
Strait-Jacket [BODY: 11]

RAGE

DEX:	8	STR:	10	BODY:	9
INT:	1	WILL:	7	MIND:	6
INFL:	5	AURA:	2	SPIRIT:	7
INITIATIVE:	16	HERO POINTS:	20		

- Powers:** Analytical Smell/Tracking Scent: 10, Claws: 8, Jumping: 4, Running: 6
- Advantages:** Lightning Reflexes
- Drawbacks:** Catastrophic Rage; Strange Appearance
- Motivation:** Nihilist
- Occupation:** Behemoth

C'TH THE UNDYING - deceased

DEX:	3	STR:	4	BODY:	5
INT:	6	WILL:	7	MIND:	6
INFL:	5	AURA:	8	SPIRIT:	7
INITIATIVE:	12	HERO POINTS:	25		

•**Powers:** **mystic link*

Invulnerability: 9*

•**Skills:** Occultist: 8

•**Drawbacks:** Age (old); Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Serpent King

•**Equipment:**

Crystal Femur [BODY: 4, SPIRIT: 7, Magic Blast: 10, Power Reserve: 5, Spirit Drain: 9] The bone's Power Reserve can be used to enhance any of its user's Mystical Powers, including Sorcery.

Personality/Role-playing

Klarion acts in all ways like a child who is bored constantly. He likes nothing more than getting people to do what he wants them to, which is usually something awful. Klarion's "play" is often deadly, as it amuses him to see grownups do ridiculous things such as shooting each other or jumping off cliffs.

Beyond his horrible and playful facade, Klarion is also motivated by unknown and mysterious urges. Sometimes he will want to simply play with toys or watch T.V., while other times he decides to revel in the misery he can cause using his magic.

Klarion's only "friend" is his familiar Teekl, although he also seems to like Jason Blood, whom he calls "uncle Jason," and his group of companions (Harry, Glenda, and Randu) which are referred to by Klarion as "cousins." Unfortunately, Klarion tires of friends easily, so he has tried to kill all of them on more than one occasion, especially Blood (whom he knows to be the Demon: Klarion knows the rhymes

that will change Blood into the Demon and back again; see The Demon's entry in *Who's Who* #2).

Using Klarion in Adventures

When he's not banished in another dimension, Klarion can usually be found causing trouble in and around Gotham City (home to Jason Blood). A possible adventure might involve Randu sensing Klarion's arrival, and the subsequent efforts of Blood and his companions to stop the Witch-Boy's rampage without resorting to summoning the Demon. Also, although mystical exploits aren't normally his department, Batman might become involved in such an adventure, as he would in any that involve the welfare of Gotham.

Subplots

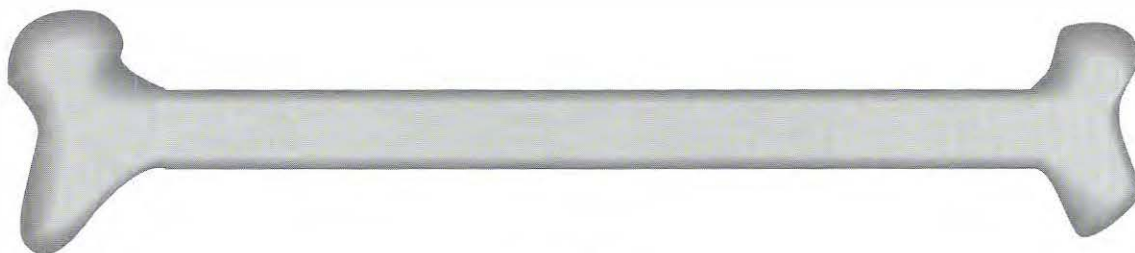
Klarion truly despises Etrigan for banishing him in the Beyond Region, and will do anything to see him destroyed painfully (Enemies Subplot).

Appearances in DC Comics

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

Pre-Crisis: *The Demon* (1) #7, 14-15; *Who's Who* '87 (1) #25; *Wonder Woman* (1) #280, 282

Current: *The Demon* (3) #3-15, 17; *Demon Annual* #1; *War of the Gods* #1; *Who's Who* '91 #12



Crystal Femur

LORDS OF ORDER AND CHAOS

TYPICAL LORD OF ORDER

DEX:	-	STR:	-	BODY:	-
INT:	16	WILL:	16	MIND:	16
INFL:	16	AURA:	20	SPIRIT:	20
INITIATIVE:	32	HERO POINTS:	100		

- Powers:** Awareness: 12, Dimension Travel: 14, Magic Sense: 12, Sorcery: 35
- Skills:** Occultist: 15
- Drawbacks:** Catastrophic Irrational Attraction to preserving order
- Motivation:** Responsibility of Power
- Note:** Stats for a individual Lords of Order might vary from the listed totals by 1-10 APs.

TYPICAL LORD OF CHAOS

DEX:	-	STR:	-	BODY:	-
INT:	14	WILL:	16	MIND:	14
INFL:	17	AURA:	20	SPIRIT:	20
INITIATIVE:	31	HERO POINTS:	90		

- Powers:** Awareness: 12, Dimension Travel: 14, Magic Sense: 12, Sorcery: 35
- Skills:** Occultist: 13
- Drawbacks:** Catastrophic Irrational Attraction to preserving chaos.
- Motivation:** Nihilist
- Note:** Stats for a individual Lords of Chaos might vary from the listed totals by 1-10 APs.

TYPHON, LORD OF CHAOS

DEX:	8	STR:	8	BODY:	12
INT:	9	WILL:	16	MIND:	17
INFL:	14	AURA:	17	SPIRIT:	16
INITIATIVE:	31	HERO POINTS:	90		

- Powers:** *Mystic Link
Awareness: 10, Dimension Travel: 14, Invulnerability: 15*, Magic Sense: 10, Sorcery: 30
- Skills:** Occultist: 12
- Advantages:** Connections: Lords of Chaos (High)
- Drawbacks:** Strange Appearance
- Motivation:** Nihilist
- Occupation:** Lord of Chaos
Typhon personified himself in this form during his battle with Eric Stoner.

Physical Forms

Both the Lords of Order and the Lords of Chaos exist as abstract constructs; neither possess inherent physical forms. Whenever the Lords of Order or Chaos wish to appear on one of the physical planes, they use Sorcery to create Physical forms. Temporarily forfeiting 5 APs of Sorcery gives a lord 28 APs to divide amongst his or her Physical Attributes (no more than 13 APs may be assigned to any single Attribute). If a physical form created by the lords in this fashion is "killed," (ie. its Current BODY Condition is reduced below 0), the lord inhabiting the form does not die, but is incapable of creating a new physical form for the next 1-10 years. A lord inhabiting a physical form that is knocked unconscious is treated like any other unconscious character (he or she wakes up after making a successful Recovery Check, etc).

Creating Earthly Agents

Whenever possible, both the Lords of Order and the Lords of Chaos prefer to conduct their activities through intermediaries. Both groups have developed a number of magical spells that enable them to empower humans and other lesser beings. Generally, these spells mimic the Enchantment Power and allow the lords to bestow between 20 and 35 APs of increased Attributes and Powers upon a human subject. For a more detailed example of such a spell, see Kestrel's entry.

Realms of Order and Chaos

The Lords of Chaos and Order each inhabit a vast extra-dimensional realm adjacent to the Realm of the Just Dead. Both of these realms are located at a Travel Distance of 10 from the Earth Dimension. The Realm of Order is a plane of bright lights dominated by towering crystalline structures. The Realm of Chaos is a plane of darkness that echoes with the yammering of its inhabitants.

Personality/Role-playing

Befitting their name, Lords of Order believe in pattern and structure. Most rarely speak, preferring to let their human thralls speak in their stead; after all, speaking is a disruption of ordered silence. Ironically,

the lengths to which they willingly go to preserve the order often seem inscrutable or absurd. The Lord of Order who visited the Dreaming during the Season of Mists, for instance, manifested himself as a cardboard box, a form the lord considered perfect and ordered.

Lords of Chaos, on the other hand, are wild and unpredictable. Their entire existence is a non-sequitur. The Lord of Chaos who visited the dreaming during the Season of Mists, for instance, chose to appear as a small child in clown makeup. Unlike their counterparts, the Lords of Chaos prefer to speak for themselves, though they rarely make sense to outsiders, who are easily astounded by their speech and actions.

Appearances in DC Comics

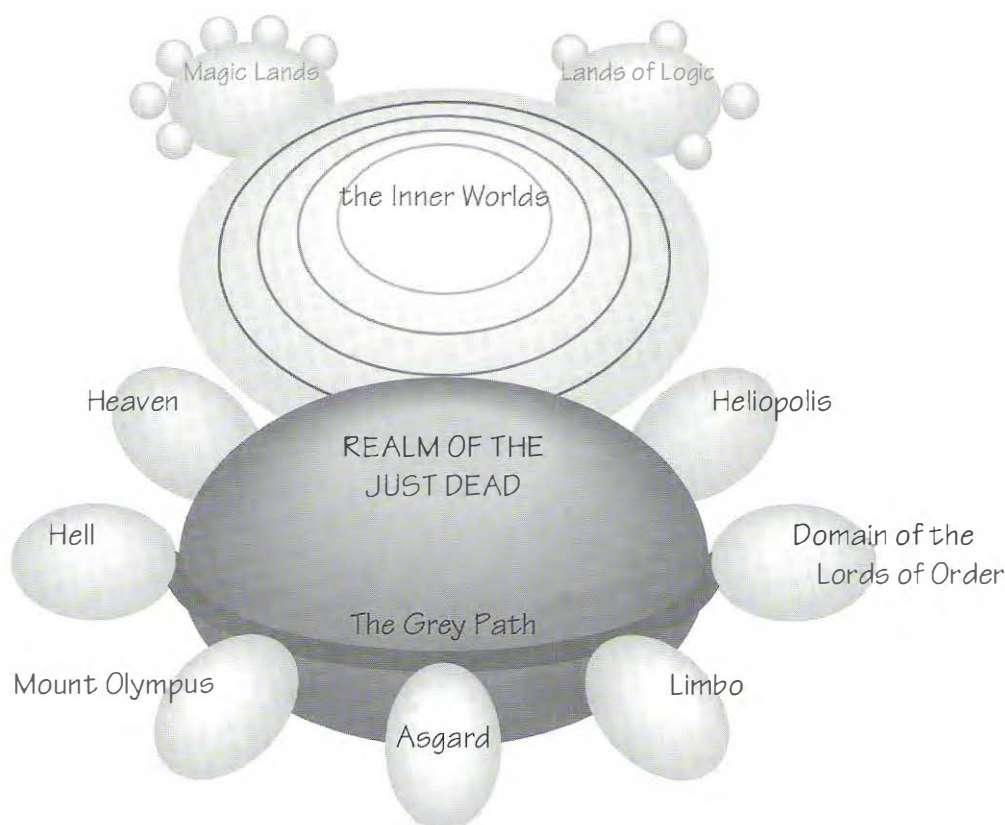
***Note:** Pre-Crisis appearances are not part of present continuity.

Lords of Chaos (pre-Crisis): *The Brave and The Bold* #181; *The Flash* (1) #306-313; *The New Adventures of Superboy* #25; *The Phantom Stranger* (2) #11; *Showcase* #75

Lords of Chaos (current): *Action Comics Weekly* #610, 632-634; *Amethyst* (1) #13, 16; (2) 1-3; *Doctor Fate* (1) #1-4; (2) 3-4 (*behind the scenes*), 5-6, 9-10, 18-22, 25 (*behind the scenes*), 26-27, 33, 35-37, 41; *Doom Patrol* (2) #13-14; *Hawk and Dove* (2) #1-5; (3) 14-16; *Justice League Europe* #8; *Kid Eternity* (2) #3; *Legion of Super-Heroes* (4) #19; *Phantom Stranger* (3) #1-4; *Power Girl* #1-4; *Sandman* (2) #24, 26-27; *Secret Origins* (3) #43; *Starman* #43; *Who's Who* '88 #2; *Who's Who* '91 #10

Lords of Order (pre-Crisis): *The Brave and The Bold* #181; *More Fun Comics* #67; *Showcase* #75

Lords of Order (current): *Amethyst* (1) #13; *Doctor Fate* (1) #1-2; (2) 1-6, 9-10, 19-20, 25, 41; *Hawk and Dove* (3) #14-16; *Invasion!* #1; *Justice League* #5; *Justice League America* #32; *Justice League Europe* #8; *Justice League International* #7; *Justice League Quarterly* #2; *Kid Eternity* (2) #1-2 (*behind the scenes*), 3; *Phantom Stranger* (3) #2; *Sandman* (2) #24, 26-27; *Secret Origins* (3) #24, 43, 48; *The Spectre* (2) #22-23 (*behind the scenes*); *Who's Who* '88 #2; *Who's Who* '91 #10



MAN-BAT

DEX:	10	STR:	7	BODY:	6
INT:	5	WILL:	5	MIND:	5
INFL:	7	AURA:	3	SPIRIT:	7
INITIATIVE:	24	HERO POINTS:	45		

- Powers:** Extended Hearing: 4, Flight: 6, Sonar: 12
- Skills:** Acrobatics: 8, Thief (Stealth): 7
- Advantages:** Lightning Reflexes
- Drawbacks:** Serious Irrational Attraction to protecting his daughter Elizabeth; Serious Physical Restriction: as Man-Bat, Langstrom cannot speak; Minor Psychological Instability; Strange Appearance
- Alter Ego:** Kirk Langstrom
- Motivation:** Psychopathic

Powers and Abilities

The Man-Bat serum boosts Langstrom's physical strength (as Man-Bat he can bench press two tons with little effort) and senses (he can hear a whisper at approximately two hundred yards). In addition, as Man-Bat, Langstrom can fly at an airspeed of nearly 60 miles per hour and transceive sonar signals at a range of almost four miles. Man-Bat's leathery hide provides him with limited protection against physical injury.

In his human form, Langstrom is a poor hand-to-hand combatant but possesses a formidable scientific mind. His knowledge of chiroptera (the study of bats) is unrivaled.

Kirk Langstrom Form

As Kirk Langstrom, Man-Bat has the following statistics:

KIRK LANGSTROM

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	5	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:	45		

- Skills:** Gadgetry: 8, Science: 8
- Advantages:** Genius; Scholar (chiroptera)
- Drawbacks:** Minor Psychological Instability
- Motivation:** Psychopathic
- Occupation:** Zoologist
- Wealth:** 8

The Man-Bat Serum

In DC HEROES terms, Langstrom's Man-Bat serum has the following statistics:

MAN-BAT SERUM [BODY: 1, Shape Change: 17]

Needless to say, the serum's Shape Change Power is limited to transforming its user into a Man-Bat creature like Langstrom. Transformed users acquire all of Man-Bat's Physical Attributes and Powers.

Once a user has been transformed by the serum, the user remains transformed until he or she acquires an antidote known to both Langstrom and the Batman (Neutralize: 25 usable only on the Man-Bat serum). Langstrom (and others exposed to the serum) must take this antidote every single day to avoid returning to Man-Bat form.

Personality/Role-playing

As Man-Bat, Kirk Langstrom becomes a dangerous and barely rational creature of the night. His only desires are to feed, to swarm with his fellow bats, and to ferociously protect his daughter Elizabeth from harm.

In his human form, Langstrom is a quiet and unassuming scientist.

Using Man-Bat in Adventures

The Man-Bat is a wild card. The stories featuring him frequently take the Batman into a realm full of terror. The Man-Bat's strength and agility challenge heroes like the Batman in ways simple human foes cannot manage. Remember that the Man-Bat is not evil, just obsessive about his wife and daughter.

Subplots

Kirk Langstrom is frequently entwined in Family Subplots revolving around his daughter and Power Complication Subplots centered around the peculiarities of his bat form.

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

Batman Sourcebook, Batman Role-Playing Game

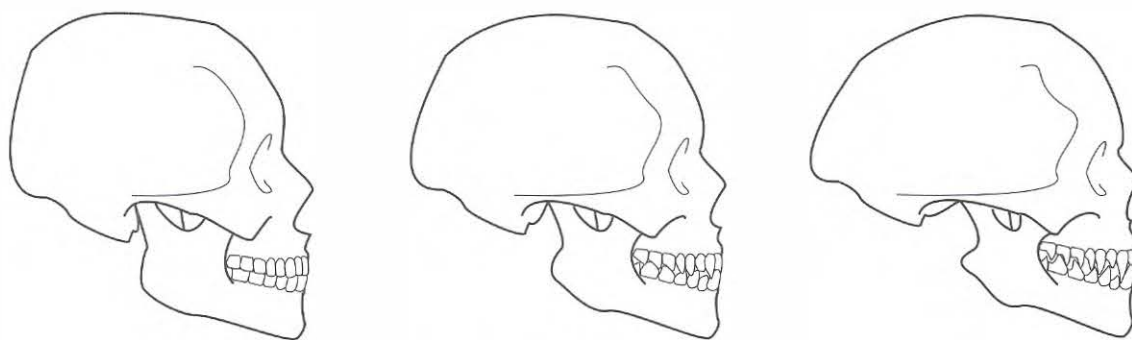
Appearances in DC Comics

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

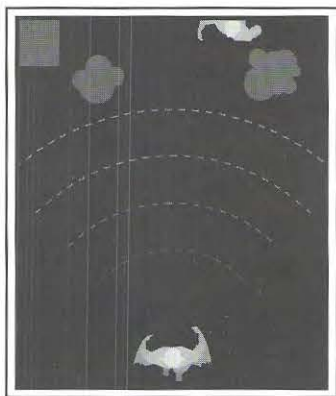
Pre-Crisis: *Batman* #254, 341-342, 348, 361; *Batman Family* #11-20; *Blue Devil Annual* #1; *The*

Brave and The Bold #119, 165; *DC Comics Presents* #35; *Detective Comics* #400, 402, 407, 416, 429, 458-459, 481, 485, 492, 527; *Man-Bat* (1) #1-2; *Who's Who* '86 #14

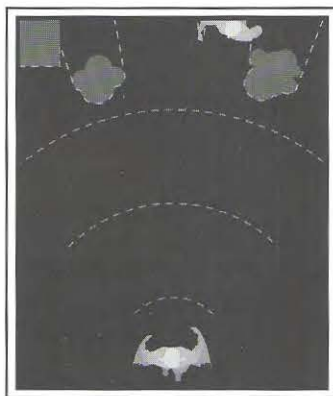
Current: *Action Comics* #600; *Secret Origins* (3) #39; *Who's Who* '91 #12



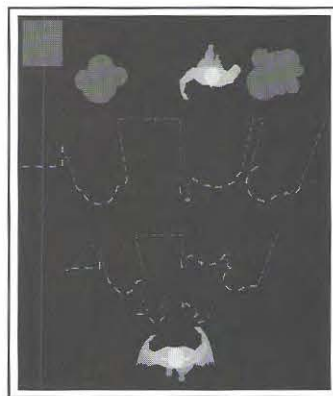
Man-Bat's Skull Transformation



Subject emits initial sighting screech, or "ping", to visualize terrain.



Initial sighting screech hits terrain. Several "updating" screeches are emitted to check for any movement.



Sonar echo map returns to subject followed by update maps. time elapsed 1 sec.

PATCHWORK MAN *deceased*

DEX:	3	STR:	7	BODY:	12
INT:	1	WILL:	8	MIND:	3
INFL:	8	AURA:	2	SPIRIT:	9
INITIATIVE:	12	HERO POINTS:	55		

- Powers:** Invulnerability: 16
- Advantages:** Iron Nerves (see below); Luck (see below)
- Drawbacks:** Catastrophic Physical Restriction: Patchwork Man cannot speak and his long-term memory functions only sporadically.
- Alter Ego:** Gregori Arcane
- Motivation:** Unwanted Power

Powers and Abilities

The scientific process Anton Arcane used to create the Patchwork Man somehow boosted Gregori's strength and endurance to superhuman levels. Shortly after he was created, Patchwork Man was capable of lifting a large motorcycle or small car over his head. As he aged, however, his reconstructed body began to deteriorate and his muscles atrophied. Toward the end of his life, Patchwork Man was barely able to pull himself along the ground.

Due to the unique neural construction of his composite body, it was difficult to inflict telling damage upon the Patchwork Man. Most blows and gunshots would simply tear off a piece of useless flesh, allowing Gregori to lumber onward. His rudimentary nervous system was incapable of transmitting pain.

Deterioration

At the time he created the Patchwork Man, Anton Arcane had yet to perfect his revivification techniques. As a consequence, parts of the Patchwork Man's body died and atrophied over time, gradually weakening the creature until he was nearly an invalid. The above statistics reflect the Patchwork Man shortly after he was created (around the time of SWAMP THING #2, first series). Thereafter, his DEX, STR, and BODY decreased with time at a rate of roughly one point of STR and BODY per year and one point of DEX every two years. Just before he died, Patchwork Man had a DEX of 1, a STR of 1, and a BODY of 3.

The Patchwork Man Experiment

Duplicating the techniques Anton Arcane used to create the Patchwork Man requires a successful Medicine (Surgery) Action Check against an OV/RV of 16/16. Unless the surgeon performing the operation has spent his or her life studying revivification (or recovers Arcane's notes on the subject or a similar text), treat the operation as a Difficult Action (ie. increase the OV/RV to 22/22). If the operation Action Check nets RAPs that equal or exceed its RV, the dead patient is revived with no ill effects. If the Action Check nets RAPs greater than or equal to one-half its RV but less than the full RV, the patient is revived, but his or her INT is lowered to 1 and he or she "deteriorates" as explained above. If the Action Check nets a number of RAPs less than one-half its RV, the patient is briefly revived, but dies within an hour. In any case, revived patients have their STRs increased to 7 and their BODYS increased to 12.

The Legacy of the Arcanes

The members of the Arcane family share an odd mystical property that leaves them with an unusual affinity for the occult. This property often manifests itself as a series of bizarre coincidences and unusual events. Because of the property, each of the Arcanes exudes a special mystical aura that can be detected through the use of the Magic Sense Power.

Miraculous Survival

Before he deteriorated into invalidity, the Patchwork Man repeatedly demonstrated a unique ability to survive seemingly fatal attacks, falls, and collisions. Whether this ability stemmed from his rigid construction or the strange mystical aura that protects the Arcanes is unknown. In game terms, the ability is reflected by a special form of the Luck Advantage. Whenever Patchwork Man is subjected to obviously fatal circumstances (falling off a mountain, finding himself at ground zero of an atomic explosion, etc.), roll one die. On any result but 0, Patchwork Man miraculously survives and resurfaces a few months later.

Abby in Danger

Even after his accident, Patchwork Man remained particularly attached to his daughter

Abigail. Whenever he can see that Abigail is threatened, treat Patchwork Man as though he has the Iron Nerves Advantage and boost his STR to 8.

Personality/Role-playing

Not only was the Patchwork Man incapable of speech, but the many years he spent imprisoned beneath Castle Arcane had rotted his brain to the point where he could barely think as well. His only real memories of his former life were centered around his daughter Abigail, his instinct to protect her, and his hatred of his brother Anton.

Before his accident, Gregori was a kind and successful man. He was well-educated, sensitive, and deeply devoted to his family.

Using Patchwork Man in Adventures

Patchwork Man can be encountered in one of three fashions: the player heroes can stumble across him as he roams the European countryside, an encounter with Abigail Arcane can draw the player heroes into conflict with the Patchwork Man, or the player heroes might stumble across a villain using the

Patchwork Man as a pawn in a criminal scheme.

Subplots

Patchwork Man was involved in two long-running Subplots—a Family Subplot centered around his attempts to protect his daughter Abigail and an Enemy Subplot centered around his hatred of his brother Anton.

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

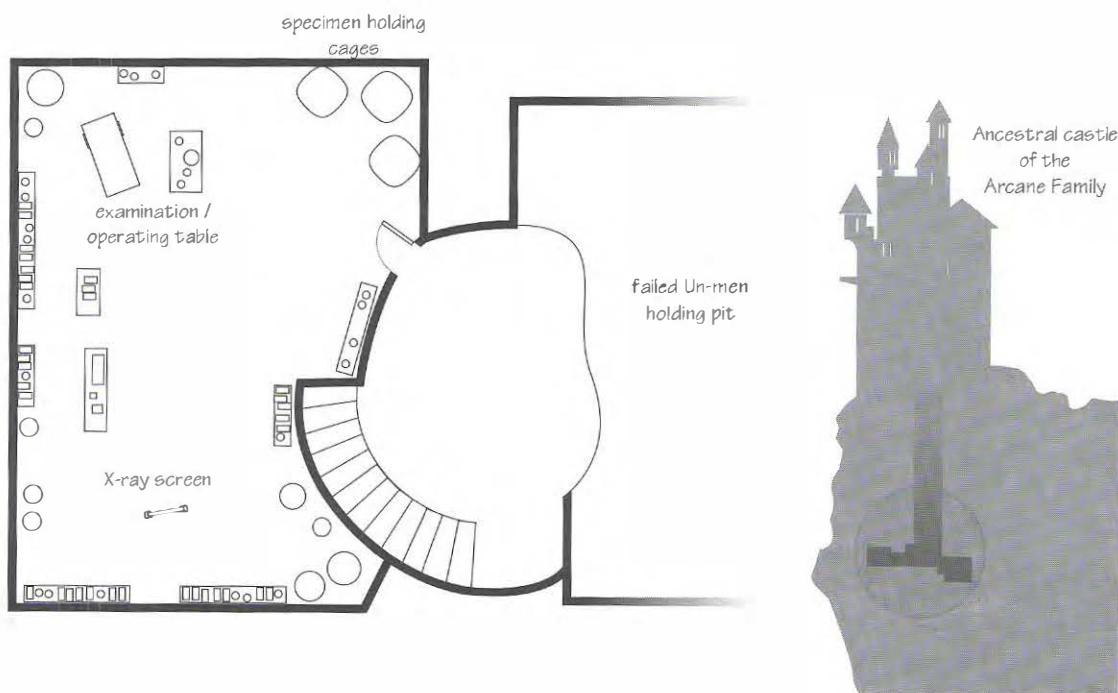
Swamp Thing Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *House of Secrets* #140; *Swamp Thing* (1) #2-3; *Who's Who* '86 #17

Current: *Swamp Thing* (2) #59, 83; *Who's Who* '91 #10



ZATANNA

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	5	MIND:	6
INFL:	8	AURA:	14	SPIRIT:	13
INITIATIVE:	23	HERO POINTS:	75		

•Powers: *Mystic Link

Air Control: 10*, Earth Control: 10*, Flame Control: 10*, Flame Project: 10*, Ice Control: 10*, Plant Control: 10*, Sorcery: 16, Water Control: 10*, Weather Control: 10*

•Skills: Occultist: 9

•Limitations: Miscellaneous: Zatanna must speak all of her spells aloud and backwards. She cannot use any of her Powers if she is unable to fulfill this condition.

•Advantages: Connections: Justice League of America (High), Earth's Mystical Community (High), John Constantine (Low); Magical Background

•Alter Ego: Zatanna Zatara

•Motivation: Upholding the Good

•Occupation: Stage magician, Adventurer

•Wealth: 5

Powers and Abilities

As a member of the fabled *homo magi*, Zatanna has the power to directly manipulate powerful magicks. Although she is capable of just about any feat she can imagine, she is particularly adept at the manipulation of elemental forces. With minimal effort, she can easily raise 50 foot tidal waves, summon gale force winds, or extinguish raging fires.

Although it is widely believed that there is something special about the genetic structure of the *homo magi* that allows them to wield the forces of magic, this assertion has been disputed by a number of knowledgeable sorcerers and magicians. Similarly, many occultists believe the "backward speech" limitation Zatanna shared with her father and many other members of the *homo magi* is psychologically self-imposed. Theoretically, there is nothing preventing Zatanna from using her powers without speaking.

Zatanna's Powers

The exact limits of Zatanna's Powers have fluctuated wildly throughout her career. When she first began adventuring, she had only her Sorcery Power, and at that time, it was rated at only 14 APs. Later in

her career (in JUSTICE LEAGUE OF AMERICA #191, first series), Zatanna overtaxed her Sorcery Power and lost it, gaining all her elemental control Powers in its stead. Later still, after her union with the Godhead, Zatanna regained her Sorcery Power and the Power's rating increased to 16 APs. At present, she can use all her listed Powers at their full levels.

Note that Zatanna cannot use any of her Powers without directly describing her actions in "backward speech." To use Skin Armor to protect herself from some gunmen, for instance, she must say, "Tcetorp em morf eseht stellub!" (Protect me from these bullets!). Whether this strange restriction is psychologically self-imposed or not remains a mystery.

Powers Zatanna frequently mimics with Sorcery include: Energy Blast, Flight, Force Field, Invisibility, Sealed Systems, and Skin Armor.

Homo Magi

Zatanna is a member of the fabled *homo magi*, humans beings with the ability to manipulate magic like extra-dimensional sorcerers. Whether or not this ability stems from a genetic mutation is a topic of heated debate among occultists and magicians. In any case, there is clearly something special about the *homo magi* that is responsible for their unique gifts.

In DC HEROES terms, *homo magi* have the Magical Background Advantage (Cost of 10 Hero Points). No true human character can acquire the Sorcery Power without first purchasing this Advantage. All characters with a Magical Background are inherently magical in nature and can be detected using the Magic Sense Power.

Personality/Role-playing

The thing that immediately strikes most people who meet Zatanna is her innocence, a direct result of the solitude in which she was raised. In fact, to this day, Zatanna has met with few people who are not members of Earth's mystical community or superheros. She simply doesn't know much about basic human customs and habits. Although her essential innocence was greatly diluted by the death of her father, as time marches on, her loss seems to impact her less and less.

For a short while after she united with a mystical entity known as the "Godhead," Zatanna seemed enlightened and at peace with the world. The effects of the union were only temporary, however, and Zatanna soon regained her old demeanor.

Using Zatanna in Adventures

As one of the few members of Earth's mystical community that can be genuinely "nice," Zatanna is somewhat unique. Consequently, she makes an ideal guide for inexperienced or non-magically oriented heroes who become involved in mystically-oriented Adventures. Relatively easy to find (she was once a member of the Justice League and still keeps in touch with many of her old comrades), she can take the player heroes to magical "hangouts" such as the Bewitched nightclub in San Francisco.

Subplots

Throughout her career, Zatanna has been involved in three on-going Subplots: a Romance Subplot with the infamous John Constantine, a Family Subplot concerning her relationship with her father, and a Power Complication Subplot surrounding her ever-changing assortment of abilities.

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

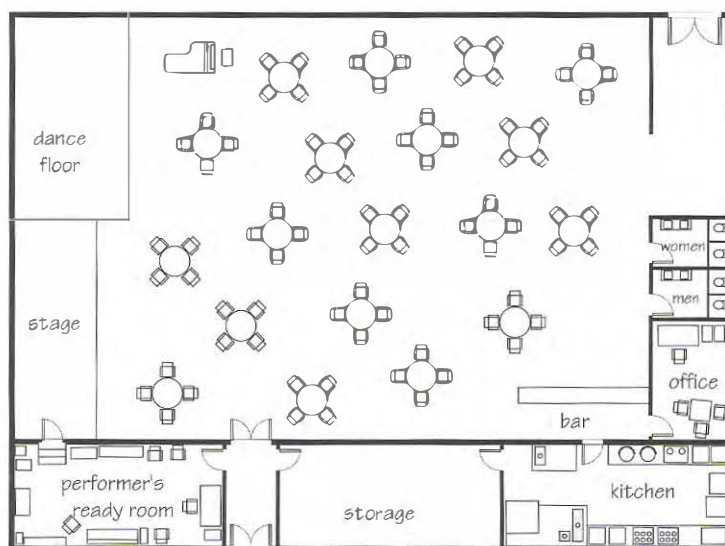
Background/Roster Book, Justice League Sourcebook, Magic Sourcebook

Appearances in DC Comics

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

Pre-Crisis: *Action Comics* #434, 546; *Adventure Comics* #413-415, 419, 421; *All-Star Squadron* #14-15, 53; *The Atom* #19; *Blue Devil* #4-5, 13; *The Brave and The Bold* #169; *Crisis On Infinite Earths* #4-5, 9-12; *DC Comics Presents* #18; *DC Special Blue Ribbon Digest* #5; *Detective Comics* #336, 355, 557; *The Flash* (1) #198 *The Fury of Firestorm* #4; *Green Lantern* (2) #42; *Hawkman* (1) #4; (2) 4; *Infinity, Inc.* #19; *Justice League of America* #51, 87, 100-102, 114, 161-168, 171-180, 182, 187-188, 190-191, 194-195, 198-200, 202, 206-209, 217, 219-223, 225-230, 233-239, 241-245; *Justice League of America Annual* #1-3; *The New Teen Titans* (1) #4-5; *The Phantom Zone* #2; *The Saga of Swamp Thing* #24; *Super Friends* #5 (behind the scenes); *Supergirl* (1) #1-4, 7; (2) 20; *Superman Family* #214; *Superman's Girl Friend, Lois Lane* #132; *Who's Who* '87 (1) #26; *Wonder Woman* (1) #291-293, 300; *World's Finest Comics* #207-208, 274-278, 285-286, 288, 300, 302

Current: *The Books of Magic* #2; *Hellblazer* #63; *Justice League of America* #246-252, 255-257; *Mister E* #4; *Secret Origins* (3) #27; *The Spectre* (2) #7-8, 11, 23; *Swamp Thing* (2) #49-50, 128 (behind the scenes) *War of the Gods* #1-4; *Who's Who* '88 #4; *Who's Who* '91 #12; *Wonder Woman* (2) #61; *Zatanna Special* #1



BEWITCHED

GUARDIANS OF THE UNIVERSE

TYPICAL GUARDIAN

DEX:	4	STR:	2	BODY:	15
INT:	17	WILL:	30	MIND:	20
INFL:	12	AURA:	14	SPIRIT:	10
INITIATIVE:	33	HERO POINTS:	150		

- **Powers:** Flight: 40, Force Manipulation: 30, Invulnerability: 25, Regeneration: 10, Sealed Systems: 20, Spirit Travel: 45, Systemic Antidote: 20, Telepathy: 50
- **Skills:** Gadgetry: 18, Scientist: 20
- **Limitations:** Miscellaneous: Force Manipulation is reduced by 1 AP for every week a Guardian remains separated from Oa.
- **Advantages:** Genius; Scholar (the universe, metaphysics)
- **Drawbacks:** Guilt (the Guardians still believe that they are responsible for releasing evil into the universe)
- **Major Representatives:** Appa Ali Apsa (see below), Ganthe
- **Motivation:** Responsibility of Power
- **Occupation:** Mentors/Guides
- **Wealth:** 30

APPA ALI APSA (DECEASED)

DEX:	4	STR:	2	BODY:	16
INT:	18	WILL:	35	MIND:	22
INFL:	14	AURA:	15	SPIRIT:	12
INITIATIVE:	36	HERO POINTS:	165		

- **Powers:** Flight: 40, Force Manipulation: 35, Invulnerability: 25, Regeneration: 10, Sealed Systems: 20, Spirit Travel: 45, Systemic Antidote: 20, Telepathy: 50
- **Skills:** Gadgetry: 18, Scientist: 20
- **Advantages:** Area Knowledge (Oa); Genius; Scholar (alien races)
- **Drawbacks:** Serious Psychological Instability
- **Motivation:** Psychopath
- **Occupation:** Mentor
- **Wealth:** 30
- **Note:** For a time, Appa forsook his Guardian heritage, though the later regained it. During this era, he had no Powers and his BODY was only 5. Appa Ali Apsa (a.k.a. "The Old Timer") was

responsible for creating the Mosaic, a society on the planet Oa which consists of cities that he stole from various planets.

TYPICAL MANHUNTER

DEX:	8	STR:	11	BODY:	7
INT:	9	WILL:	9	MIND:	9
INFL:	6	AURA:	6	SPIRIT:	10
INITIATIVE:	27	HERO POINTS:	75		

- **Powers:** Bomb: 10, Chameleon: 12, Skin Armor: 5
- **Skills:** Detective: 9, Gadgetry: 11, Martial Artist: 8, Scientist: 10, Weaponry: 8
- **Limitations:** Miscellaneous: Bomb Power represents a self destruct mechanism—when a Manhunter's Current BODY Condition reaches 0, the Bomb Power activates and detonates the android.
- **Advantages:** Iron Nerves; Lightning Reflexes; Omni-Connection
- **Drawbacks:** Catastrophic Irrational Attraction to destroying the Guardians of the Universe and their works; Exile
- **Motivation:** Power Lust
- **Occupation:** Androids
- **Equipment:** Power Baton [Energy Blast: 13, BODY: 7]

TYPICAL CONTROLLER

DEX:	6	STR:	4	BODY:	14
INT:	15	WILL:	25	MIND:	20
INFL:	10	AURA:	13	SPIRIT:	10
INITIATIVE:	31	HERO POINTS:	100		

- **Powers:** Comprehend Languages: 14, Energy Absorption: 15, Invulnerability: 24, Matter Manipulation: 25, Omni-Power: 12, Regeneration: 12, Telepathy: 25
- **Skills:** Gadgetry: 15, Scientist: 15
- **Advantages:** Connections: Guardians of the Universe (Low), Legion of Super-Heroes (Low, 30th century only), Darkstars (High); Genius; Omni-Connection
- **Drawbacks:** Guilt
- **Motivation:** Responsibility of Power
- **Occupation:** Sentinels
- **Wealth:** 20

Powers and Abilities

The Guardians' most formidable ability is their highly developed intellect. The brain of the average

Guardian is capable of processing roughly 100,000 times as much information as that of the average human. Over the years, the Guardians learned to use their formidable brains as energy storehouses, allowing them to siphon off some of the energy that collects on Oa and redirect it for their own purposes. With this energy, the Guardians can form solid constructs of pure force similar to those conjured by the members of the Green Lantern Corps, though the typical Guardian is much more powerful than even the most formidable Green Lanterns. The Guardians have also evolved a technique that allows them to "feed" off their own internal energies, meaning they needn't eat or rest.

The Central Power Battery on Oa

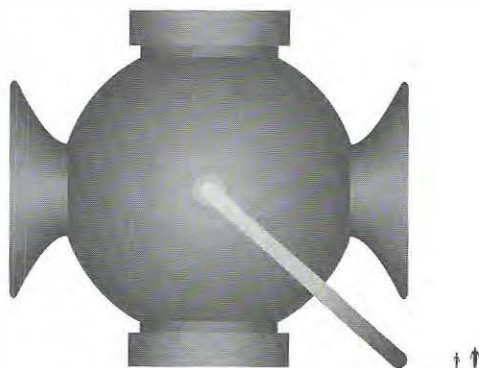
Perhaps the Guardians' most impressive achievement is the enormous Central Power Battery on Oa. It provides the energy that powers the rings of all the Green Lanterns scattered across the cosmos. Use the following stats for the battery:

CENTRAL BATTERY [Energy Absorption: 65, Body: 65]

Personality/Role-playing

More than anything, the Guardians love their privacy. While on Oa, they did everything in their power to seal off this planet from the rest of the universe. These protective measures were undertaken just as much for the good of the many peoples of the cosmos as they were for the Guardians' own good. Oan technology was quite advanced and produced many weapons and devices that less advanced races were not prepared to encounter.

One result of the Guardians' isolation instinct is their policy of choosing outsiders and intermediaries to do their work for them. The Guardians themselves only take a direct hand in universal affairs when absolutely necessary, and such occasions are few and far between.



Central Power Battery

Using the Guardians in Adventures

In line with their policy of finding outsiders to carry out their missions for them, the Guardians might select the player heroes and ask them for assistance in some affair of great cosmic importance. Once such mission might consist of protecting the chosen progenitors of the immortal race (see *Heroes*, *New Guardians* for details) from a threat.

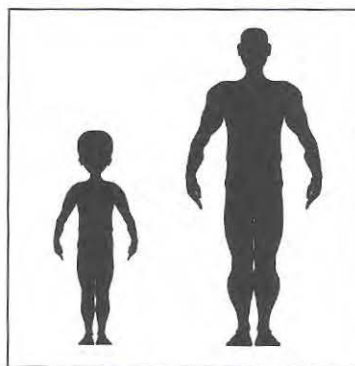
Appearances in the DC HEROES Role-Playing Game, Second Edition

Background/Roster Book, *The Atlas of the DC Universe* (Appa Ali Apsa only)

Appearances in DC Comics

Pre-Crisis: *Action Comics* #443; *All-Star Squadron Annual* #1; *The Brave and The Bold* #155, 173-174; *Crisis On Infinite Earths* #2, 5, 7-10; *DC Comics Presents* #60; *DC Special Series* #1, 6; *DC Super-Stars* #14; *The Flash* (1) #168, 221-222, 237-238, 241, 319, 323-324; *The Fury of Firestorm Annual* #2 (behind the scenes); *Green Lantern* (2) #1, 7, 9, 23, 30-31, 34, 37, 40, 44, 46, 50 (behind the scenes), 51-52, 55-56, 58-59, 63-64, 67-68, 70, 72, 76-81, 87, 90-91, 96-97, 102, 107, 111, 116, 126-127, 130-132, 148-155, 159-172, 177-179, 181-183, 185, 187, 193-195, 197-198; *Justice League of America* #80-81, 98 (behind the scenes), 128-129, 140-141; *Legion of Super-Heroes* (2) #267, 295; *Metal Men* #54; *Omega Men* #26 (behind the scenes), 30; *Showcase* #23 (behind the scenes); *Superman* (1) #247, 257; *Superman Annual* (1) #10; *Tales of the Green Lantern Corps* #1-3; *Tales of the Green Lantern Corps Annual* #1; *Who's Who '85* #9; *World's Finest Comics* #198-199, 259 (behind the scenes)

Current: *Adventures of Superman* #436; *Blue Beetle* (6) #21 (behind the scenes); *Firestorm, the Nuclear Man* #67; *Flash* (2) #8; *Green Lantern* (2) #199-201, 203-205; (3) 1 (behind the scenes), 2-9, 13-14, 16-19, 33-35, 36 (behind the scenes); *Green Lantern Annual* (1) #3; *Green Lantern Corps* #207-208, 220, 222-224; *Green Lantern Corps Annual* #2; *Green Lantern Corps Quarterly* #1-2, 4; *Green Lantern: Emerald Dawn* #4-6; *Green Lantern: Emerald Dawn II* #1, 4, 6; *Green Lantern: Ganthet's Tale*; *Green Lantern: Mosaic* #10; *Green Lantern Special* #1-2; *Guy Gardner* #1; *Guy Gardner Reborn* #3; *History of the DC Universe* #1-2; *Infinity, Inc.* #46; *Justice League America* #64; *Justice League International* #10; *Manhunter* (2) #22; *Millennium* #1-8; *New Guardians* #12; *Secret Origins* (3) #18, 22-23; *Teen Titans Spotlight* #18; *Who's Who '87* (2) #3; *Who's Who '91* #11

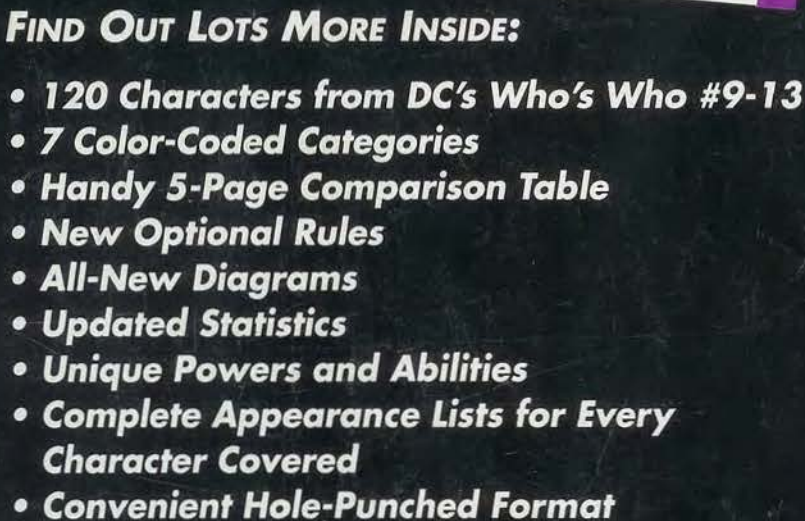


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**That Lex Luthor™ earns over
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That Big Barda™ can bench press more than 60,000 pounds?



Dr. Fate's Helmet



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