

SOURCEBOOK

DCU
RPG

JLA



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SOURCEBOOK

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INTRODUCTION

This supplement for the *DC Universe Roleplaying Game* introduces you to the world-famous Justice League of America. For purposes of space, this sourcebook focuses on the original JLA team, the current JLA team, and the future of the JLA, the members of Young Justice. A future supplement will contain information on many of the other former members of the Justice League of America, as well as Justice League International and the splinter groups Justice League Task Force and Extreme Justice.

Inside the *JLA Sourcebook*, you will find:

- Chapter 1 contains a history of the JLA, its official bylaws, and a membership certificate.

- Chapters 2 through 5 focus on year one of the JLA. Here, you will find information on the members of the first team, their allies, adversaries, base, and equipment.

- Chapters 6 through 10 are your source for inside information on the current incarnation of the JLA. Included within are detailed descriptions of its members, former members, allies, adversaries, equipment, and the Watchtower.

- Chapters 11 through 14 contain the stuff you need to know about the latest and greatest (just ask Superboy) super-hero group—Young Justice. Find out about the team, its buds, the big nasties they've taken care of, their sweet digs (the Justice Cave), and their awesome Super-Cycle.

- Chapter 15 has updated and expanded rules for Manipulation powers, including creating energy constructs.

- Chapter 16 details new android and robot creation rules.

- Chapter 17 helps Narrators not to be overwhelmed by high-powered heroes in their adventures with tips and strategies on handling those character types.

- Chapter 18 delves into the past, present, and future of the JLA as the players' own heroes attempt to stop three chronally inclined villains in an adventure that could only be called, "Time after Time."

Although this supplement is intended for use with the *DC Universe Roleplaying Game*, all fans of DC Comics can find plenty of interesting information, even if they aren't familiar with the game. In the character descriptions, along with the usual physical details and background information, you'll find character statistics, which you can use to compare various characters or to play an adventure. To help those inexperienced with the game, this introduction offers a glossary of terms that are in the write-ups of most characters.

GLOSSARY

Page numbers in each entry refer to locations where you can find more information about the topic in the DC Universe Roleplaying Game rulebook, unless otherwise specified.

Advantages/Disadvantages: These are benefits and quirks the character has acquired. Advantages have a negative sign in front of their value, while Disadvantages have a positive sign. (See pp. 21–27 of the rulebook, pp. 21–26 of the *Narrator's Screen's* book and pp.

122–123 and 128–130 in this book for explanations of Advantages and Disadvantages.)

AV: Armor Value; the value of how much protection an item provides (p. 110).

BDV: Base Damage Value; the value in dice of how much damage an item inflicts before any other factors are taken into consideration (pp. 109–110). *See also Unarmed Base Damage Value.*

Body Points: This value represents the amount of physical and mental damage a character can take before falling unconscious (p. 38).

Character Points: This value describes experience and the ability to reach goals. Values for some characters may seem low, because Character Points are spent for improve skills, powers, and actions (pp. 38, 102–103).

Hero Points: This value conveys the exceptional potential it takes to be a super hero. The more Hero Points the character has, the more heroic he or she is. Hero Points are also useful for improving actions (pp. 38, 103).

P/I bonus: Physique/lifting bonus; this value represents the amount of additional damage a character can inflict because of his or her strength (pp. 38, 110).

PDV: Passive Defense Value; a value that measures the character's innate ability to avoid harm (pp. 36–38, 107–108).

Natural Abilities: A section included for those who aren't human, natural abilities refer to characteristics that are innate to the char-

acter's race. These could be descriptions of what the ability can do or they could be represented by powers.

Powers: These are extra abilities that a member of the character's race wouldn't normally have. (See pp. 56–90 for explanations of most powers; some powers are updated in this book.)

Reflexes, Coordination, Physique, Knowledge, Perception, Presence: These are attributes, which represent the character's natural physical and mental abilities (pp. 27–28).

A list of skills in which the character has experience or training follows each attribute. Abilities in parentheses are specializations of the skill they follow. The value next to the specialization is added to the skill's value when figuring out how good a character is at that skill specialization (pp. 42–54).

Speed: The rate the character can move (in feet per round) (pp. 36, 106).

Tech Level: The maximum level of technology this character can use (pp. 36, 233).

Unarmed BDV: Unarmed Base Damage Value; the value in dice of how much unarmed damage the character can inflict. If there are two values, the first refers to how much damage the character can inflict when using the *brawling* skill; the second refers to how much damage the character can do when using the *martial arts* skill (pp. 38, 110). See also *Base Damage Value*.

Villain Points: This value represents how evil a character is. The more Villain Points the character has, the more villainous he or she is (pp. 38, 110).

JLA HERO DICE

Released after this sourcebook will be a set of new Hero Dice. This set contains six new regular Hero Dice and one Character Point die. The regular Hero dice have successes represented by the symbols of JLA members, with failures represented by their enemies' symbols. The Character Point die is useful for determining the results of spending Character Points or rerolling the Wild Die. For more information using Hero Dice, including rerolling the Wild Die, see pages 4–5 of the rulebook. For more information on using Character Points, see pages 102–103 of the rulebook.

Result

Failure



Lex Luthor



Joker



Circe



Mirror Master



Ocean Master



Dr. Light



Jemm

Regular JLA Hero Die

Success



Superman



Batman



Wonder Woman



The Flash



Aquaman



Green Lantern



Martian Manhunter

Result

Failure



Success



Critical success



Character Point JLA Hero Die



HISTORY & BYLAWS

FROM HUMBLE BEGINNINGS

Founded approximately 12 years ago, the JLA has established itself as one of the foremost teams of super heroes, and a worthy successor to the traditions started in World War II by the Justice Society of America. The League was founded by the Flash (Barry Allen), Green Lantern (Hal Jordan), Black Canary (Dinah Laurel Lance), the Martian Manhunter (J'onn J'onzz), and Aquaman (Arthur Curry) after the planet Appellax had selected Earth (which the aliens considered a backwater world) as the battlesite for seven Appellaxians competing for the throne. Each hero fought and defeated one of the aliens, while Superman overcame a sixth. But it was only by combining their efforts that Black Canary, the Flash, Green Lantern, Aquaman, and the Martian Manhunter were able to beat the final Appellaxian. Realizing that there would

always be threats too great for any one of them to battle on their own, the group quickly decided to expand their one-time team-up into a full-time commitment as the Justice League of America.

The League built on their initial success their victories over such villains as the Brotherhood of Evil, Despero, Xotar the Weapons Master, Felix Faust, the Lord of Time, and Professor Ivo and his android creation Amazo. Generating the League's public face was also a struggle as the group had to not only earn the trust of the people they protected, but each other's as well. Their most difficult battle that first year was against a mysterious syndicate called Locus. Formed by another native of Appellax who followed after the first seven, Locus nearly conquered Earth for Appellax. The JLA was only able to stop Locus



with the combined help of all of Earth's heroes.

Year one of the JLA was also a time of rapid growth. The fledgling group found its first supporter in a mysterious benefactor who volunteered to fund the JLA. This benefactor was Oliver Queen, the Green Arrow. Queen's anonymous financial backing of the JLA, which continues to stay in place despite his personal bankruptcy, and his public membership in the League were private jests that Queen took to his grave.

While Superman declined to join the League in a permanent capacity in the beginning, Green Arrow, the Atom, Hawkman, and Batman were the first new members to be inducted. The team moved into their first headquarters: a cavern discovered by Aquaman in Happy Harbor, Rhode Island. The group soon jokingly dubbed their headquarters the "Secret Sanctuary," as it reminded some of them of treehouses and play forts from their childhood. Rounding out the team at this time was Snapper Carr, the JLA's volunteer mechanic and electrician.

The League's second year heralded the return of the legendary Justice Society of America. Lured out of semi-retirement by their JLA successors and the battle with Locus, the JSA came to the League's aid when the team was initially overwhelmed by the Crime Syndicate, a super-villain group made up of evil duplicates of the JLA from the anti-matter universe of Qward. Happily giving the JLA their blessing, the JSA again withdrew from active crimefighting, confident the JLA was more than capable of filling their shoes.

The year was also not without its losses. Metamorpho turned down the only other membership invitation the JLA offered that year. Oliver Queen, Green Arrow's alter ego, was forced into bankruptcy. To recover and help rediscover himself, Green Arrow, along with his best friend Green Lantern, took a leave of absence and didn't return until the following year. Perhaps the greatest shock was when their longtime ally Snapper Carr was tricked into betraying several of the League's secrets to the Joker. Ashamed of his actions and how he had let down his best friends, Snapper resigned from his post.

Over the next two years, the JLA made great strides to place themselves in a better position to protect the planet Earth from threats both terrestrial and extraterrestrial. Their greatest advance was the construction of their orbiting satellite headquarters. Placed in a geosynchronous orbit 22,300 miles above Earth, the JLA satellite served as the team's primary base of operations for the next three and a half years.

Early in the JLA's third year, Green Lantern and Green Arrow returned to active membership, and the Elongated Man and the android Red Tornado were added to the team. Shortly after that, the JLA and JSA again combined forces to rescue another super team—the Seven Soldiers of Victory—who had been scattered years earlier throughout the time stream since the end of the Soldiers' last battle.

The fourth year was relatively calm for the JLA, distin-

guished only by their battle with the renegade androids known as the Manhunters.

The next two years were a tumultuous and tragic time for the League. After over four years of distinguished service, the JLA was at last recognized for their efforts by the United Nations and sanctioned as a worldwide peace-keeping force. Long-time JLA ally Zatanna joined the team as a full member, as did newcomer Firestorm. Their entry, however, heralded the departure of both Batman and Green Arrow—both of whom had become frustrated with the League's focus on world-threatening catastrophes rather than more human dilemmas. While Green Arrow later rejoined the team, the loss of the Dark Knight was a hard blow to the JLA's morale.

Late in their sixth year, the JLA's strength was reduced even further when the Flash requested a leave of absence so he could deal with personal matters, the Atom took up residence in the miniturized city of Moriaidh in the Amazon jungle, and Green Lantern was banished from Earth by his mentors, the Guardians of the Universe. This unfortunately left the team barely prepared to repel an invasion by a warlike colony of green Martians—a harsh battle ensued that left their satellite headquarters unusable. Utilizing his authority as the sole JLA founder still active on the team, Aquaman disbanded the League in favor of one made up of heroes who could make the JLA a full-time commitment. The new core team of Aquaman, Zatanna, the Elongated Man, and the Martian Manhunter were quickly joined by the neophyte heroes Vibe, Gypsy, Vixen, and Steel (Hank Heywood). After a brief stint in a Detroit headquarters provided by Steel, the JLA moved back into their "Secret Sanctuary" in Happy Harbor. Not long after, Batman returned to the League to aid with the training of the League's newest members.

This new League's tenure was destined to be short lived however. The group's confidence was again shaken with the death of Barry Allen, the Flash, during the universe-spanning "Crisis." Feeling that he had done all he could, Batman again left the League to deal with more personal matters. Aquaman returned to Atlantis, recalled by urgent affairs of state, while Zatanna disappeared under somewhat mysterious circumstances. The final blow came when Vibe and Steel were murdered as part of a bizarre scheme of revenge plotted by long-time JLA foe, Professor Ivo. With the League's strength more than halved and feeling partly responsible for Steel and Vibe's deaths, the Martian Manhunter disbanded the Justice League for the second time in its history.

Proving that the ideals and purpose of the Justice League were stronger than any one of its members, the League was reformed in the wake of anti-hero riots incited by Darkseid, the dark lord of Apokolips. JLA veterans Batman, the Martian Manhunter, and Black Canary united with the Blue Beetle, Green Lantern Guy Gardner, Captain Marvel, Mister Miracle, and Doctor Fate to compose the core team. This revived League immediately found itself under the sway of financier Maxwell Lord, who



foisted the reluctant heroine Doctor Light—who quickly resigned—and Booster Gold upon the team. But, this was only the beginning of Lord's designs for the League. He soon initiated a process that transformed the Justice League of America into Justice League International.

Now directly tied to the United Nations, the JLI operated out of "embassies" located in major cities across the world. The team's membership soon reflected its global scope as the Russian champion, Rocket Red; the U.S. military-backed hero, Captain Atom; and the heroines of Brazil and Norway, Fire and Ice, took their places on the roster, filling spots vacated by Captain Marvel, Doctor Fate, Batman, and Black Canary.

In the wake of such Earth-threatening crises as the "Millennium" plan of the Manhunter cult and a full-scale invasion launched by a number of alien races, it was clear that the JLI needed to expand even more. The core group was split into two teams: JLI chairperson, the Martian Manhunter, headed up Justice League America, while Captain Atom was selected to create Justice League Europe. Blue Beetle, Guy Gardner, Mister Miracle, Booster Gold, Fire, and Ice remained with the JLA team, while the Elongated Man, Rocket Red, Wonder Woman, Power Girl, Animal Man, Metamorpho, and the Flash (Wally West) made up the JLE contingent.

The expansion, however, proved to be more difficult than anyone had anticipated. Unimpressed with her teammates,

Wonder Woman left the JLE team after one mission, to be replaced by French heroine Crimson Fox. Booster Gold, feeling neglected, resigned from the JLA to form the corporate super team called the Conglomerate. Meanwhile, Mister Miracle was temporarily replaced by a robot double. It was just before the eighth anniversary of the founding of the Justice League, and the rosters of both teams had been almost completely changed.

Realizing that the suffering JLI needed their support and leadership, Superman and League founder Green Lantern joined to help reform and guide both branches. Superman took the helm of the JLA, assembling Booster Gold, Blue Beetle, Fire, Ice, Guy Gardner, the reformed villainess Maxima, and Bloodwynd—who later proved to be an amnesiac Martian Manhunter—as his team. Meanwhile, Green Lantern, along with Power Girl, the Elongated Man, the Flash, Doctor Light, Crimson Fox, and Aquaman became the new JLE.

But even this reorganization proved disastrous. The JLA was nearly decimated in their battle against Doomsday—the same fight that cost Superman his life. Ice was killed in action not long after, and the JLE fell prey to infighting and a lack of direction.

All of this led to the splintering of the group into three factions. Wonder Woman returned to the League and took over a satellite abandoned by the alien called the Overmaster with the Flash, Hawkman, Nuklon, Obsidian, Crimson Fox, Metamorpho, and Fire. Her group soon became

the one recognized by both the United Nations and the world at large as the Justice League. Captain Atom surrounded himself with heroes who believed as he did in a more proactive approach—Blue Beetle, Booster Gold, Amazing Man, Firestorm, and Maxima—and created a group soon nicknamed “Extreme Justice.” The Martian Manhunter, not willing to get involved with the growing rivalry between the JLA and Extreme Justice, chose instead to try and train the Leaguers of tomorrow. So, he took the more inexperienced members—the Ray and Gypsy—along with Triumph (an original member who had long been forgotten by his teammates after he was trapped in a temporal void) and L-Ron (a former computer major-domo whose bioelectric mind had been transplanted into the body of Despero) under his wing as the Justice League

Task Force. It was a period of great transition for the Justice League, but it proved to be mercifully brief.

Disappointed and frustrated by the state of the Justice League, the United Nations disbanded the JLA proper, as Extreme Justice and the JL Task Force more or less went their separate ways. However, the Earth was not to be without a Justice League for long. An old JLA foe, Doctor Destiny, became the pawn of an enigmatic being called Know Man. Seeking to change a dark future he had foreseen, Know Man had Doctor Destiny strip away the powers and alter the memories of seven of the world’s foremost heroes—Superman, Batman, Wonder Woman, the Martian Manhunter, the Flash, Aquaman, and Green Lantern (Kyle Rayner)—while giving superpowers to every other man, woman, and child on the planet. The heroes eventually recovered their memories and dispelled the false reality created by Doctor Destiny, but they were left with a lingering dread of the coming of an “ultimate warbringer” foretold by Know Man.

Sparked by Know Man’s prophecy, the seven realized that the Justice League was needed more than ever. But the final catalyst for the formation of a new Justice League of America was their encounter with an alien probe that had landed in Blue Valley, Nebraska, and nearly conquered Earth with its will-sapping, starfish-shaped drones. In the aftermath of this baptism of fire, these seven formed the core of what has proven to be the most powerful line-up of the JLA ever assembled.

Despite having only been active for a few short months, this incarnation of the JLA has already faced and defeated some of the most awesome and bizarre villains in the League’s entire history. From the rival super group Hyperclan to the collective evil of the Injustice League to the hi-tech soldiers of the Ultramarines to the very forces of Heaven and Hell itself, the current JLA has proven itself time and again to be a match for any threat. They have even traveled into the 853rd century and met their counterparts, the Justice Legion A—a group of heroes who proved that the JLA’s legacy endured well into the future. Old traditions became new again as the surviving members of the JSA teamed up with the JLA to battle a bitter and transfigured Triumph and the Fifth Dimensional entity Qwsp. Perhaps best of all, their dis-



plays of courage, valor, and heroism have served as the inspiration for a new grouping of Titans and their protégés in Young Justice.

The current JLA has also become a haven for some of the best and brightest the universe has to offer. Oliver Queen's son, Connor Hawke (the new Green Arrow), the New Gods Orion and Barda, the former archangel Zauriel, the master inventor Steel, Oracle (source of all the JLA's up-to-date information), the femme fatale the Huntress, and even the pliable paladin Plastic Man have found their place as members of the JLA.

The present JLA has also had its fair share of tragedy and disappointment. Tomorrow Woman, this latest team's first recruit, turned out to be a construct of Professor Ivo and fellow inventor and JLA foe, T. O. Morrow. She was able to eventually overcome her programmed directive to destroy the League, but she was destroyed as a result. Aztek, another early recruit, was eventually revealed to be an unwitting plant for Lex Luthor and his Injustice League, and resigned from the League. The JLA's encounter with the Injustice League also led to Connor Hawke's departure, as he realized that the JLA was too intense of a responsibility for him. Most recently, the League's battle with the ancient war machine Mageddon cost them the lives of both Zauriel and Aztek.

Despite the sacrifice and cost to themselves and their loved ones, the JLA continues to stand together as Earth's first and best defense against all that would do the planet and its populace harm.

TO SERVE & PROTECT

In the beginning, the Justice League of America was little more than a social club. A gathering of singular individuals bound by a common goal, the JLA existed as a way for its members to exchange ideas, team up against threats too great to face alone, and hobnob with others who shared their unique lifestyle. Several of the League's members had been officially deputized by their hometowns and their appellation "of America" seemed to indicate that they were only interested in protecting the United States. However, the group had no formal relationship with any government or law enforcement agency. Thus, for their first couple of years, there was little need for any rigid rules or organization.

However, as the League continued to grow, that all changed. Once they moved into their orbiting satellite, the JLA members realized that they needed some loose guidelines that would help govern conduct and behavior. So, as a group, they drafted a set of bylaws that covered membership requirements, prohibited activities, monitor duties, and so on. These first bylaws were amended only once (to include a membership cap requested by the United Nations) and remained in place until the League was disbanded by the Martian Manhunter after the deaths of Steel (Hank Heywood) and Vibe.

Shortly after the beginning of their fifth year, the JLA was officially sanctioned by the United Nations and given

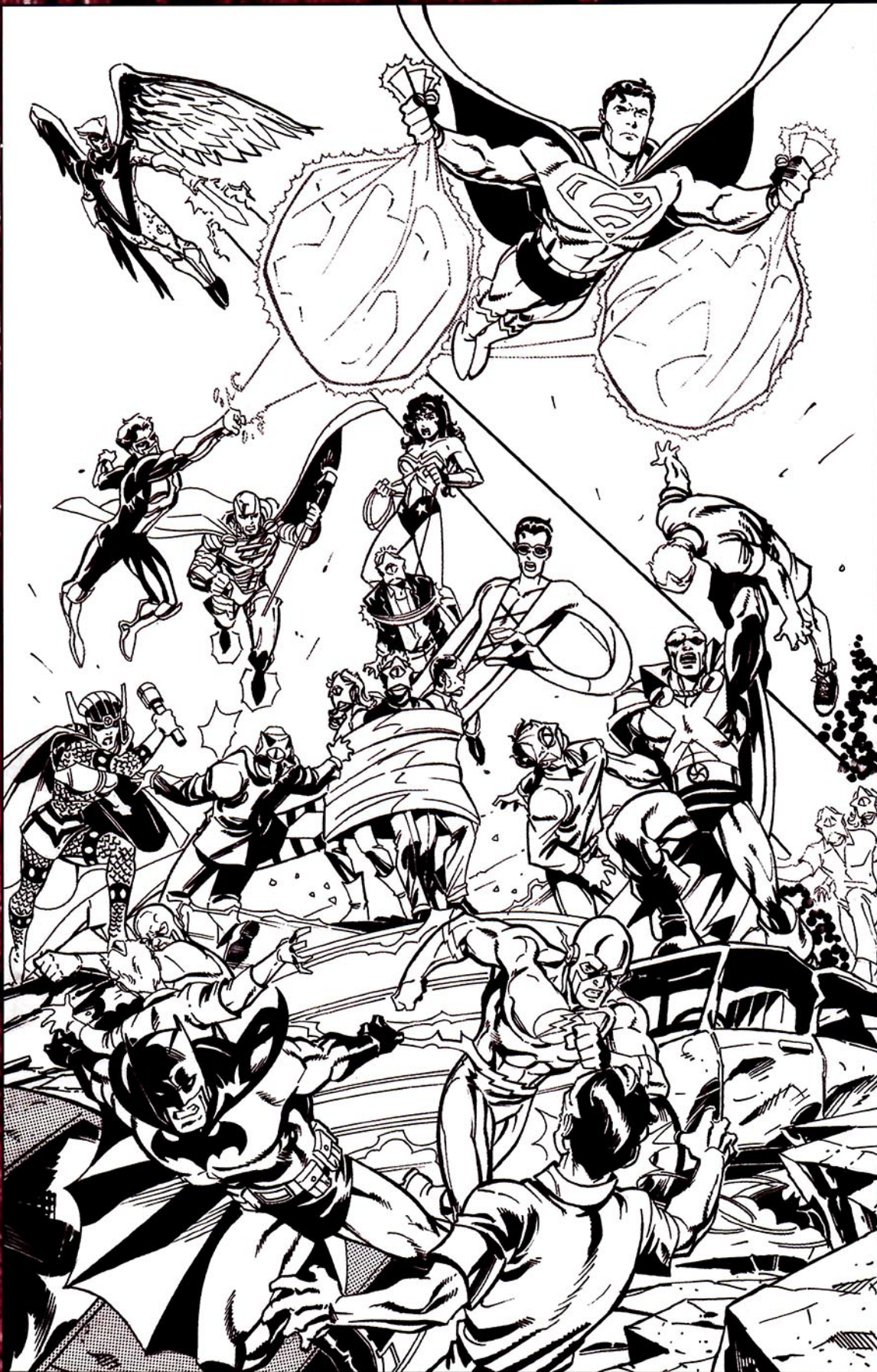
special status as an elite worldwide peacekeeping force. This meant that the member nations could call on the JLA for assistance, and the League was allowed to lend aid whenever and wherever they saw fit. Naturally, the JLA didn't have the power to effect local politics—such as overthrow a ruthless dictator—unless such an action had been officially approved by the UN Security Council or the JLA could present iron-clad proof that intervention was absolutely necessary.

When the League was reorganized by Maxwell Lord and turned into Justice League International, it had a much more direct tie to the United Nations. Unlike any prior incarnations of the team, the JLI was awarded official international status and recognition as an independent "city-state." As a result, the original bylaws were changed into a strict set of rules and regulations, which gave the UN Security Council more overt control over the League. Although the new charter and bylaws restricted League activities to a certain extent, it did allow the League to better cover the globe through the use of the JLI "embassies" located in practically every major city on Earth. Also, the new charter extended diplomatic immunity to all JLI members in good standing, as well as international police powers.

Currently, the Justice League of America enjoys the best of both worlds. They have adopted a revised version of their original bylaws, falling back on the classic values the League was founded on: camaraderie, integrity, and honor. While they are no longer recognized as a city-state and the JLI embassies have been deactivated, the League still enjoys a broad range of privileges granted by the United Nations. First and foremost, the JLA has primary jurisdiction over all metahuman matters in any nation of the world. They also have access to all law enforcement databases, and receive a portion of their operational funding from the United Nations. As a recognized, independent international peacekeeping force, the JLA is allowed to attend any meetings of the United Nation's General Assembly. They also hold a permanent position as Special Consultant on Metahuman Affairs to the Security Council. Because of the tremendous responsibility and authority that these United Nations-granted powers confer upon the League, they can be revoked at any time by a simple majority vote of the UN Security Council.

While their charter and bylaws allow the JLA to have an active membership of 12, recent events have proven that a group that size can be potentially unwieldy and difficult to manage. Thus, the JLA has opted to set a membership ceiling of eight members, with alternate members being recalled to active duty if their specific skills or powers are needed. The present roster of the JLA is Superman (who serves as chairperson), Batman, Wonder Woman, the Martian Manhunter, the Flash, Green Lantern, Aquaman, and Plastic Man.

The current draft of the bylaws of the Justice League of America is included in this chapter.





BYLAWS GOVERNING THE JUSTICE LEAGUE OF AMERICA

STATEMENT OF PURPOSE

THE PURPOSE OF THE JUSTICE LEAGUE OF AMERICA (HEREAFTER REFERRED TO AS THE JLA) IS TO HANDLE THREATS TO EARTH'S SECURITY—BOTH TERRESTRIAL AND EXTRATERRESTRIAL—BEYOND THE POWER OF CONVENTIONAL ENFORCEMENT GROUPS. IF REQUESTED TO DO SO BY CONCERNED PARTIES, THE JLA WILL UNDERTAKE CERTAIN MISSIONS THAT AID THOSE OF OTHER PLANETS. HOWEVER, THE JLA'S MAJOR RESPONSIBILITY IS THE PEACE AND WELFARE OF EARTH. THE JLA WILL ALSO PARTICIPATE IN PUBLIC SERVICE AND CHARITY FUNCTIONS WHEN NOT INVOLVED IN HIGHER PRIORITY DUTIES.

FUNDING

THE JLA IS A NONPROFIT ORGANIZATION INCORPORATED IN THE UNITED STATES OF AMERICA, AND HENCE SHALL HAVE THE WORD "AMERICA" IN ITS TITLE. THE MONEY FOR THE OPERATIONS AND MAINTENANCE OF THE JLA IS FUNDED BY AN ANNUAL GRANT FROM A BLIND TRUST ESTABLISHED IN ITS NAME.¹ ADDITIONAL FUNDING IS ALSO PROVIDED BY DONATIONS FROM THE UNITED NATIONS AND THE WAYNE FOUNDATION,² WHO SHALL HAVE NO SAY OVER THE USE OF THE MONEY WITHIN THE JLA ORGANIZATIONAL STRUCTURE, BUT SHALL RETAIN THE RIGHT TO LIMIT OR SUSPEND THEIR FUNDING FOR ANY REASON. THE JLA SHALL USE ITS FUNDS FOR THE MAINTENANCE OF ITS HEADQUARTERS AND EQUIPMENT, AND CERTAIN SPECIAL BENEFITS FOR MEMBERS (WHICH SPECIFICALLY EXCLUDE COMPENSATION FOR SERVICES RENDERED).

ACTIVE MEMBERSHIP CEILING

THE JLA SHALL HAVE NO MORE THAN TWELVE (12) MEMBERS ON ACTIVE STATUS AT ONCE, UNLESS AN INDIVIDUAL IS GRANTED SPECIAL TEMPORARY STATUS.³ THIS MEMBERSHIP CEILING IS IN ACCORDANCE WITH A STANDING AGREEMENT WITH THE UNITED NATIONS.

ACTIVE MEMBERSHIP

ANY APPLICANT FOR MEMBERSHIP IN THE JLA MUST BE AN ADULT OF LEGAL AGE, DISTINGUISHED BY AT LEAST ONE YEAR OF ACTIVE PUBLIC SERVICE, BE WILLING TO PARTICIPATE IN ALL JLA MISSIONS, AND BE ABLE TO BE ON CALL 24 HOURS PER DAY. MEMBERSHIP IN THE JLA IS AWARDED REGARDLESS OF RACE, COLOR, CREED, SEX, OR CITIZENSHIP.

MEMBERSHIP CANDIDACY AND ELECTIONS

A CANDIDATE FOR MEMBERSHIP MUST BE NOMINATED BY AN ACTIVE MEMBER IN GOOD STANDING AT A REGULAR OR EMERGENCY MEETING. RESERVE MEMBERS MAY PETITION FOR NOMINATION. A CANDIDATE SHALL BE ELECTED BY A TWO-THIRDS MAJORITY VOTE OF THE TOTAL ACTIVE MEMBERSHIP.

FOUNDING MEMBERSHIP

FOUNDING MEMBERSHIP IS A SPECIAL STATUS GIVEN TO THE FIVE (5) MOST SENIOR MEMBERS OF THE JLA. THE FOUNDING MEMBERSHIP ROSTER SHALL NEVER EXCEED FIVE (5) MEMBERS. FOUNDING MEMBERS SERVE AS THE FINAL AUTHORITY ON ALL MATTERS OF POLICY, CAN CAST AN ADDITIONAL VOTE AS A GROUP IN THE EVENT OF A TIE, SERVE AS THE TRIBUNAL FOR ALL DISCIPLINARY MATTERS, AND HAVE THE SOLE AUTHORITY TO DISBAND THE JLA. FOUNDING MEMBERS ALSO ACT AS THE DIRECT LIAISONS BETWEEN THE JLA AND THE UNITED NATIONS. BEYOND THESE RESPONSIBILITIES FOUNDING MEMBERS DO NOT HAVE ANY FURTHER AUTHORITY OR PRIVILEGES OVER AND ABOVE ANY OTHER ACTIVE MEMBER. FOUNDING MEMBERS MUST REMAIN PART OF THE ACTIVE MEMBERSHIP TO RETAIN THEIR FOUNDING MEMBER STATUS.

ONLY A CURRENT FOUNDING MEMBER CAN NOMINATE A CANDIDATE FOR FOUNDING MEMBER STATUS. A CANDIDATE IS THEN ELECTED INTO FOUNDING MEMBER STATUS BY A SIMPLE MAJORITY VOTE OF THE ENTIRE JLA ROSTER (ACTIVE, RESERVE, AND HONORARY MEMBERS), PAST AND PRESENT. FOUNDING MEMBERSHIP IS AWARDED FOR LIFE, OR UNTIL THE MEMBER CHOOSES TO RELINQUISH THE RESPONSIBILITY AND NOMINATE A SUCCESSOR. SHOULD A FOUNDING MEMBER EVER BE SUSPENDED OR EXPELLED, A REPLACEMENT SHALL BE CHOSEN FROM THE ACTIVE MEMBERSHIP AT THE NEXT REGULAR BUSINESS MEETING.

THE FOUNDING MEMBERSHIP ROSTER IS CURRENTLY DEFINED AS AQUAMAN, THE BATMAN, THE MARTIAN MANHUNTER, SUPERMAN, AND WONDER WOMAN.⁴

RESERVE MEMBERSHIP

RESERVISTS ARE MEMBERS WHO ARE ELIGIBLE FOR ACTIVE MEMBERSHIP BUT CAN OR WILL NOT MAKE THE COMMITMENT OF BEING ON CALL 24 HOURS A DAY OR BEING PRESENT FOR JLA MEETINGS.

RESERVISTS MAY BE SUMMONED IN THE EVENT THE CHAIRPERSON DEEMS THE JLA IS NOT OPERATING AT AN OPTIMUM STRENGTH TO ACCOMPLISH THE CURRENT MISSION. THE REQUIREMENTS FOR OFFICIAL RESERVE STATUS ARE: MUST HAVE ASSISTED THE JLA IN AT LEAST ONE MISSION, BE AN ADULT OF LEGAL AGE, BE DISTINGUISHED BY AT LEAST ONE YEAR OF ACTIVE PUBLIC SERVICE, AND BE WILLING TO BE ON CALL FOR EMERGENCY DUTY. RESERVISTS HAVE NO REGULAR DUTIES OR NUMBER OF MISSIONS THEY MUST PERFORM. RESERVISTS SHALL BE AWARDED SIGNAL DEVICES AND CAN CALL EMERGENCY MEETINGS. THEY HAVE LIMITED ACCESS TO THE JLA HEADQUARTERS. THEY REQUIRE THE CHAIRPERSON'S PERMISSION TO USE JLA EQUIPMENT. RESERVISTS MAY PARTICIPATE IN SOCIAL FUNCTIONS, AND THEY HAVE THE OPTION OF NOT ATTENDING REGULAR BUSINESS MEETINGS. LIKE ACTIVE

MEMBERS, THEY ARE NOT REQUIRED TO REVEAL THEIR CIVILIAN IDENTITIES TO THE JLA.

A RESERVE MEMBER WHO MEETS THE REQUIREMENTS OF ACTIVE MEMBERSHIP MAY PETITION FOR ACTIVE MEMBERSHIP. A RESERVIST'S PETITION SHALL BE GIVEN PRIORITY WHEN A VACANCY OCCURS IN THE ACTIVE MEMBERSHIP. A RESERVIST MAY ASK TO BE TAKEN OFF RESERVE STATUS AT ANY TIME. A RESERVIST IS AUTOMATICALLY TAKEN OFF RESERVE STATUS IF UNAVAILABLE FOR THREE CONSECUTIVE SUMMONS TO DUTY.

HONORARY MEMBERSHIP

HONORARY MEMBERS ARE THOSE INDIVIDUALS WHO ASSIST IN A JLA MISSION BUT DECLINE OR ARE INELIGIBLE FOR RESERVE OR ACTIVE STATUS. HONORARY MEMBERS MAY NOT ENTER JLA HEADQUARTERS WITHOUT BEING ACCOMPANIED BY AN ACTIVE MEMBER. THEY MAY NOT CALL EMERGENCY MEETINGS BUT MAY CONTACT AN ACTIVE MEMBER, WHO DETERMINES WHETHER THE MATTER REQUIRES THE ATTENTION OF THE ENTIRE JLA. HONORARY MEMBERS HAVE NO REGULAR DUTIES. THEY ARE ENTITLED TO ATTEND SOCIAL FUNCTIONS, AND MAY ATTEND BUSINESS MEETINGS IF THEY CHOSE. A TWO-THIRDS VOTE BY THE TOTAL ACTIVE MEMBERSHIP IS NECESSARY TO REVOKE HONORARY STATUS.

CHAIRPERSONSHIP

THE DUTY OF THE CHAIRPERSON IS TO COORDINATE ALL JLA ACTIVITIES. ANY ACTIVE MEMBER MAY BE NOMINATED FOR THE POSITION OF CHAIRPERSON, AND WHO IS ELECTED BY A TWO-THIRDS MAJORITY VOTE. THE TERM OF THE CHAIRPERSON SHALL BE NO LESS THAN ONE YEAR. A CHAIRPERSON MAY BE ELECTED TO AN UNLIMITED NUMBER OF CONSECUTIVE TERMS.⁵ IN THE EVENT THAT THE CHAIRPERSON IS ABSENT OR UNABLE TO PERFORM HIS OR HER DUTIES, LEADERSHIP WILL BE ASSUMED BY THE MOST SENIOR ACTIVE MEMBER UNTIL SUCH TIME AS A NEW CHAIRPERSON CAN BE ELECTED.

PRIVILEGES OF MEMBERS

ANY DULY ELECTED MEMBER SHALL HAVE MEMBERSHIP IN THE JLA FOR LIFE WITH ACCORDING HONORS. HE OR SHE SHALL HAVE FREE ACCESS TO JLA HEADQUARTERS AND ALL ITS FACILITIES. ANY CURRENTLY ACTIVE MEMBER SHALL HAVE HIS OR HER OWN PRIVATE QUARTERS AND OFFICE IN THE JLA HEADQUARTERS. EACH JLA MEMBER SHALL HAVE AN EQUAL VOTE AND EQUAL PRIVILEGES. BY AGREEMENT WITH THE UNITED NATIONS, EACH JLA MEMBER HAS PERMISSION TO TRAVEL ACROSS INTERNATIONAL BOUNDARIES WITHOUT A PASSPORT. NO MEMBER IS REQUIRED TO SWEAR AN OATH OF ALLEGIANCE TO ANY OUTSIDE ORGANIZATION OR BODY.

REQUIREMENTS OF ACTIVE MEMBERS

NO JLA MEMBER MAY ACCEPT FEES FOR SERVICES RENDERED WHILE IN THEIR COSTUMED IDENTITY. EACH JLA MEMBER SHALL KEEP A LOG OF ALL MISSIONS AS INDIVIDUALS OR IN GROUPS FOR THE JLA ARCHIVES. EACH JLA MEMBER MUST PROVIDE A RECORDED EXCUSE FOR EVERY ABSENCE FROM JLA MISSIONS OR MEETINGS. WHENEVER POSSIBLE, A JLA MEMBER SHALL NOTIFY THE ORGANIZATION IN ADVANCE OF AN ABSENCE, SO THE CHAIRPERSON CAN DETERMINE THE OPERATIONAL STRENGTH AND CONTACT ALTERNATES IF NEED BE. ALL JLA MEMBERS SHALL CARRY THEIR SIGNAL DEVICES AT ALL TIMES AND BE READY FOR DUTY 24 HOURS A DAY. NO JLA MEMBER IS REQUIRED TO REVEAL HIS OR HER CIVILIAN IDENTITY TO THE MEMBERSHIP. HOWEVER, ANY MEMBER MAY DO SO AT HIS OR HER DISCRETION, WITH THE IMPLICIT UNDERSTANDING THAT IT WILL BE HELD IN THE STRICTEST CONFIDENCE. JLA MEMBERS ARE FORBIDDEN TO REVEAL ANY CLASSIFIED JLA SECRETS TO ANY NONMEMBER, INCLUDING SPOUSES. EACH ACTIVE, NONFOUNDING MEMBER SHALL SERVE HIS OR HER SHIFT ON MONITOR DUTY.

AS A GROUP OR AS INDIVIDUALS, ANY MEMBER, PAST OR PRESENT, OF THE JLA IS PROHIBITED FROM USING HIS OR HER TALENTS, POWERS, AND/OR PROFESSIONAL TOOLS TO ACQUIRE POLITICAL POWER, ABRIDGE THE CIVIL RIGHTS OF ANY INDIVIDUAL, INTERFERE WITH THE INTERNAL AFFAIRS OF NATIONS, OR TAKE SIDE IN INTERNATIONAL CONFLICTS UNDER REVIEW BY THE UNITED NATIONS. THE JLA MAY NOT INTERFERE WITH ROUTINE POLICE ACTIONS OR ANY MATTER UNDER FEDERAL OR LOCAL JURISPRUDENCE, UNLESS THEIR ASSISTANCE IS SPECIFICALLY REQUESTED. THE JLA MAY NOT INTERFERE IN INTERPLANETARY MATTERS THAT HAVE NO BEARING ON EARTH SECURITY WITHOUT PROPER AUTHORIZATION FROM THE CONCERNED PARTIES OR A RECOGNIZED INTERSTELLAR POLICE ORGANIZATION.

MEETINGS

REGULAR BUSINESS MEETINGS SHALL BE HELD AT JLA HEADQUARTERS⁶ TWELVE (12) TIMES PER YEAR ON THE LAST SATURDAY OF EACH MONTH FOR HANDLING ORGANIZATIONAL BUSINESS. ALL ACTIVE MEMBERS ARE EXPECTED TO BE IN ATTENDANCE. EMERGENCY MEETINGS MAY BE CALLED AT ANY TIME BY ANY ACTIVE MEMBER OR RESERVIST. ALL AVAILABLE MEMBERS SHALL ATTEND EMERGENCY MEETINGS. ALL MEETINGS WILL BE DIGITALLY RECORDED FOR THE JLA ARCHIVES.

MONITOR DUTY

EACH ACTIVE MEMBER IS REQUIRED TO SERVE A 24-HOUR SHIFT OF MONITOR SURVEILLANCE IN JLA HEADQUARTERS. FOUNDING MEMBERS ARE EXEMPT FROM MONITOR DUTY BUT MAY VOLUNTEER TO BE ENTERED INTO THE ROTATION. IN THE EVENT THAT A MEMBER CANNOT SERVE HIS OR HER SHIFT, IT IS THE MEMBER'S RESPONSIBILITY TO CONTACT A REPLACEMENT AMONG THE ACTIVE MEMBERSHIP. EACH MEMBER MUST MAKE UP MISSED SHIFTS. THE MEMBER MUST REMAIN AWAKE FOR TWO-THIRDS OF HIS OR HER SHIFT. THE MEMBER ON MONITOR DUTY MAY HAVE ONE GUEST DURING THE SHIFT AS LONG AS THE GUEST DOES NOT INTERFERE WITH THE MEMBER'S DUTIES.

PUNISHMENT OF CRIMINALS

ALL ALLEGED CRIMINALS DEALT WITH BY THE JLA SHALL BE BROUGHT TO TRIAL UNDER WHICHEVER JUDICIAL BODY THEY ARE SUBJECT TO, BE IT TERRESTRIAL, EXTRATERRESTRIAL, OR EXTRADIMENSIONAL. ACTS OF INTERSTELLAR AGGRESSION AND MISCONDUCT SHALL BE PUNISHED IN ACCORDANCE WITH THE MANDATES OF THE APPROPRIATE RECOGNIZED INTERSTELLAR LAW ENFORCEMENT AGENCY. THE GOVERNING TRIBUNAL, NOT THE JLA ITSELF, SHALL DECIDE THE SEVERITY OF A CRIMINAL'S PUNISHMENT. IMPRISONMENT SHALL BE HANDLED BY CONVENTIONAL INSTITUTIONS, EXCEPT IN CASES WHERE THE CRIMINAL CANNOT BE DETAINED BY EXISTING FACILITIES. IN THIS CASE, THE JLA IS AT LIBERTY TO DEVISE THEIR OWN FORM OF DETAINMENT UNDER THE REVIEW OF THE UNITED NATIONS OR A RECOGNIZED INTERSTELLAR LAW ENFORCEMENT AGENCY.

LEAVES OF ABSENCE

LEAVES OF ABSENCE SHALL BE GRANTED TO ANY ACTIVE MEMBER OR RESERVIST WHO REQUESTS ONE FOR PERSONAL REASONS. TO REMAIN IN GOOD STANDING, THE MEMBER ON LEAVE MUST MAKE REGULAR SUMMARIES OF ACTIVITIES (THE NUMBER AND SUBMISSION PERIOD DEPENDENT ON THE LENGTH OF ABSENCE). LEAVES OF ABSENCE SHALL BE HONORED FOR AS LONG AS THE MEMBER REQUESTS IT. A MANDATORY LEAVE SHALL BE GIVEN TO ANY MEMBER MISSING THREE CONSECUTIVE MISSIONS WITH A VALID EXCUSE. TO BE REINSTATED AFTER A LEAVE, THE MEMBER MUST FILE A NOTIFICATION OF RETURN TO FORMER STATUS AT A BUSINESS MEETING. WITH NO VALID EXCUSE, THE MEMBER WILL BE SUSPENDED FROM ACTIVE DUTY (SEE "SUSPENSION").

RESIGNATIONS AND DISCHARGES

ANY MEMBER MAY RESIGN IF HE OR SHE WANTS TO SEVER ALL CONNECTIONS WITH THE JLA. A FORMER MEMBER MUST SUBMIT TO DEBRIEFING OF JLA INFORMATION. ANY MEMBER WHO RESIGNS IN SOUND MIND WITH FREE WILL CAN ONLY BE REINSTATED BY AGAIN UNDERGOING THE STANDARD ACTIVE OR RESERVE MEMBERSHIP SELECTION PROCESS. DISCHARGES ARE GIVEN TO ACTIVE MEMBERS WHO, FOR ANY REASON, CAN NO LONGER PERFORM THEIR DUTIES. DISCHARGED MEMBERS ARE AWARDED HONORARY STATUS AND, UNLESS DEEMED A SECURITY RISK, ARE ALLOWED TO RETAIN JLA SECRETS.

SUSPENSION

ACTIVE MEMBERS MAY BE SUSPENDED FROM ACTIVE DUTY FOR ONE-YEAR PERIODS ON THE FOLLOWING GROUNDS: DELIBERATE DERELICTION OF DUTY, CONDUCT UNBECOMING A JUSTICE LEAGUER, OR WILLFULLY DISOBEYING THE CHAIRPERSON. TO BE SUSPENDED, THE ACCUSED MUST BE INDICTED BY AT LEAST ONE ACTIVE MEMBER AND BROUGHT BEFORE A TRIBUNAL OF THE FOUNDING MEMBERS FOR A HEARING, WITH THE CHAIRPERSON OFFICIATING. A SIMPLE MAJORITY VOTE OF THE TRIBUNAL SHALL DETERMINE SUSPENSION. SUSPENDED MEMBERS ARE PROHIBITED FROM ENTERING THE JLA HEADQUARTERS, ATTENDING MEETINGS, AND BEING SUMMONED FOR ANY FORM OF DUTY. SUSPENDED MEMBERS MAY BE GRANTED AN EARLY REPRIEVE FOR MERITORIOUS ACTION AND GRANTED THEIR FORMER STATUS BY A TWO-THIRDS VOTE OF THE ACTIVE MEMBERSHIP.

EXPULSION

ACTIVE, RESERVE, AND HONORARY MEMBERS MAY BE EXPELLED FROM THE JLA WITH NO POSSIBILITY OF REINSTATEMENT ON THE FOLLOWING GROUNDS: CONVICTION FOR ANY CRIME, DELIBERATE BETRAYAL OF CLASSIFIED JLA SECRETS, CRIMINAL ACTS NOT CONVICTED FOR BUT WITNESSED BY AT LEAST ONE MEMBER, TAKING MONEY FOR SERVICES RENDERED, OR THE ACCUMULATION OF THREE SUSPENSIONS. THE HEARINGS FOR EXPULSIONS ARE IDENTICAL TO THE PROCEEDINGS FOR SUSPENSIONS, SAVE THAT AN ACTIVE MEMBER CAN ONLY BE EXPELLED BY A UNANIMOUS VOTE OF THE TRIBUNAL. EXPELLED MEMBERS MUST SUBMIT TO DEBRIEFING OF JLA INFORMATION.

DISBANDING AND RESTRAINTS

THE JLA ORGANIZATION MAY ONLY BE DISBANDED BY EITHER A UNANIMOUS VOTE OF THE FOUNDING MEMBERS⁷ OR A UNANIMOUS VOTE OF THE UNITED NATIONAL SECURITY COUNCIL. THE UNITED NATIONS ALSO HAS THE POWER TO PUT RESTRAINING ORDERS ON THE JLA'S VARIOUS MEMBERS OR ACTIVITIES, TO THE EXTENT OF CURTAILING THE JLA'S OPERATIONS COMPLETELY. FAILURE TO COMPLY WITH THE UNITED NATION'S EDICTS SHALL BE INTERPRETED AS A BREACH OF FAITH BETWEEN THE JLA AND THE COUNTRIES THAT THE UNITED NATIONS PROTECTS. THE JLA HAS THE RIGHT TO CONTEST RESTRAINTS PLACED ON THEM IN A SPECIAL WORLD COURT. IN THE EVENT THAT THE JLA IS DISBANDED BY MUTUAL CONSENT OR EXTERNAL EDICT, THE JLA HEADQUARTERS AND ALL OTHER FACILITIES REVERT TO THE UNITED NATIONS FOR DISPERSAL.

POLICY

ALL AMENDMENTS TO THE CHARTER AND BYLAWS SHALL BE PUT INTO EFFECT BY A TWO-THIRDS VOTE OF THE TOTAL ACTIVE MEMBERSHIP. BYLAWS GOVERNING MEMBERSHIP MAY BE WAIVED BY A UNANIMOUS VOTE. ALL ACTIVE MEMBERS SHALL HAVE AN EQUAL VOTE IN JLA POLICYMAKING. A TWO-THIRD VOTE OF THE ACTIVE MEMBERSHIP SHALL DETERMINE WHAT MISSIONS SHALL BE UNDERTAKEN IN THE EVENT THAT THE JLA IS OVEREXTENDED COPING WITH THE SITUATION AT HAND, OR IN THE EVENT A SITUATION IS OF BORDERLINE CONCERN TO THE JLA.

FOOTNOTES

¹ Established when the JLA was first founded, the donor who created this blind trust remains completely anonymous. The JLA continues to respect his, her, or their privacy to this day.

² Due to its relief efforts for Gotham City during the "No Man's Land" catastrophe, the Wayne Foundation temporarily suspended its funding to the JLA. When or if its funding will resume remains to be seen.

³ While they are allowed up to 12 active members by their agreement with the United Nations, the JLA has opted to limit their current membership to eight active members.

⁴ In the original JLA charter, the founding membership was defined as Aquaman, Black Canary, the Flash (Barry Allen), Green Lantern (Hal Jordan), and the Martian Manhunter. Also, the founding membership had no specific responsibilities or privileges, save for the authority to disband the JLA. This state of affairs remained in place until the Martian Manhunter disbanded the JLA and the group became Justice League International. It was with this version of the bylaws that the duties and responsibilities of the founding membership were formally defined, and Superman, Batman, and Wonder Woman were elected to founding member status—replacing the Flash, Green Lantern, and Black Canary (the latter of whom voluntarily chose to relinquish her status as a founding member).

⁵ Superman is currently serving as the chairperson of the JLA. By unanimous vote of the membership, he will continue to serve as chairperson until he chooses to step down or leaves the active membership.

⁶ The current JLA headquarters is the JLA Watchtower on the moon.

⁷ In previous drafts of the bylaws, the JLA could be disbanded in one of two ways: (1) by a unanimous vote of the active membership or (2) on the sole authority of one of the five founding members (Aquaman, Black Canary, the Flash [Barry Allen], Green Lantern [Hal Jordan], and the Martian Manhunter). When the current JLA revised the bylaws, the group chose to place this power in the hands of the founding members as a group.



THE FEW, THE PROUD

Membership in the JLA is probably the single most important goal many new super heroes aspire to achieve. It is also one of the hardest.

In order to join the JLA, a prospective candidate must be nominated by a currently active member of the team. The requirements for nomination are that the hero be an adult of legal age, distinguished by at least one year of active public service, be willing to participate in all JLA missions, and be able to be on call 24 hours per day. Once a hero has been nominated for membership, the candidate can be voted in as a full member at the next regular meeting of the JLA. Once granted, membership in the JLA is for life.

Candidates for membership in the JLA are usually selected from those heroes who have either been instrumental in the completion of a JLA mission, or distinguished themselves in their solo adventures. If a such a hero meets all the membership requirements and a slot on the team is available, he or she is usually nominated for active membership. Those who don't meet all the requirements (for instance, the hero has only been around for a few months) are inducted as either reserve or honorary members.

Reserve members can act as substitutes for active members who are on leave or busy with cases of their

own. They might also be called in during times of extreme emergency. Some of the JLA's reservists are specialists in a particular field and are brought in whenever their special skills are needed.

Reservists are usually the first to be considered for active membership if another member leaves. Additionally, they can petition for active membership if a slot opens up. The current Steel (John Henry Irons) and the Atom are examples of reserve members.

Honorary membership is for those who either decline active or alternate membership, or are unable to serve as regular members for some reason. Some of the current honorary members are Snapper Carr, Adam Strange, and the Phantom Stranger.

As active, reserve, or honorary members of the JLA, heroes must follow all the guidelines for conduct set down in the JLA bylaws. Active members also have to be available for a regular 24-hour shift of monitor duty and must be on-call 24 hours a day, seven days a week. Both active and reserve members are required to carry a JLA signal device with them at all times.

Membership also has its privileges. All members of the JLA are welcome in any nation of the world, as well as several planets in the known universe. Furthermore, active and reserve members have access to the Watchtower and its resources. Not a bad deal.



MEMBERSHIP CERTIFICATE

THIS CERTIFICATE WARRANTS THAT

(SUPER HERO NAME)

IS A MEMBER IN GOOD STANDING OF THE

JUSTICE LEAGUE OF AMERICA

AND IS SWORN TO UPHOLD ITS BYLAWS, PROMOTE TRUTH AND JUSTICE,
AND PROTECT THE CITIZENRY AND PROPERTY OF THE PLANET EARTH.

JLA CHAIRPERSON

DATE



JLA

YEAR ONE

MEMBERS

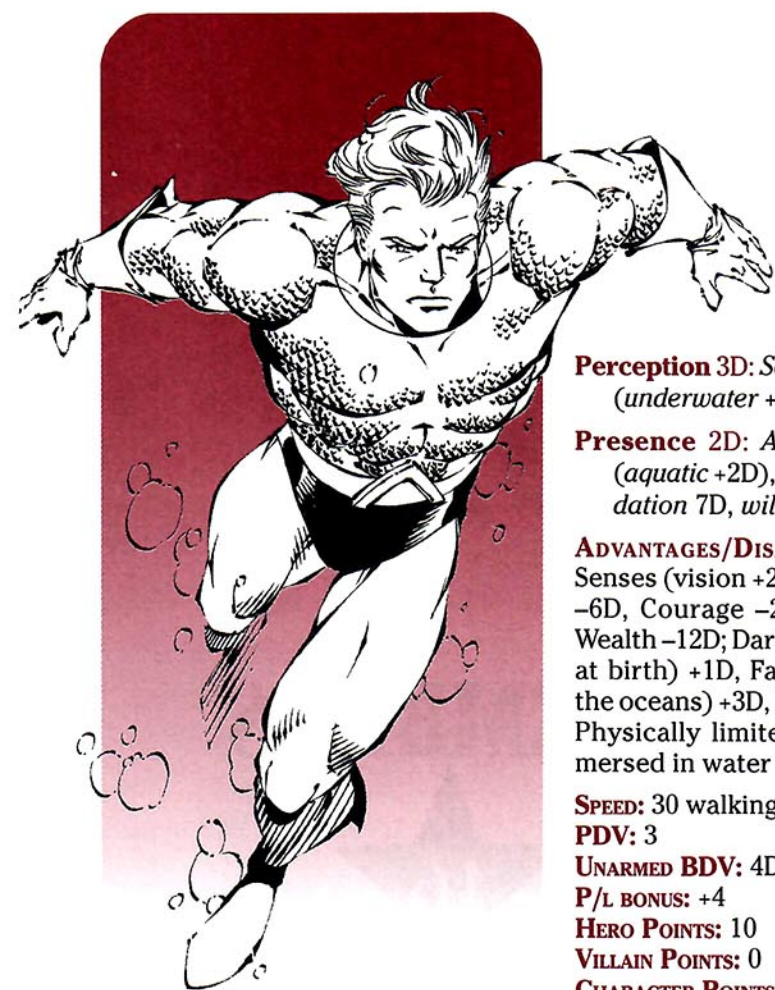
16

ALLIES

22

ADVERSARIES

27



AQUAMAN

REAL NAME: Orin, Arthur Curry
OCCUPATION: Protector of the seas, crimefighter

BASE OF OPERATIONS: Atlantis

HEIGHT: 6'1"

WEIGHT: 325 pounds

EYES: Aqua blue

HAIR: Blond

RACE: Atlantean

TECH LEVEL: Modern (1)

Reflexes 3D (4D underwater): *Brawling 6D (7D), dodge 5D (6D), riding (aquatic) 4D (5D)*

Coordination 3D (4D underwater): *Thrown weapons 4D (5D)*

Physique 7D (8D): *Swimming 10D (11D)*

Knowledge 3D: *Navigation 6D (underwater +2D)*

Perception 3D: *Search 4D, survival 4D (underwater +2D), tracking 4D*

Presence 2D: *Animal handling 4D (aquatic +2D), command 7D, intimidation 7D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Acute Senses (vision +2) -4D, Contact (JLA) -6D, Courage -2D, Observant -2D, Wealth -12D; Dark Secret (abandoned at birth) +1D, Fanatic (protection of the oceans) +3D, Hides Emotions +1D, Physically limited (needs to be immersed in water once an hour) +3D.

SPEED: 30 walking/55 swimming

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 80

BODY POINTS: 40

NATURAL ABILITIES: Pressure adaptability (+2D to *Physique*), underwater mobility (+1D to *Reflexes* and *Coordination*), darkness vision (+2D to *Perception* to see in the dark), water breathing (ability to breathe water like air; no penalties for failing *swimming* rolls).

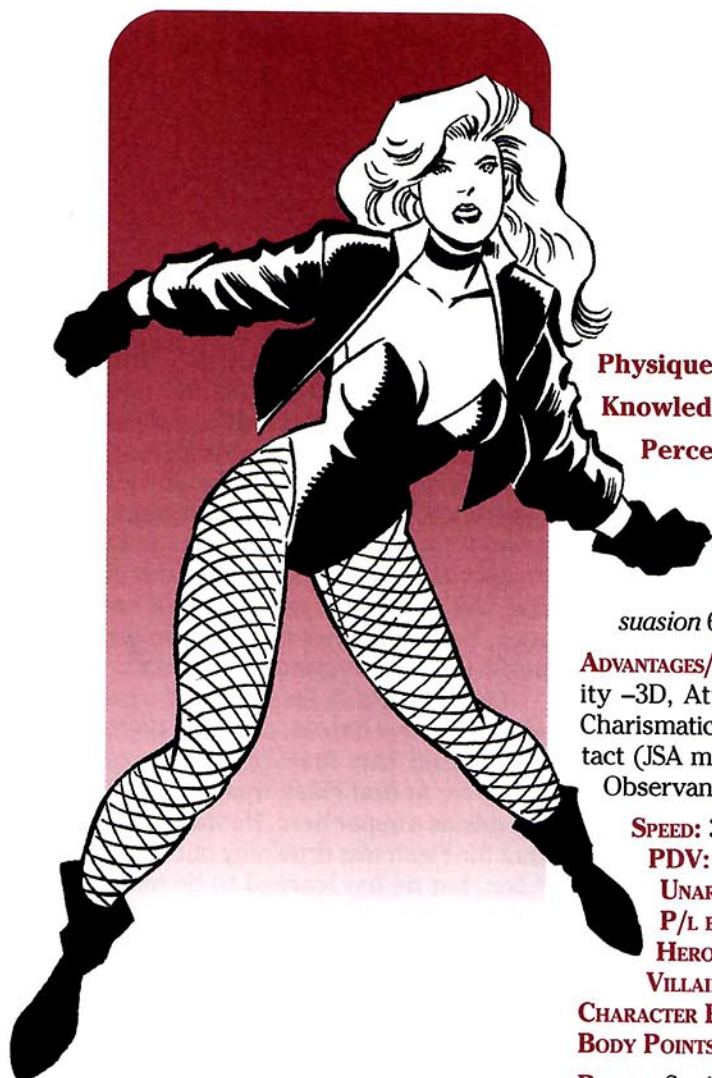
POWERS: Superattributes: *Physique 1D*, *Supersenses (nightvision) 2D*, *Speak with Animals (aquatic) 6D*, *Telepathy (aquatic lifeforms) 3D*

BACKGROUND: Aquaman's life began with tragedy—born Prince Orin, heir to the throne of Atlantis, as an infant he was abandoned on a reef to die in the receding tide. A dolphin named Porm rescued and raised him. Years later a kindly lighthouse keeper named Arthur Curry befriended the aquatic boy and taught him the ways and language of the surface world—the boy later took the man's name as a sign of gratitude. Since then, the young man has attempted to find his

place in the world, protecting the ocean and its inhabitants and searching for his past and his true identity. He does not consider himself a super hero, as his abilities seem completely natural to him, but Aquaman's heart is truly noble. His actions speak for themselves.

Recently, the Flash encountered the aquatic man and, based on his abilities and the "A" on his belt, dubbed him Aquaman. When the Flash and a handful of other heroes founded the Justice League, Aquaman chose to join, hoping to learn more about the surface world and its people and enjoying the new feeling of camaraderie. He is slowly overcoming his distrust for surface people and learning how to cope with them.

STRATEGY & TACTICS: Aquaman is used to working in groups, but normally those groups are comprised of fish, whales, and other aquatic creatures. He's still uncomfortable with humans because of their mercurial tempers, short attention spans, and selfish goals. Aquaman is gradually learning to trust his teammates, but it's difficult—he isn't used to depending on others. He also has to constantly remind himself that these people are more noble, more reliable, more trustworthy than their brethren. In combat, he tends to fight on his own, rather than trusting the others to watch his back, but he's learned to appreciate the others' judgements. He won't hesitate to assist them or to do what they tell him, especially since he still doesn't always comprehend the surface world. Opponents often underestimate Aquaman, assuming that all he can do is swim well and talk to fish—they tend to forget that his body can withstand deep ocean pressures, which makes him stronger and tougher than any normal man.



BLACK CANARY

REAL NAME: Dinah Laurel Lance

OCCUPATION: Florist

BASE OF OPERATIONS: Star City

HEIGHT: 5'4"

WEIGHT: 115 pounds

EYES: Blue-gray

HAIR: Black as Dinah/blonde wig as Black Canary

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 5D, brawling 6D, dodge 6D, driving 5D, martial arts 6D, melee weapons 5D

Coordination 4D: Sleight of hand 5D

Physique 3D

Knowledge 2D

Perception 3D: Artist (singing) 5D, search 4D, surveillance 4D

Presence 3D: Bluff 4D, charm 6D, disguise 4D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Contact (JSA members) -5D, Courage -2D, Observant -2D; Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 96

BODY POINTS: 30

POWERS: Sonic Manipulation (scream) 8D.

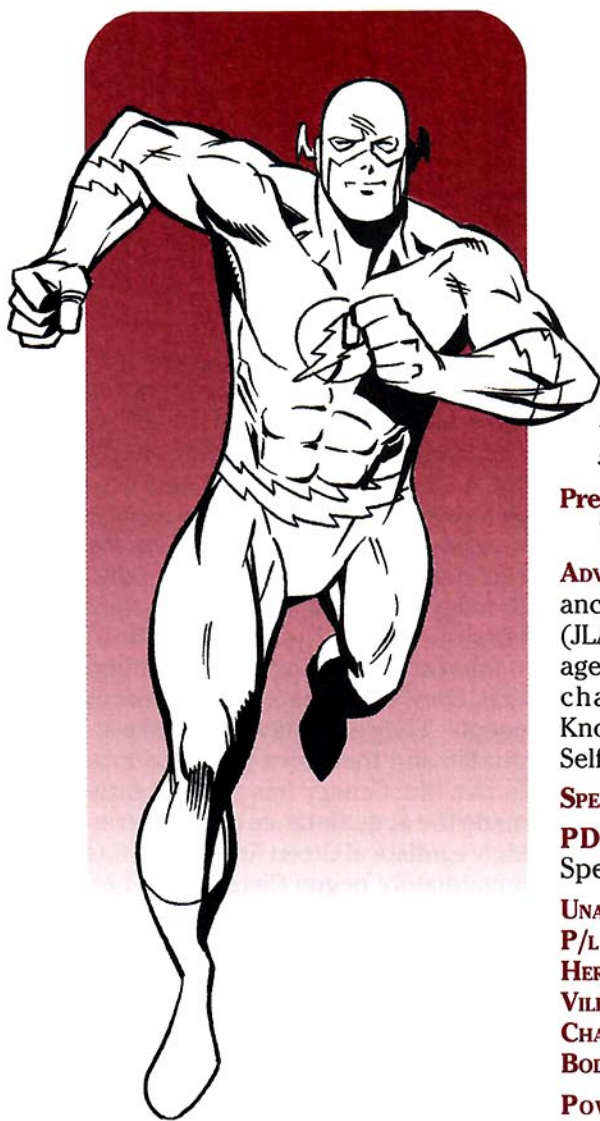
EQUIPMENT: Motorcycle (see Chapter 5).

BACKGROUND: The daughter of the original Black Canary, Dinah grew up around the JSA and their exploits, and loved to hear of their heroic battles. Her father was a police officer, and he taught Dinah how to take care of herself and how to respect and uphold the law. Her mother forbade her to become a hero herself. Of course, when she became a teenager, Dinah rebelled and did exactly that, adopting the same name and costume her mother had used and the same blond wig to hide her identity.

After thwarting an invasion from the planet Appellax, Dinah found herself in the midst of a new group of super heroes and suggested they team up and work together. She is the one who called a press conference announcing the existence of the new group, which they named the Justice

League of America. She has been having trouble dealing with her mother, the original Black Canary. Her mother simultaneously hates that her daughter is stealing her old role and worries about the danger, and at the same time, she is proud of her daughter for carrying on the name and the fight. In many ways, Canary is a younger version of her mother, and both women are struggling with the notion that they are in fact two different people. They each have their own attitudes and their own plans for how to live life. Canary has also recently made the acquaintance of the charmingly egotistical Green Arrow, who has immediately begun flirting with her. More and more, Canary realizes that it is her life as Dinah Lance that is the facade, and the life of the Black Canary that truly suits her—she belongs in the costume, in the battle, and in the League.

STRATEGY & TACTICS: Black Canary is a true team player, raised on tales of the JSA's exploits. She functions well in a group and, despite her own rebellious streak, has a knack for mediating disputes and for smoothing over differences among her teammates. Canary also uses her good looks to distract male opponents, playing the defenseless female—and then hitting hard. The one thing she hates more than anything, however, is being treated as a defenseless female by her teammates. Canary's powers may be minor compared to Green Lantern's ring or the Flash's speed, but her courage and integrity are a match for anyone's.



THE FLASH 2

REAL NAME: Bartholomew (Barry) Henry Allen

OCCUPATION: Police chemist

BASE OF OPERATIONS: Central City

HEIGHT: 5'11"

WEIGHT: 179 pounds

EYES: Blue

HAIR: Blonde

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Brawling 4D, dodge 4D

Coordination 3D: Catch 6D, sleight of hand 4D

Physique 4D: Running 10D

Knowledge 4D: Computer ops 5D, criminology 7D, scholar 5D, science 6D (chemistry +3D, forensics +4D)

Perception 3D: Invent 7D, know-how 5D (Speed Manipulation +4D), search 8D, shadowing 6D, streetwise 7D, tracking 5D

Presence 3D: Command 7D, interrogation 7D, intimidation 5D, willpower 9D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Charismatic -3D, Contact (JLA) -6D, Contact (police) -5D, Courage -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Observant -2D; Low Self-Esteem +2D, Secret Identity +3D.

SPEED: 30

PDV: 2 (19 while moving using Speed Manipulation)

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 96

BODY POINTS: 36

POWERS: Speed Manipulation 12D, Healing 5D (limitations: linked to Speed Manipulation, Self Only).

EQUIPMENT: Police band radios in costume's earpieces.

BACKGROUND: Police scientist Barry Allen grew up on stories of the speedster known as the Flash, the nearly forgotten champion of an earlier generation. Barry did his best to follow in his hero's footsteps, studying chemistry and law and becoming a cop so that he could use his brains to help others. But there was a key difference between Barry and his idol—the Flash was lightning-fast, able to think and move before most men could even blink, while Barry himself was slow and methodical, a solid and steady thinker but never very fast. And Barry was always late to everything. No matter what he tried, he wound up running behind, missing appointments, making others wait for

him—especially his fiancée, Iris West. Then, while working in his lab one night, a bolt of lightning lanced in through the window, showering him with its energy and a cascade of chemicals. Barry found himself transformed, from a slow steady man to the Fastest Man Alive. Becoming one of the first of the new generation of heroes, Barry adopted the Flash name and continues to uphold its legend.

Recently, Flash encountered several other new heroes, and with them he formed the Justice League of America. At first Flash was unsure of his role as a super hero. He was afraid that the Flash was drowning out Barry Allen, but he has learned to be more comfortable with his costumed identity. He has come to accept both the responsibility and the freedom it offers. Much to his own surprise, the mild-mannered Barry then found himself appointed the team's first chairman.

STRATEGY & TACTICS: Flash is a natural leader—his mind moves at amazing speed, and even before his powers he was logical and analytical. Now he can make complex calculations in a split-second, and although he tends to pause and hold back in casual conversation, he excels at planning and coordinating group actions in times of crises. Flash is also always keeping an eye on the other team members, ready to assist them at a moment's notice. The Flash's major weakness is his own uncertainty—he still finds it hard to believe that he's been gifted with such power, and he worries that he'll misuse it, or make a wrong decision and cost someone their life.



GREEN LANTERN

REAL NAME: Hal Jordan
OCCUPATION: Test pilot
BASE OF OPERATIONS: Coast City
HEIGHT: 6'0"
WEIGHT: 186 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling 6D, dodge 6D, driving 5D, piloting 10D*

Coordination 3D: *Marksmanship 4D*

Physique 2D: *Lifting 4D*

Knowledge 2D: *Navigation 6D*

Perception 3D: *Engineering (aircraft) 4D, repair 4D, search 4D*

Presence 4D: *Charm 5D, command 7D, interrogation 6D, intimidation 6D, persuasion 8D, willpower 12D*

ADVANTAGES/DISADVANTAGES:
 Acute Sense of Direction -2D, Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Courage -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D; Extremely Competitive +2D, Impulsiveness +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 13

VILLAIN POINTS: 0

CHARACTER POINTS: 104

BODY POINTS: 32

EQUIPMENT: Green Lantern battery and power ring (see sidebar).

BACKGROUND: Hal Jordan was a test pilot for Ferris Aircraft when he was summoned to the side of a dying alien named Abin Sur. Sur was a member of the Green Lantern Corps, a group of interstellar police. With his last breath, he named Hal his successor, entrusting him with his power ring and the task of fighting evil wherever it appeared. Since then, Hal has found that the ring responds to his thoughts and imagination, creating shapes and images powered by his own will. He takes the role of Green Lantern seriously. Not only does he do good deeds, but he also attempts to be a role model for others, a beacon of light and hope in even the darkest hour.

Green Lantern has become a founding member of the original Justice League of America. He, like the others, has been having a difficult

time reconciling his "day job" with his new costumed identity. One thing that makes it a little easier for him is the fact that his friend and mechanic, Pie, knows his secret, which allows Hal someone to confide in as well as someone to cover for him.

STRATEGY & TACTICS: Green Lantern is the most hotheaded of the JLA members—his predecessor chose him because he was both honest and fearless, and that latter trait isn't always an asset. In battle, Green Lantern has a tendency to leap to the forefront, charging in without considering the options or the full situation. This is exacerbated by his ring—the ring is based upon his willpower, and thus it reminds and reassures him that he can do anything he sets his mind to. Green Lantern is slowly learning how to be a team player, holding back long enough to find out what the best plan is and how everyone can work together. Yet he still has a tendency to forget about details and concentrate on victory. He also tends to grandstand, often going for the weaker but more showy approach, and this sometimes backfires. Out of combat, Green Lantern has appointed himself the JLA's spokesperson, and his charm and glib answers make him a natural for the position—he had appointed himself the JLA's leader, only to discover the others listened to the Flash instead and simply humored his own orders.



GREEN LANTERN CORPS POWER RING & LANTERN BATTERY

POWER RING

Speed: same as wearer's

Passive Defense Value: same as wearer's

Base Damage Value: as per powers

Fire Arc: any

Range: as per powers

Ammunition: power source—power battery (see below)

Rate of Fire: 1

Enhancement Modifier: scholar 20D (represents the computer database in the ring; the computer can speak to the wearer if he activates its verbal component)

Armor Value: 100 (when charged), 10 (when not charged)

Body Points: 1,000 (when charged), 100 (when not charged)

Additional Information: Powers: Energy Manipulation 18D (limitations: Duration Change [Concentration], Removable -3D, Side Effect (most uses of ring are green) -1D; enhancement: Remote +4D), Mimicry 9D (limitation: Linked to Energy Manipulation; enhancement: Mastery [can access any power in database]), ESP (other GL Corps members) 100D, Language Comprehension 9D, Healing (protection from mortal harm) 18D (limitation: Duration Change [Activated—this power only activates when the hero is in mortal harm], Self-Only; enhancement: Mastery [works even if the hero is unconscious]). All powers have the limitation: Ineffectiveness (yellow), Ineffectiveness (killing), and Rechargeable (once every 24 hours).

To create energy constructs with the ring, the wearer first makes a *know-how* (ring creations) roll to determine whether or not they are able to create the construct (erect a wall, create a giant baseball bat, etc.). The difficulty of the roll is determined by the Narrator as per the "Creating Manipulation Constructs" sidebar on page 111 of this book. Some example difficulties are listed here.

Sample Ring Creation

Base Difficulty

Wall (AV equal to three times the die code of the power)	3
Simple energy construct (baseball bat with BDV three times die code of power)	3
Construct with powers (giant fan)	3
Complex construct (giant hand that grabs a target)	4

Once the construct is generated, the Green Lantern Corps power ring wearer makes a *willpower* roll each round to sustain it. The difficulty of the roll is the same as the difficulty to create the construct, modified by how tired, in pain, or distracted the user is.

Hal tended to create simple energy constructs that utilized the ring's ability to mimic the powers in its database rather than create complex constructs. Some (but not all) of the things he has done with the ring include: faster-than-light travel, telekinesis, sense danger, detect lies, detect radiation, create illusions, become invisible, erase memories, use X-ray vision, and shrink objects.

Lastly, the Green Lantern Corps power rings are able to make copies of themselves. The wearer makes a *Legendary willpower* roll to create the copy. If he succeeds at this roll, an exact duplicate of his power ring and lantern battery come into existence, which he can bestow upon another deserving individual.

LANTERN BATTERY

Defense Value: 0

Ammunition: power source—Central Power Battery on Oa

Body Points: 500

Additional Information: Powers: Energy Manipulation (charge power rings) 18D (limitations: Duration Change [Activated [takes 10 seconds to recharge ring]], Light Manipulation [Invisibility] 9D (limitation: Linked to Energy Manipulation)). All powers have the limitation: Ineffectiveness (yellow).



MARTIAN MANHUNTER

REAL NAME: J'onn J'onzz (John Jones, various other aliases)

OCCUPATION: Private detective, various others

BASE OF OPERATIONS: Middleton, Colorado

HEIGHT: 6'7"

WEIGHT: 250 pounds

EYES: Red

HAIR: None

SKIN: Green

RACE: Martian

TECH LEVEL: Advanced (3)

Reflexes 3D (10D): *Brawling 5D (12D), dodge 5D (12D), melee weapons 4D (11D), piloting 4D (11D) (self +2D), sneak 4D (11D)*

Coordination 3D (10D): *Marksman-ship 4D (11D), thrown weapons 4D (11D)*

Physique 5D (33D)

Knowledge 4D: *Computer ops 5D, criminology 7D, scholar 5D (Martial culture +2D, tactics +4D), science 5D, security 5D*

Perception 4D: *Engineering 5D, hide 5D, invent 5D, repair 5D (JLA equipment +2D), search 6D, shadowing 6D, streetwise 5D, tracking 9D*

Presence 1D: *Command 4D, disguise 8D, interrogation 5D, intimidation 8D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Contact (JLA) -6D, Contact (United Nations) -5D, Courage -2D, Intimidating Grin -2D, Mechanical Aptitude -2D, Observant -2D; Dark Secret (has many identities) +3D, Hides Emotions +1D, Phobia (fire) +5D, Secret Identity +3D.

SPEED: 30

PDV: 6 (13 while moving using Speed Manipulation)

UNARMED BDV: 4D (6D)

P/L BONUS: +16

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 72

BODY POINTS: 179

NATURAL ABILITIES: Martian life span (Longevity 3D), Shapechanging 15D, Telepathy 10D, Intangibility (Density Manipulation 10D [enhancement: Mastery; limitation: Self-Only -2D]), Invisibility (Light Manipulation (invisibility) 8D [enhancement: Mastery; limitation: Self-Only -2D]), Mass control (Matter Manipulation (absorption/dispersion) 5D [limitation: Self only, linked to Shapechanging]). All natural abilities also have the limitation: Vulnerability (fire) -8D

POWERS: Microwave Projection (eyes) [Martian Vision] 12D, Superattributes: Reflexes, Coordination 7D each, Superattributes: Physique 28D, Flight 13D, Invulnerability 10D, Speed Manipulation (supermobility, superactions) 7D each. All powers also have the limitation: Vulnerability (fire) -8D.

BACKGROUND: J'onn was once a scholar and a scientist, content with his life and happy with his wife and daughter.

Then a cataclysm occurred, Hronmeer's Curse, a deadly plague that annihilated his race. J'onn was spared when he was whisked from his native Maleca'andra (which we know as Mars) by a teleportational beam created by Dr. James Erdel. Marooned on Per'elandra (Earth), he spent the next several decades trying to blend in with humanity.

Upon arrival, J'onn assumed the form of murdered police detective John Jones. Finding himself permanently stranded here, he did his best to fit in with human society. Since then, J'onn has also taken on other identities, using his shapechanging powers to take on new personas around the world in an attempt to better understand his new home and its peoples.

Encountering other new heroes, J'onn joined with them to become a founding member of the Justice League of America. He enjoys the respect the world is granting him and the comfort of being among people who accept him for himself and who do not quake in fear at either his power or his appearance.

STRATEGY & TACTICS: J'onn has studied humanity and its ways. He is a scholar in general—he has probably read more books on tactics and group dynamics than any living human. Because of this, he is a brilliant tactician, able to see the big picture and the patterns in most attacks. J'onn often can use his nonhuman nature to view things more objectively, noticing details and flaws his teammates might miss. In combat, J'onn is a rallying point, always working with the others, supporting whatever plan has been decided upon, and making sure his teammates are safe. Thanks to his telepathy, J'onn can stay in constant contact with everyone, coordinating actions and events and adjusting the plans to meet any new occurrences.

Out of combat, J'onn tends to be fairly quiet—he's never understood the human need to chatter about nothing important, and usually only talks when necessary. He does have a sense of humor beneath his forbidding exterior, however, and sometimes uses his own stern appearance to mask a joke.



"SNAPPER" CARR

OCCUPATION: Mechanic, electrician
BASE OF OPERATIONS: Happy Harbor, Rhode Island
HEIGHT: 5'10"
WEIGHT: 175 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: Boating 3D, brawling 3D, driving 3D, piloting (modified hot rod) 3D

Coordination 3D

Physique 3D: Leap 5D, lifting 5D, running 5D, swimming 5D

Knowledge 3D: Computer ops 4D, research (Internet) 4D, security 4D

Perception 3D: Artist 4D, engineering 4D, hide 4D, invent 4D, repair 4D

Presence 3D: Charm 4D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -5D, Mechanical Aptitude -2D, Patron (Simon Carr) -5D.

SPEED: 30

PDV: 1

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 20

BODY POINTS: 28

EQUIPMENT: JLA signal device (sends out a beacon that can be seen anywhere on the globe via the computers in the Secret Sanctuary).

BACKGROUND: Lucas "Snapper" Carr began a long association with the JLA when he was enlisted by his uncle to install the Secret Sanctuary's high-technology systems. Though it was no simple task—incorporating both cutting-edge devices from the genius of Ted Kord and Martian technology provided by J'onn J'onzz—Snapper was more than up to the challenge. He even improved many of the original schematics.

Despite his obvious aptitudes, it was Snapper's trademark wit and easy-going manner that first drew him notice from the JLA's membership. As fate would have it, Snapper was soon drawn into their cases, beginning with an incident literally in his own backyard. The dreaded Starro the Conqueror seized control of the residents of Happy Harbor, Snapper's hometown. Almost by accident, he deduced the alien's lone weakness, making it possible for the JLA to prevail.

More crucial knowledge fell into Snapper's hands when he learned of the Appellaxian invasion of Earth, but his alien-possessed uncle Simon Carr subdued him before he could warn anyone. Despite this, Snapper continually proved his worth to the original JLA with his timely assistance and much-needed comic relief.



SIMON CARR

OCCUPATION: Financial administrator

BASE OF OPERATIONS: Star City

HEIGHT: 5'11" **WEIGHT:** 175 pounds

EYES: Blue **HAIR:** White

RACE: Human

TECH LEVEL: Modern (1) (Advanced (3)*)

Reflexes 2D (3D*): Brawling 8D*, melee weapons 8D*, piloting 8D*, sneak 8D*

Coordination 2D (3D*): Marksmanship 8D*

Physique 2D

Knowledge 3D: Scholar (financial administration) 5D, scholar (Appellaxian history & culture, Earth metahumans) 8D*, science 8D*, security 8D*

Perception 3D: Engineering 8D*, invent 8D*, repair 8D*, surveillance 8D*

Presence 3D (4D*): *Charm* 4D, *command* 8D*, *intimidation* 8D*, *persuasion* 4D (8D*), *willpower* 5D (11D*)

ADVANTAGES/DISADVANTAGES: *Contact* (Oliver Queen) -3D, *Contact* (Locus) -6D*, *Leadership Ability* -2D*, *Technologically Advanced* -20D*, *Wealth* -2D; *Dark Secret* +3D*, *Employed* +4D, *Nightmares* +4D*.

POWERS: *Mind Shield* (Telepathy) 8D*

SPEED: 30

PDV: 1 (2*)

UNARMED BDV: 1D (4D*)

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0 (34*)

CHARACTER POINTS: 15 (272*)

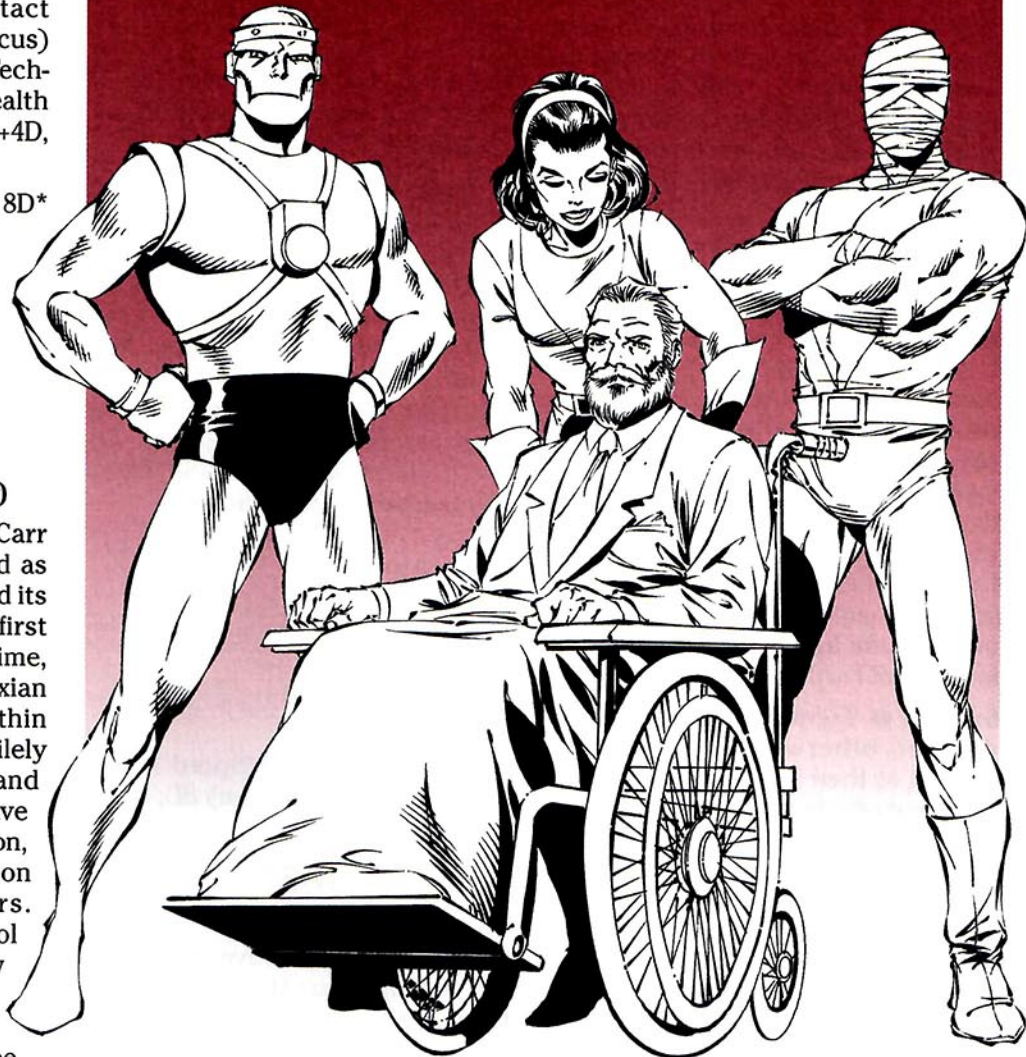
BODY POINTS: 26

(*While possessed by the Kalar)

BACKGROUND: To the JLA, Simon Carr was a man of secrets. He served as middleman between the team and its mysterious financier during its first year of existence. At the same time, he secretly carried the Appellaxian Kalar's consciousness deep within the recesses of his mind. Carr futilely resisted the Kalar's influence and found himself helping Locus pave the way for a massive alien invasion, providing them with vital data on Earth's metahuman defenders. Simon managed to wrest control long enough to warn his nephew Snapper of the impending attack, but the Kalar regained dominion and subdued the younger Carr before he could sound an alarm.

The Appellaxians seemed well on their way to victory when the Kalar surrendered control of Simon's body. However, before the alien despot could harm his former host, Vandal Savage rescued Carr and the alien Mind Wipe device that remained in his hands. Simon learned of Savage's plans to eliminate both the invading aliens and his metahuman rivals, and avoided the immortal villain's clutches long enough to warn the JLA, who prevented them coming to fruition.

Simon's association with the JLA after the invasion remains undocumented. It is unknown if he continued to serve as a go-between for the team's financier Oliver Queen after Queen joined the JLA.



THE DOOM PATROL

The Doom Patrol is the handiwork of the brilliant scientist Dr. Niles Caulder, whose genius transformed three individuals—all robbed of their former lives by terrible accidents—into one of the strangest groups of crimefighters in history. Caulder himself had been made a paraplegic by the super villain General Immortus, but he used his scientific acumen and leadership ability to become the team's "Chief."

Cliff Steele had been a wealthy sportsman before a racing car accident incinerated his entire body save for his brain, which Dr. Caulder trans-

planted into a new, cybernetic form. Steele gained super-human strength and speed as a result, and assumed the identity of Robotman.

Accidental exposure to a previously unknown form of radiation left test pilot Larry Trainor dangerously contaminated and made his glowing bones visible underneath his skin. He would have likely remained in isolation had not Dr. Caulder developed lead-lined bandages that contained the radiation in Trainor's body. The bandages allowed him to selectively release these potent energies in the form of an unstoppable wraith.

Trainor then joined the team, calling himself Negative Man.

Rita Farr starred in several low-budget science fiction films before exposure to mysterious subterranean gases imbued her with the power to drastically alter her physical form at will. Hollywood ceased offering her work after her transformation, but she soon found a home in the Doom Patrol.

In their efforts to save Earth from would-be conquerors, the Doom Patrol regularly thwarted the schemes of General Immortus, Captain Zuhl, Garguax, and others. It was during one such battle with the Brotherhood of Evil that the Doom Patrol first joined forces with the JLA. Despite some initial misgivings, the two teams united to defeat both the Brotherhood and its former associates, Locus. The case proved to be a bonding experience for both groups of heroes, and they later fought side by side against the Appellaxian invasion of Earth.

STRATEGY & TACTICS: Unless necessity dictated otherwise, the Chief remained at their base, observing the team and offering expert advice via a camera slung round Robotman's neck. Robotman himself was largely invulnerable to conventional attack and never hesitated to charge into battle to pummel the opposition. Elasti-Girl developed a variety of ways to apply her powers, but expanding to the maximum possible size and subduing opponents en masse remained her preferred mode of attack. Negative Man's time limit forced him to be selective in both the use of his powers and its targets, but his energy form's speed enabled him to dispatch foes with great rapidity.

THE CHIEF

REAL NAME: Dr. Niles Caulder

OCCUPATION: Professional crimefighter, scientist, doctor

BASE OF OPERATIONS: Midway City

HEIGHT: 5'10"

WEIGHT: 215 pounds

EYES: Blue **HAIR:** Red

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D

Coordination 3D

Physique 2D

Knowledge 5D: *Criminology* 8D, *demonstrations* 8D, *medicine* 15D, *research* 15D, *scholar* 13D, *science* 13D, *security* 15D

Perception 5D: *Engineering* 13D, *invent* 13D, *repair* 13D, *search* 6D, *surveillance* 6D

Presence 4D: *Bluff* 7D, *charm* 6D, *command* 8D, *persuasion* 7D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Doom Patrol) -5D, Contact (scientific community) -4D, Leadership Ability -2D, Mechanical Ability -2D, Preparedness -4D, Wealth -2D; Dark Secret (orchestrated the other members' accidents) +3D, Enemy (Brotherhood of Evil) +5D, Physically Limited (paraplegic) +6D.

SPEED: 4

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 4

CHARACTER POINTS: 80

BODY POINTS: 30

EQUIPMENT: Wheelchair (Speed 30, Fire Manipulation (projection) 8D, Force Field 8D).

ELASTI-GIRL

REAL NAME: Rita Farr

OCCUPATION: Actress, adventurer

BASE OF OPERATIONS: Midway City

HEIGHT: 5'6"

WEIGHT: 126 pounds

EYES: Brown **HAIR:** Brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling* 5D

Coordination 4D

Physique 2D: *Running* 5D, *swimming* 5D

Knowledge 3D: *Scholar (tailoring)* 4D

Perception 3D: *Know-how (size manipulation)* 12D

Presence 3D: *Charm* 5D, *persuasion* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Attractive Appearance -2D, Contact (Doom Patrol) -5D, Contact (Hollywood) -1D; Depression +6D, Enemy (Brotherhood of Evil) +5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 8

VILLAIN POINTS: 0

CHARACTER POINTS: 64

BODY POINTS: 40

POWERS: Elasticity 3D, Size Manipulation 12D.

NEGATIVE MAN

REAL NAME: Larry Trainor

OCCUPATION: Adventurer

BASE OF OPERATIONS: Midway City

HEIGHT: 5'10-1/2"

WEIGHT: 180 pounds

EYES: Blue **HAIR:** Blond

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling* 4D, *dodge* 4D, *driving* 4D, *piloting* 6D

Coordination 4D: *Marksmanship* 5D

Physique 3D: *Leap* 4D, *lifting* 4D, *running* 4D

Knowledge 3D: *Navigation* 4D

Perception 3D: *Know-how (Negative Energy powers)* 15D

Presence 3D: *Willpower* 9D

ADVANTAGES/DISADVANTAGES: Contact (Doom Patrol) -5D, Enemy (Brotherhood of Evil) +5D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 7

VILLAIN POINTS: 0

CHARACTER POINTS: 56

BODY POINTS: 35

POWERS: Larry Trainor can release from his body an entity that is formed out of a strange energy (dubbed "negative energy"). When the entity is released from his body, Trainor is physically weakened. He loses two Body Points each round until the entity returns to him or he perishes. If the entity loses all of its Body Points, it is shattered, causing Trainor to automatically lose half of his remaining Body Points while he reintegrates the entity into himself. Trainor has the power Telepathy (contact with Negative Energy Being) 3D while the being is released. The stats for the entity are listed below.

Negative Energy Being**Reflexes** 7D: piloting (self) 15D**Coordination** 7D**Physique** 8D**Knowledge** 1D**Perception** 1D**Presence** 1D

NATURAL ABILITIES: Explosion 20D (limitation: Limited Range [touch]), negative energy form (Energy Manipulation (flight, energy form) 20D, limitations: Duration Change [Permanent], Ineffectiveness [lead] -3D). The entity is able to pass through all solid materials except lead.

ROBOTMAN 2**REAL NAME:** Clifford Steele**OCCUPATION:** Adventurer**BASE OF OPERATIONS:** Midway City**HEIGHT:** 6'2"**WEIGHT:** 295 pounds**EYES:** Red **HAIR:** None**RACE:** Human**TECH LEVEL:** Modern (1)

Reflexes 5D: Boating 6D, brawling 7D, climbing 7D, dodge 7D, driving 6D, melee weapons 7D, piloting 6D

Coordination 5D: Thrown weapons 7D**Physique** 11D: Running 11D**Knowledge** 3D**Perception** 3D: Search 6D

Presence 3D: Interrogation 7D, intimidation 7D, willpower 7D

ADVANTAGES/DISADVANTAGES: Acute Sense (sight) -2D, Contact (Doom Patrol) -5D, Enemy (Brotherhood of Evil) +5D, Hardiness -4D; Depression +6D, Secret Program (Y2K problem that turns his defensive systems offensive) +3D, Unattractive Appearance +2D.

SPEED: 60**PDV:** 4**UNARMED BDV:** 4D**P/L BONUS:** +5**HERO POINTS:** 8**VILLAIN POINTS:** 0**CHARACTER POINTS:** 64**BODY POINTS:** 72

NATURAL ABILITIES: Android package, Emotions, Material Bonus (high-tensile steel alloy) (AV 24, BDV +2).

POWERS: Natural Armor 8D, Magnetic Manipulation (magnetize feet) 3D.

**GREEN ARROW 1****REAL NAME:** Oliver Queen**OCCUPATION:** Businessman, adventurer**BASE OF OPERATIONS:** Star City**HEIGHT:** 5'11"**WEIGHT:** 178 pounds**EYES:** Green**HAIR:** Blond**RACE:** Human**TECH LEVEL:** Modern (1)

Reflexes 4D: Acrobatics 6D, brawling 7D, climbing 6D, dodge 6D, driving 5D (Arrowcar +2D), melee weapons 5D, piloting 5D (Arrowplane +2D), sneak 8D

Coordination 4D: Catch 6D, lockpicking 6D, marksmanship 5D, missile weapons 6D (bow +7D), thrown weapons 5D

Physique 4D: Leap 5D, running 5D, swimming 5D

Knowledge 3D: Criminology 5D, security 6D

Perception 4D: Hide 7D, invent 5D (trick arrows +7D), search 6D, shadowing 6D, streetwise 5D (Star City +2D), surveillance 5D, survival 5D, tracking 6D

Presence 4D: Bluff 6D, charm 7D, interrogation 6D, intimidation 6D, persuasion 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acute Senses (sight) -2D, Attractive Appearance -2D, Contact (Star City Government) -2D, Contact (JLA) -4D, Fast Reactions -4D, Observant -2D, Speed Draw (arrows) -1D, Wealth -6D; Delusions of Grandeur +3D, Dependent (Speedy) +1D, Secret Identity +3D.

SPEED: 30**PDV:** 3**UNARMED BDV:** 4D**P/L BONUS:** +3**HERO POINTS:** 8**VILLAIN POINTS:** 0**CHARACTER POINTS:** 64**BODY POINTS:** 30

EQUIPMENT: Bow (range: 60/150/240), quiver of 20 trick arrows, each with 5 Body Points. Some of his favorites include:

Acetylene arrow: The tip of this arrow is an acetylene torch that can burn through metal. It must be struck like a match to ignite before the arrow is fired (this counts as one action). BDV 5Dx4 (the arrow imbeds itself in the target and continues to burn for 5 minutes, doing 1D in damage each round until it burns itself out or is extinguished).

Acid arrow: This arrow carries a highly concentrated form of acid. Upon impact, the tip of the arrow (which contains the acid) shatters, releasing the acid in a one-foot-square area on the target. BDV 6Dx3 (the acid continues to do 2D in damage until washed off).

Bola arrow: A successful attack with this arrow wraps the target's arms or legs up in a cable weighted at the ends

with two metal balls. The target must make a successful Very Difficult *Physique/lifting* roll to break free.

Handcuff arrow: With a successful attack, the target's hands or ankles are entangled. The target must make a successful Extremely Difficult *Physique/lifting* roll to break free.

Cryonic arrow: With a successful attack, the target is frozen in place by a covering of ice. The target remains immobilized unless he makes a Heroic *Physique/lifting* roll or the ice melts (which takes about one hour at room temperature).

Glue arrow: With a successful attack, the target is immobilized by a covering of glue and must make a successful Heroic *Physique/lifting* roll to break free. The glue remains until a solvent is applied.

Boxing glove arrow: A normal arrow with a miniature boxing glove for a tip. BDV 6Dx2.

Drill arrow: This arrow has a small, high-speed drill built into its head. BDV 5Dx4 (the arrow drills into its target for 3 minutes, doing 3D in damage each round).

Explosive arrow: This high explosive-tipped arrow does a BDV 5Dx4 to all within a 40-foot radius of the explosion.

Extinguisher arrow: This arrow smothers all fires in a 100-square-foot area with a thick foam.

Flash arrow: All viewers within a 10-foot radius of the flash caused by the magnesium flare in the tip of this arrow must make a Very Heroic *Physique* or *willpower* roll or be blinded for a number of rounds equal to the Effect Value of the attack.

Grappling hook arrow: This arrow has a grappling hook in its tip. The hook can imbed itself into most materials, including cinder blocks. The 300 feet of cable (20 Body Points) that is attached to the grappling hook can support up to 300 pounds and adds +1 success to any *climbing* roll.

Jet arrow: With a cable attached to the bow, the user can be pulled along behind the arrow (by holding onto the bow) at a speed of 375 feet per round for 2 minutes. The user relies on his *piloting* skill to steer.

Magnetic arrow: This arrow attracts any ferrous metal within 12 inches of its flight path. Those holding ferrous metallic objects must make a Heroic *Physique/lifting* roll per object or lose the object.

Net arrow: This arrow shoots a net that covers a 5' x 5' area; anyone entangled in the net must make a successful Difficult *Physique/lifting* roll to break free.

Normal arrow: BDV 3D.

Parachute arrow: With a cord (20 Body Points) connected to the bow, the arrow shoots a parachute large enough to safely convey a 200-pound man to the ground. The user can adjust the descent limitedly with *piloting*.

Smoke arrow: This arrow clouds a 100-square-foot area for 10 minutes indoors (5 minutes or less outdoors, depending on the breeze). Anyone within this area without the *Blindfighting* maneuver, *Sonar Sense* power, or *Darkness Manipulation* power, or is able to function without sight is blinded for the duration the cloud lasts (+4 to all sight-based difficulties).

Sonic arrow: This arrow emits a piercing high-pitched sound that has does BDV 5Dx3 to all who can hear and are within 10 feet of its flight path. The noise lasts until the tip is broken (such as by striking a target).

Tear gas arrow: This arrow clouds a 100-square-foot area for 20 minutes indoors (15 minutes or less outdoors, depending on the breeze); everyone within range must make a Heroic *Physique* or *willpower* roll or be incapacitated (blinded and choking) until the cloud clears (+4 to the difficulty of all actions).

BACKGROUND: Ollie Queen's vast fortune afforded him the life of a hedonistic, self-absorbed jerk, until a drunken plunge off his yacht left him marooned on a tropical isle. With daily sustenance now a challenge, Queen fell back on the archery skills he'd not used since his childhood love of Errol Flynn's *Adventures of Robin Hood*. The three months of adversity galvanized Queen, until he subdued a boatload of marijuana farmers intent on harvesting their crop and escaped the island.

Queen returned home to Star City a changed man. He began to use his wealth for more socially conscious ends, including secretly battling crime and injustice with his now-flawless aim and arsenal of trick arrows in the guise of Green Arrow. His war on crime later turned into a team effort when Queen's legal ward Roy Harper became his costumed sidekick Speedy. It was also during this time that Green Arrow first crossed paths with the JLA.

While Green Arrow assisted the original JLA on several occasions, he disdainfully refused to consider joining them, despite an obvious personal interest in Black Canary. However, Ollie Queen acted as the JLA's anonymous financial backer, using Simon Carr as an intermediary, during the team's first year of existence.

STRATEGY & TACTICS: While more than capable of holding his own in a fistfight, Green Arrow relied first and foremost on his array of trick arrows in the early years of his career. His ever-evolving assortment of specialized shafts enabled him to respond to a wide variety of threats, and Ollie used this versatility to best advantage. During this time, Green Arrow only used conventional bladed arrows as a last resort, and even then only in nonlethal methods.



APPELLAXIANS

AVIAN, FIRE, GLASS, MERCURY, STONE, WOOD BATTLE-FORMS

Reflexes 3D: *Brawling* 6D

Coordination 3D (Stone), 5D (Avian), 4D (all others)

Physique 10D (Avian), 8D (Fire), 6D (Glass), 8D (Mercury), 16D (Stone), 12D (Wood): *Flying* 13D (avian only)

Knowledge 3D: *Scholar* (Earth metahumans) 6D, *science* 6D

Perception 3D: *Engineering* 6D, *invent* 6D, *know-how* (battle-form powers) 6D, *repair* 6D

Presence 2D: *Willpower* 6D

ADVANTAGES/DISADVANTAGES: None.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +5 (Avian), +4 (Fire & Mercury), +3 (Glass), +8 (Stone), +6 (Wood)

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 34

BODY POINTS: 63 (Avian), 56 (Fire & Mercury), 43 (Glass), 81 (Stone), 78 (Wood)

POWERS:

Avian Form: Natural Weapons: Claws 8D, Mind Control (transformed beings) 10D, Flight 15D, Matter Manipulation (transform others to avian form) 12D.

Fire Form: Mind Control (transformed beings) 10D, Fire Manipulation (fire form, transform others to fire form) 12D.

Glass Form: Mind Control (transformed beings) 10D, Matter Manipulation (glass form, transform others to glass form) 12D.

Mercury Form: Mind Control (transformed beings) 10D, Matter Manipulation (mercury form, transform others to mercury form) 12D.

Stone Form: Mind Control (transformed beings) 10D, Earth Manipulation (stone form, transform others to stone form) 12D.

Wood Form: Mind Control (transformed beings) 12D, Plant Manipulation (plant form, transform others to plant form) 15D.

BACKGROUND: Appellaxians first arrived on Earth battling to become the heir to their despotic ruler, the Kalar. Seven transferred their consciousnesses into formidable elemental battle-forms, but to their surprise, all were captured by metahumans who, in the course of events, worked in concert for the first time. In the aftermath, five heroes—the Martian Manhunter, Aquaman, the Flash, Green Lantern, and Black Canary—united on a permanent basis as the original Justice League of America.

Unbeknownst to all, the Kalar had followed his would-be successors but was trapped inside a damaged battle-

form until the radical survivalists known as Locus rescued him. The Kalar perceived metahumans as a threat to Appellax, and planned a pre-emptive invasion of Earth, using Locus as the vanguard. To infiltrate their enemies, Locus transferred the Kalar's mind into the body of Simon Carr, the JLA's financial administrator, who absconded with the Martian Manhunter's detailed files on known metahumans. Armed with this critical intelligence, the Appellaxian's initial onslaught captured all of Earth's costumed heroes.

The Kalar then abandoned Carr's body for a sturdier Appellaxian battle-form, but he left Carr holding a mind-wipe device, which ultimately proved the invasion's undoing. The Appellaxians' former ally Vandal Savage seized the device and modified it into a weapon capable of destroying the Appellaxian consciousnesses within their battle-forms. However, the JLA, free of the aliens' clutches, secured the device before Savage activated it. The JLA then faced a terrible moral dilemma: slaughter thousands of Appellaxians, or allow them to conquer earth. However, the Martian Manhunter intervened, using his telepathic abilities to render the device's signal unbearably painful, but not lethal, to the Appellaxians. Faced with an unwinnable scenario, the Appellaxians quickly halted their attacks and returned to their homeworld in the Kepthoon galaxy, leaving the JLA once again triumphant.

Strategy & Tactics: Warring Appellaxians transform and mind control as many indigenous life forms as possible, and use the resultant weight of numbers to overwhelm any who resist transformation. When faced with truly formidable opposition (such as Earth's metahumans), they search for weakness before launching any direct attacks, and then bring superior numbers to bear on their enemies' flaws.



THE BROTHERHOOD OF EVIL

The Brotherhood of Evil's genesis began with an anonymous French scientist who employed his fantastic skills to bestow sentience upon a gorilla, boosting its intelligence to a genius-level IQ of 178.

The gorilla, named Monsieur Mallah, was in turn able to remove its benefactor's brain from his dying body and preserve the organ inside a life-support apparatus. Now referring to himself only as the Brain, the disembodied scientist set out to use his vast intellect and resources to achieve world conquest.

To that end, the Brain and Monsieur Mallah abducted a schizophrenic actress named Laura DeMille. They purged her psyche of morals and ethics, transforming her into the diabolical Madame Rouge. (Later, the Brain also gave her super powers through a similar treatment.) Rouge was given a cover identity as headmistress of a girls' preparatory school, L'ecole des Filles in Paris, which secretly served as a base of operations. Together, the three became the Brotherhood of Evil.

The Brotherhood repeatedly clashed with the Doom Patrol over the years, but they also drew the JLA's attention when the Brain offered to test Locus's gene-graft ray on their behalf. The ray proved powerful enough to defeat both teams, and this convinced the Brain to defraud Locus and keep it for himself. As would become customary for the Brotherhood, the betrayal proved costly, as Locus's retributory attack enabled the JLA and the Doom Patrol to defeat the Brotherhood and recover the ray.

STRATEGY & TACTICS: The Brain's schemes for global domination centered around the most recent product of his twisted genius, with revenge against the Doom Patrol included at some juncture. Monsieur Mallah served as muscle to guard both his master and the device d'jour, while Madame Rouge infiltrated any anticipated opposition.

If a straight-ahead melee erupted, the Brain retreated to safety. Mallah blazed away with his machine guns until he could close the intervening distance and maul his foes with ape-like ferocity. Befitting her serpentine powers, Madame Rouge preferred to sneak up behind vulnerable targets and constrict them into submission.

THE BRAIN

Reflexes 0D: *Driving (sustenance chamber)* 6D

Coordination 0D

Physique 2D: *Resistance* 10D

Knowledge 5D (7D): *Criminology* 6D (8D), *medicine* 10D (12D) (*surgery* +3D), *scholar* 10D (12D) (*surgery* +3D), *science* 10D (12D), *security* 8D (10D)

Perception 4D: *Artist* 8D, *engineering* 12D, *invent* 12D, *repair* 12D, *search* 8D

Presence 5D: *Bluff* 6D, *command* 7D, *interrogation* 5D, *intimidation* 9D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: *Contact (Brotherhood of Evil)* -6D, *Hardiness* -4D, *Leadership Ability* -2D, *Mechanical Aptitude* -2D, *Observant* -2D, *Wealth* -6D; *Delusions Of Grandeur* +3D, *Enemy (Doom Patrol)* +5D, *Physically Limited (brain in a tank)* +10D, *Unattractive Appearance* +2D.

SPEED: 0 (without chamber)

PDV: 1

UNARMED BDV: 0

P/L BONUS: 0

HERO POINTS: 0

VILLAIN POINTS: 29

CHARACTER POINTS: 232

BODY POINTS: 24

POWERS: Superattributes: *Knowledge* 2D.

EQUIPMENT: Sustenance chamber (*Reflexes* 3D, *Coordination* 3D; *Speed* 30; powers: *Natural Armor: Plating* 6D, *Mental Shield (mind control)* 8D, *Psychic Blast* 8D).

MONSIEUR MALLAH

Reflexes 4D: *Acrobatics* 8D, *brawling* 8D, *climbing* 8D, *dodge* 8D, *melee weapons* 6D

Coordination 4D: *Catch* 8D, *marksmanship* 6D, *thrown weapons* 6D

Physique 7D: *Leap* 9D, *lifting* 9D, *running* 9D, *swimming* 9D

Knowledge 5D: *Medicine* 8D (*surgery* +4D), *scholar* 8D (*surgery, weapons technology* +4D), *science* 6D, *security* 6D

Perception 4D: *Engineering* 8D (*weapon systems* +4D), *invent* 6D, *repair* 8D (*weapon systems* +4D)

Presence 4D: *Willpower* 7D

ADVANTAGES/DISADVANTAGES: *Contact (Brotherhood of Evil)* -5D; *Fanatic (loyalty to the brain)* +3D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 23

CHARACTER POINTS: 184

BODY POINTS: 55

EQUIPMENT: 2 submachine guns (BDV 5Dx3).

MADAME ROUGE

Reflexes 3D: *Dodge* 7D, *martial arts* 7D, *sneak* 6D

Coordination 4D: *Lockpicking* 6D, *sleight of hand* 6D, *thievery* 6D

Physique 5D: *Leap* 7D, *lifting* 7D, *running* 7D, *swimming* 7D

Knowledge 4D: *Forgery* 6D

Perception 4D: *Artist* 6D (*acting* +2D), *hide* 6D, *know-how (elasticity)* 5D, *shadowing* 6D

Presence 4D: *Bluff* 7D, *charm* 7D, *disguise* 7D, *persuasion* 7D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -3D, *Attractive Appearance* -2D, *Contact (Brotherhood of Evil)* -5D, *Fast Reactions* -4D, *Wealth* -4D; *Enemy (Doom Patrol)* +5D.

SPEED: 30

PDV: 4

UNARMED BDV: 1D

P/L BONUS: +3

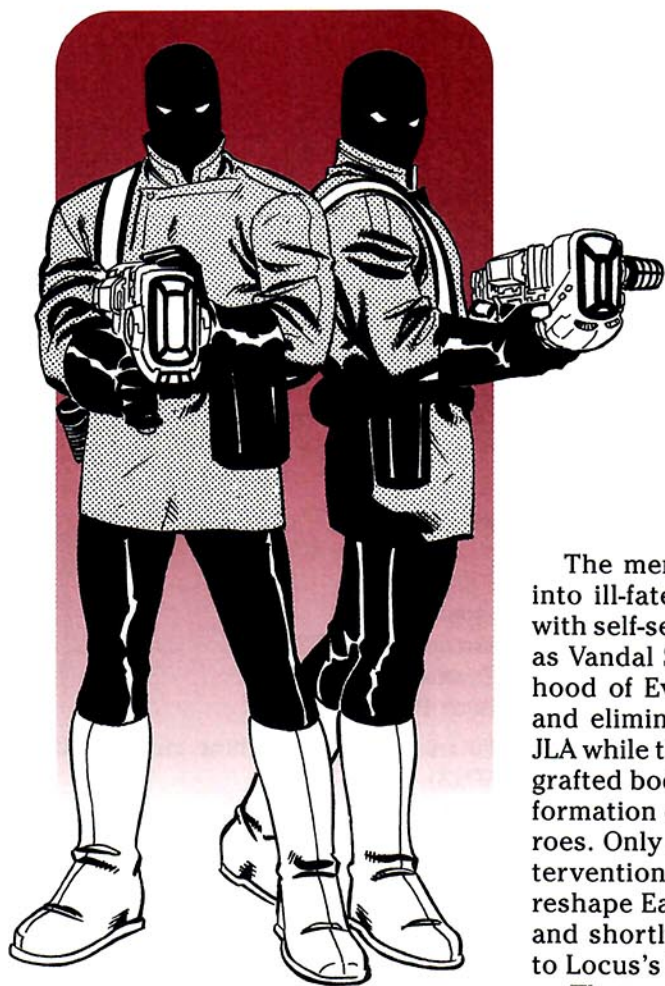
HERO POINTS: 0

VILLAIN POINTS: 24

CHARACTER POINTS: 192

BODY POINTS: 32

Powers: *Elasticity* 5D, *Shapechanging (face)* 10D.



LOCUS

Locus was founded by a collection of rogue geneticists and radical survivalists nearly two decades ago. Their preparations for the “inevitable” apocalypse assumed a new impetus when the Appellaxian Kalar enlisted their aid in preparing Earth for colonization by his people. Locus’s role in the alien takeover was threefold: First, their agents insinuated themselves into the private lives of the JLA’s members to discover the most efficient methods of neutralizing their abilities. Secondly, Locus installed massive machinery around the globe, capable of transforming Earth’s biosphere into one better suited for the Appellaxians. Finally, their scientists genetically engineered new bodies in which their consciousnesses could survive on the transformed world.

The members of Locus entered into ill-fated, short-lived alliances with self-serving metahumans such as Vandal Savage and the Brotherhood of Evil, aimed at distracting and eliminating the newly formed JLA while they perfected their gene-grafted bodies and stole critical information on Earth’s costumed heroes. Only J’onn J’onzz’s timely intervention foiled their attempt to reshape Earth in Appellax’s image, and shortly thereafter led the JLA to Locus’s hidden base.

The gene-grafted bodies and high-tech weaponry created by Locus proved no match for the JLA’s combined might, and Locus seemed on their way to justice. Worse, the Appellaxian-possessed Simon Carr had secretly introduced a critical flaw in the gene-grafted forms, and the Locus members who now inhabited them suddenly fell dead before the shaken heroes’ eyes. Ironically, none of these survivalists lived to see the “apocalypse” they so ardently strived to bring about.

Strategy & Tactics: Locus avoided direct confrontation whenever possible, preferring to evaluate and possibly eliminate their opposition through various dupes and pawns. If forced to act directly, Locus employed their forcefield and teleportation technology to execute hit-and-run raids against their targets.

TYPICAL AGENT

Reflexes 3D: *Brawling* 4D, *dodge* 4D, *piloting* 4D, *sneak* 4D

Coordination 3D: *Marksmanship* 4D

Physique 3D: *Lifting* 5D, *running* 4D, *swimming* 4D

Knowledge 4D

Perception 4D: *Surveillance* 5D

Presence 3D: *Bluff* 4D, *command* 4D, *interrogation* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact* (Locus) -5D, *Wealth* -2D; *Fanatic* (Group Loyalty) +3D

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 6

CHARACTER POINTS: 20

BODY POINTS: 25

Equipment: Heat-ray weapon (BDV 6Dx4), teleporters (used to teleport agents virtually anywhere in the world by using a network of teleporters and hidden orbiting spy satellites), forcefield projector (erects a wall of force with an Armor Value of 20 and 100 Body Points), gene-graft ray (teleports any body part hit to a waiting gene-graft body; the ray can be set to also reverse this effect), gene-graft bodies (*Reflexes* 4D, *Coordination* 4D, *Physique* 6D; a mind must be transferred into the body to activate it; the mind transferred into the body uses its *Knowledge*, *Perception*, and *Presence* attributes).



XOTAR THE WEAPONS MASTER

REAL NAME: Xotar

OCCUPATION: Criminal

BASE OF OPERATIONS: 120th Century

HEIGHT: 5'6" **WEIGHT:** 120 pounds

EYES: Blue **HAIR:** Black

RACE: Human

TECH LEVEL: Advanced (3)

Reflexes 2D: Brawling 3D, dodge 3D, driving 4D (Ilaric +2D)

Coordination 3D: Marksmanship 4D

Physique 2D

Knowledge 4D: Demolitions 5D, navigation 6D, scholar (time travel) 6D, science 6D

Perception 4D

Presence 2D: Willpower 5D

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude -2D, Technologically Advanced -20D; Delusions Of Grandeur +3D, Fugitive +3D, Impulsiveness +1D

SPEED: 30

PDV: 2

UNARMED BDV: 3D **P/L BONUS:** +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 84

BODY POINTS: 24

EQUIPMENT:

Ilaric, Master Robot of Illirium

Speed: 50

Passive Defense Value: 3

Base Damage Value: 4D (+7 *Physique/lifting* bonus)

Fire Arc: forward

Range: as per equipment

Ammunition: 120th century power source

Rate of Fire: 1

Enhancement Modifiers: *Reflexes* 6D, *brawling* 7D, *dodge* 7D, *melee weapons* 8D, *Coordination* 6D, *marksmanship* 8D, *thrown weapons* 8D, *Physique* 15D, *Knowledge* 1D, *Perception* 1D

Armor Value: 15 **Body Points:** 100

Additional Information: Although the robot has the *Knowledge* and *Perception* attributes, it can only use these to process commands and defend itself. Also, the Enhancement Modifiers are used by the robot and do not add to the pilot's skill values.

Ilaric's equipment except the time porter needs a successful *marksmanship* roll to hit their intended target.

Antibodies: If the hull of Ilaric is breached, these six-inch-diameter spheres pour out and try to destroy anyone entering the robot by clinging to them and smothering them. A successful Extremely Difficult *Physique/lifting* roll is required to remove them. The spheres have 20 Body Points each.

Gravitic weapon: This beam entraps everything in a 60' by 60' area within a high-gravity field, which immobilizes the victims completely. A successful Heroic *Physique/lifting* roll on the Superhuman scale is needed to escape from this beam.

Illusion caster: The illusion caster allows the pilot of Ilaric to create realistic three-dimensional illusions. Anyone caught within its beam must make a successful Very Heroic *willpower* skill roll to realize that what they are seeing is an illusion.

Magno-bubble: The magno-bubble surrounds Ilaric in a forcefield-type sphere with an Armor Value of 35 and 200 Body Points.

Microscopitor: This device is able to shrink its target down to one-tenth its original size.

Plasma beam: BDV 6Dx8.

Teleportation Beam: Anyone struck with this beam is instantly teleported to any area within 100 miles. The robot's user can also use it to teleport him and the robot up to 100 miles away.

Time porter: This device allows Ilaric to travel through time. If it is destroyed, the pilot of the robot is returned to his original time period.

BACKGROUND: A little knowledge is a dangerous thing, and it proved to be the downfall of Xotar, the 120th-century criminal known as the Weapons Master. Xotar discovered an ancient history of the legendary JLA that, though fragmentary, seemed to indicate the Weapons Master had once defeated them in the distant past. Armed with this assumption and a stolen arsenal of futuristic weaponry, he journeyed to the late twentieth century, trusting history would run its apparent course.

Ignorant of which would prove decisive, Xotar unsuccessfully tested various implements of war against the JLA, finally using an illusion caster to convince his foes they had been teleported into a desperate battle with a horde of invulnerable alien beasts. In truth, the League members attacked each other, until the incident attracted the Man of Steel's attention.

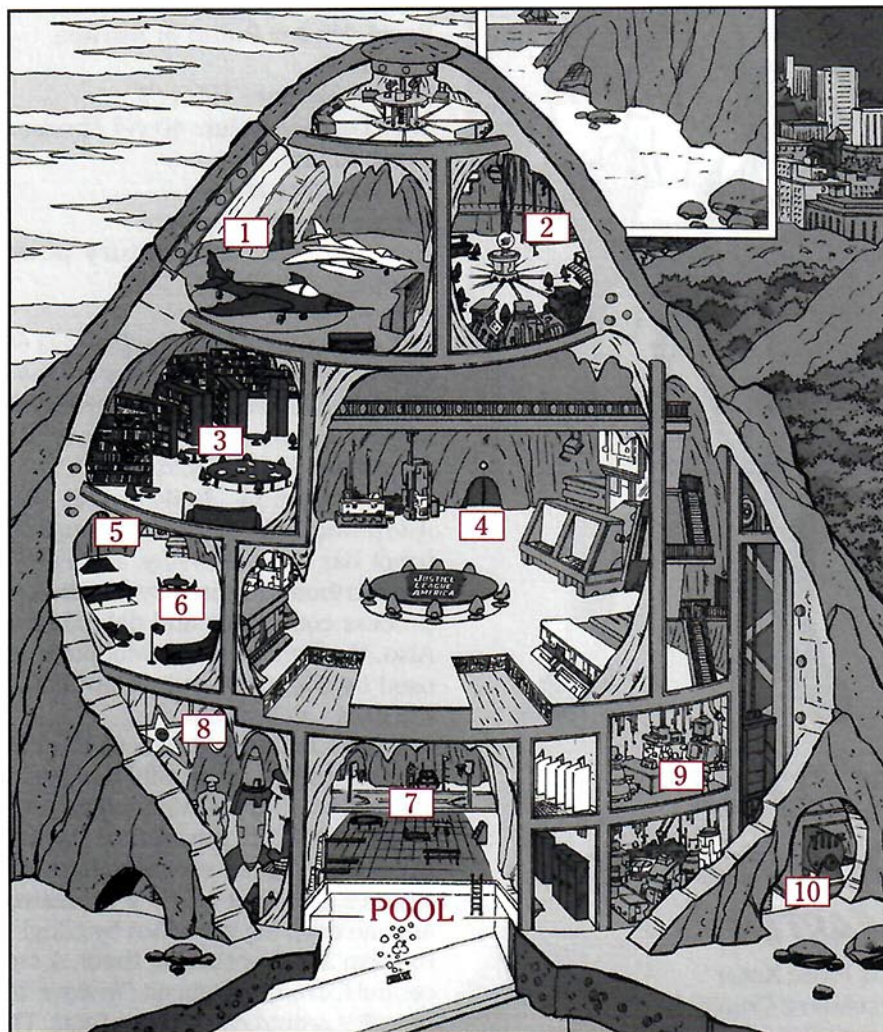
Superman freed the JLA from the influence of Xotar's illusion caster, and together they defeated the Weapons Master himself. In the process, Xotar's time-travel controls were damaged, returning him to his own era and the waiting intersolar police. Ironically, Xotar never learned the historical record that provoked his temporal crime spree also accurately recounted his defeat, but this was only made clear by its time-lost portions.

STRATEGY & TACTICS: Unsure of his arsenal, Xotar was foremost an experimenter. He first imprisoned the JLA with his gravitic weapon and then released small groups of them to test his other weapons against. When a weapon failed, Xotar teleported to safety and reimprisoned its intended victims.

If unmanned, Ilaric would defend itself in an instinctual nature against any beings it perceived as a threat.

THE SECRET SANCTUARY

YEAR ONE BASE & EQUIPMENT



The Justice League's "Secret Sanctuary" is located inside a mountain overlooking the ocean outside the town of Happy Harbor, Rhode Island. Aquaman discovered the original cave while exploring underwater grottoes. He informed the other JLA members about it when they needed a place to store the Appellaxian aliens they captured during their first case. Shortly thereafter, one of the Appellaxians was abducted by the criminal organization called Locus, and the JLA adopted the cave as their permanent headquarters.

Financier Simon Carr provided the various facilities for the Secret Sanctuary, working at the anonymous (to the JLA) behest of millionaire Oliver Queen, otherwise known as the hero Green Arrow. Simon engaged the services of his nephew "Snapper" Carr

as the mechanic and general handyman for the Secret Sanctuary. Snapper knows the systems of the Sanctuary better than anyone, and he spends much of his time repairing, maintaining, and upgrading them.

The Sanctuary is carved out of the solid rock of a mountain. The outer walls are thick stone over a layer of solid steel, with a total Armor Value of 60 and 600 Body Points. Seismic sensors pick up any blows against the surface of the mountain (basically any strike strong enough to do damage) and radar systems detect any approaching vehicles or individuals (Extremely Difficult *sneak* skill roll to avoid being detected).

The Sanctuary is arranged in five levels. The uppermost level (level one) contains a **hangar bay** (1) for

the team's vehicles. The hangar bay has a sliding door concealed as a rock face along the slope of the mountain (Heroic search skill check to locate it). Level one also holds the **monitor room** (2), which has a sophisticated bank of computers and a communications system that reviews news and worldwide distress bands, alerting the Justice League to where and when they are needed. The monitor room links to the team's personal signal devices through a satellite network.

The team's extensive **library** (3) dominates level two. This vast room includes reference and research materials (originally compiled by the Flash), along with a computer for information retrieval. The library is useful for heroes attempting to locate even the most obscure information (gives a +5 success bonus to scholar and research skill rolls). The library computer is accessible from anywhere within the Sanctuary.

The JLA's **meeting chamber** (4) takes up most of level 3. The room has a circular meeting table, surrounded by chairs bearing the individual symbols of the JLA members. It also has a viewscreen on which can be presented feeds from the monitor room or library.

Additionally, this level boasts a **kitchen** (5) with restaurant-style facilities for preparing meals and a **lounge** (6) for members of the JLA to relax and spend their off-hours. Snapper Carr uses the lounge the most, since the JLAers spend their free time primarily in their civilian identities. Snapper has his favorite video games installed in the lounge,

although he hasn't managed to interest any of the JLAers in playing against him.

Level four holds the Sanctuary's extensive **gymnasium** (7), with exercise equipment designed to challenge the abilities of the Leaguers. The Olympic-sized swimming pool also features a channel into the original underwater grotto Aquaman discovered, allowing him access to the Sanctuary from the ocean. This level also has the team's **souvenir room** (8), containing trophies and mementos of the League's past cases. The first such was the inert body of one of the invading Appellaxians. There is also an extensive **laboratory** (9) on this level, used by the more scientifically minded Leaguers, such as the Flash, to conduct experiments and do research.

Finally, level five of the Sanctuary houses the main **power core** (10) for the base, along with backup power systems in case of a power failure. Based on Martian technology, the power core puts out more than enough energy to power the entire Sanctuary.

The Secret Sanctuary is protected by a sophisticated security system designed by Ted Kord of Kord, Inc. and supplemented by Martian technology provided by J'onn J'onzz and installed by Snapper Carr. The security system uses surveillance cameras and other sensor devices to monitor all areas of the Sanctuary for any signs of intruders. This is a cutting-edge security system in game terms (difficulty 10 for all security skill checks to by-

pass it). If an alarm is triggered, the system uses forcefields to seal off the area where the trouble was detected, allowing the Leaguers to respond and capture the intruder. The fields have an Armor Value of 100, sufficient to restrain most intruders.

SETTLING IN

One of the things to emphasize about the Secret Sanctuary in the early days of the JLA is how *new* it all is. There are a lot of growing pains in both the group and their headquarters. Snapper Carr takes care of most of the technical problems with the headquarters, but sometimes they're beyond his ability to handle. In your own JLA games, you can use equipment failures to liven up a story or to add some additional complications to the heroes' lives. Start off an adventure with the heroes assisting Snapper with maintenance work to add some flavor, or throw in an equipment malfunction to distract the heroes at a critical moment. Treat the Sanctuary as a member of the supporting cast, just as helpful—and just as prone to getting into trouble.

Repairs or maintenance can even lead in to stories and subplots, such as the time when Snapper's work on the Sanctuary's surveillance systems led him to discover the Martian Manhunter was secretly collecting files on Earth's metahuman population, which caused some problems for the team.

BLACK CANARY'S MOTORCYCLE

Size: 6 feet long

Crew: 1

Passengers: 1

Cargo capacity: 1 cubic foot

Maneuverability: 4D

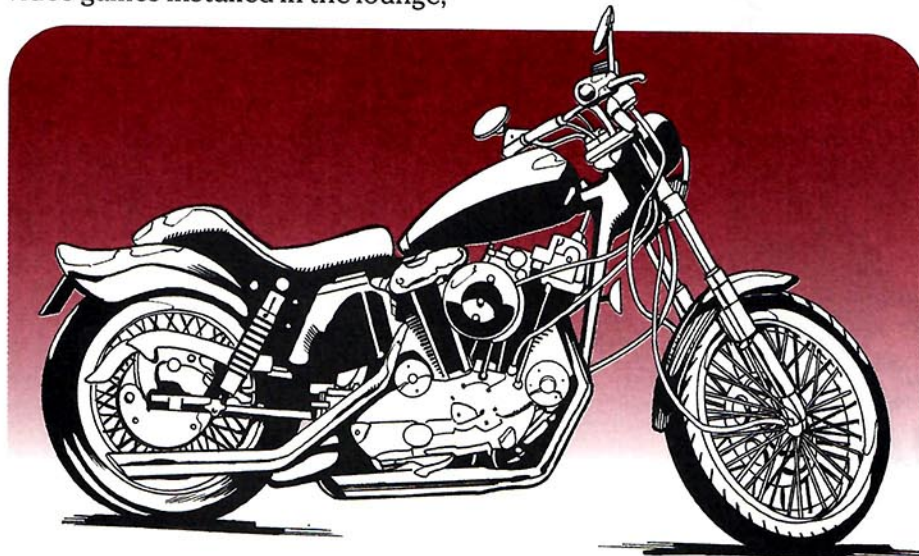
Speed: 90 mph

Passive Defense Value: 6

Base Damage Value: 4Dx3

Body Points: 75

Additional Information: Black Canary rides a custom-modified, top-line motorcycle when she needs to get somewhere under her own power (rather than being carried by another Leaguer, which she avoids whenever possible).





JLA

CURRENT

MEMBERS

35

FORMER MEMBERS

44

ALLIES

55

ADVERSARIES

58



AQUAMAN

REAL NAME: Orin, Arthur Curry
OCCUPATION: Monarch of Atlantis, Protector of the Seas

BASE OF OPERATIONS: Atlantis

HEIGHT: 6'1" **WEIGHT:** 325 pounds

EYES: Aqua blue **HAIR:** Blond

RACE: Atlantean

TECH LEVEL: Postmodern (2)

Reflexes 3D (4D underwater): *Brawling* 8D (9D) (*arm pin, choke, elbow, haymaker, headbutt, leg sweep, lunge, pin, slam, throw* +1D each), *dodge* 7D (8D), *melee weapons* 5D (6D) (*hand* +3D), *riding* 4D (5D) (*aquatic* +1D)

Coordination 3D (4D underwater): *Marksmanship* 5D (6D) (*hand* +1D), *thrown weapons* 5D (6D)

Physique 7D (8D): *Leap* 8D (9D), *lifting* 8D (9D), *swimming* 13D (14D)

Knowledge 3D: *Arcane lore* 4D (*Atlantis Chronicles* +2D), *languages* 4D (*Atlantean races* +3D), *medicine* 4D (*first aid* +2D), *navigation* 8D (*underwater* +2D), *scholar* 5D (*Atlantean culture* +2D), *security* 4D (*JLA Watchtower* +1D)

Perception 3D: *Search* 6D, *survival* 6D (*underwater* +4D), *tracking* 6D

Presence 2D: *Animal handling* 6D (*aquatic* +3D), *charm* 4D (*his subjects* +3D), *command* 11D, *intimidation* 9D, *persuasion* 7D (*diplomacy* +4D), *willpower* 10D

ADVANTAGES/DISADVANTAGES: *Acute Senses* (*vision* +2) -4D, *Animal Friendship* (*undersea creatures*) -2D, *Contact* (*JLA*) -6D, *Contact* (*Tempest*) -3D, *Contact* (*Mera*) -2D, *Contact* (*Vulko*) -3D, *Courage* -2D, *Leadership Ability* -2D, *Observant* -2D, *Wealth* -12D; *Argumentative* +1D, *Dark Secret* (*abandoned at birth*) +1D, *Delusions of Grandeur* +3D, *Dependent* (*denizens of the oceans*) +5D, *Employed* +4D, *Enemy* (*Ocean Master*) +2D, *Enemy* (*rogues gallery*) +5D, *Fanatic* (*protection of the oceans*) +3D, *Hides Emotions* +1D, *Obsessive Tendencies* +2D, *Physically limited* (*needs to be immersed in water once a day*) +1D, *Sworn Enemy* (*Black Manta*) +2D.

SPEED: 30 (walking)/55 (swimming)

PDV: 4 (5 underwater)

UNARMED BDV: 4D (5D underwater)

P/L BONUS: +3 (+4) **HERO POINTS:** 28

VILLAIN POINTS: 0 **CHARACTER POINTS:** 224

BODY POINTS: 59

NATURAL ABILITIES: *Pressure adaptability* (+2D to *Physique*), *underwater mobility* (+1D to *Reflexes* and *Coordination* while underwater), *darkness vision* (+2D to *Perception* to see in the dark), *water breathing* (*ability to breathe water like air; no penalties for failing swimming rolls*).

POWERS: *Superattributes:* *Physique* 1D, *Supersenses* (*nightvision*) 2D, *Speak with Animals* (*aquatic*) 8D, *Telepathy* (*aquatic lifeforms*) 5D.

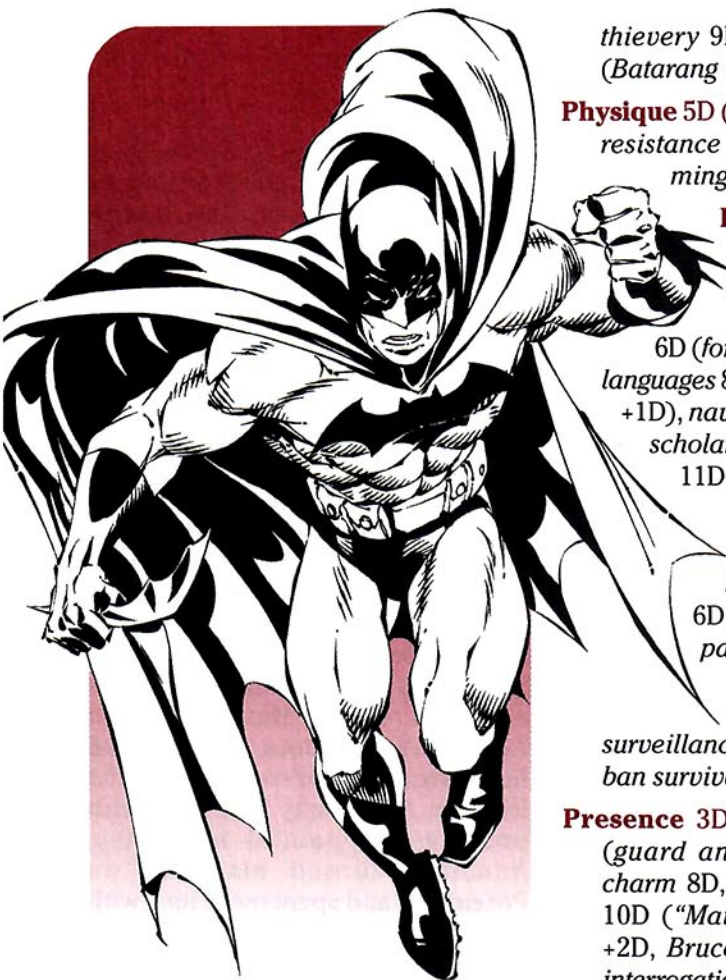
EQUIPMENT: Atlantean cybernetic left hand (BDV 5D [+2D when shaped into

a form with an edge or a point]; can alter the Atlantean metal of this appendage into any shape he desires; although he prefers to leave it in the form of a normal hand).

BACKGROUND: Orin is the son of Atlanna, queen of modern Poseidonis (one of the twin cities of Atlantis), and Atlan, warrior-mage of ancient Atlantis and ancestor of Atlanna's impotent husband.

After helping to form the JLA, Orin discovered Poseidonis and found that he was the city's rightful king. After his coronation, he took a queen—Mera, a refugee from an other-dimensional waterworld. In time, she bore him a son, Arthur Junior—who was slain by Black Manta, one of Aquaman's many foes. Mera blamed her husband for her son's murder and left him. As the city was filled with nothing but painful memories, Aquaman turned his back on Poseidonis and spent more time with the League. It took the loss of his left hand at the hands of Charybdis to shake Aquaman out of his melancholy and give him the will to return to Poseidonis to reclaim his crown. Since then, Aquaman has had to defend his throne against two potential usurpers—his illegitimate son, Koryak, and Noble, ruler of the age-old race called the Lurkers—as well as deal with the return of his estranged wife and queen, Mera. Of late, he has concerned himself with a potential war with the island nation of Cerdia.

STRATEGY & TACTICS: An intense, terse man of regal bearing and quick temper, Aquaman is used to being given proper respect and having his will obeyed without question. Unfortunately, this is an attitude that sometimes leads to confrontations with his JLA teammates. However, he has forged a strong bond of trust and camaraderie with the senior members of the team, whom he has known for years. Once the League was his first priority, but that has changed since he reclaimed his throne. Now, his first duty is to his kingdom and his subjects.



BATMAN

REAL NAME: Bruce Wayne

ALIAS: "Matches" Malone

OCCUPATION: Vigilante, industrialist, philanthropist

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'2" **WEIGHT:** 210 pounds

EYES: Blue **HAIR:** Black

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 4D: *Acrobatics 11D, boating 6D (speedboats +2D), brawling 10D, climbing 8D, dodge 11D, driving 8D (Batmobile +3D), martial arts 13D (arm pin +3D, spin attack +3D, all other maneuvers +2D each), melee weapons 6D (billy club, swords +2D each), piloting 6D (Batplane +3D), riding 6D, sneak 13D*

Coordination 4D: *Catch 8D, lockpicking 12D, marksmanship 6D (grappling hook launcher +2D), missile weapons 6D (bow and arrow +2D), sleight of hand 6D (palming +2D),*

thievery 9D, thrown weapons 7D (Batarang +5D)

Physique 5D (4D): *Leap 7D, lifting 6D, resistance 8D, running 8D, swimming 8D*

Knowledge 5D: *Arcane lore 6D, computer ops 6D, criminology 15D, demolitions 6D, forgery 6D (forgery identification +2D), languages 8D, medicine 7D (first aid +1D), navigation 6D, research 8D, scholar 8D, science 8D, security 11D (JLA Watchtower +2D)*

Perception 5D: *Artist (criminal sketch artistry) 6D, engineering 6D, hide 12D, invent 6D, repair 6D, search 10D, shadowing 12D, streetwise 11D (Gotham City +4D), surveillance 10D, survival 6D (urban survival +2D), tracking 10D*

Presence 3D: *Animal handling 5D (guard animals +3D), bluff 8D, charm 8D, command 8D, disguise 10D ("Matches" Malone identity +2D, Bruce Wayne identity +5D), interrogation 14D, intimidation 15D, persuasion 8D, willpower 16D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Sense of Direction -2D, Attractive Appearance -2D, Contact (Commissioner Gordon) -2D, Contact (JLA) -6D, Contact (Oracle) -4D, Contact (Bat-family) -3D, Contact (Lucius Fox) -4D, Courage -2D, Fast Reactions -4D, Gifted in Learning -4D, Hardiness -4D, Intimidating Grin -2D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Photographic Memory -4D, Preparedness -4D, Speed Draw (Batarang) -2D, Wealth -10D; Dark Secret (effect parents' death had on him) +2D, Dependent (Alfred) +1D, Enemy (the Joker) +3D, Enemy (rogues gallery) +5D, Fanatic +3D, Hides Emotions +1D, Physical Limitation (back injury; -1D to *Physique* and related skills) +3D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 5D/1D

HERO POINTS: 27

CHARACTER POINTS: 220

BODY POINTS: 44

PDV: 6

P/L BONUS: +3

VILLAIN POINTS: 1

EQUIPMENT: Cowl (AV 22 against most attacks), cape and costume (AV 20 against projectiles, 12 against heat and fire), nightvision lenses (immune to darkness penalties), Batarang (BDV 2D, max range *Physique*/lifting roll x 10 in yards), decel monofilament cord jumplines and grapnels (max range 200 feet of cable; +2 success to any climbing roll), gas capsules (break upon contact and release a knockout gas; the target must make a Difficult *willpower* roll or fall unconscious for two hours), rebreather (provides oxygen for up to two hours), various other items concealed in costume and Utility Belt.

BACKGROUND: Regarded by some as an urban legend rather than reality, the Batman was born on a dark street corner in Gotham City when young Bruce Wayne was forced to watch as his parents were gunned down by a petty thief. From that moment forward, Bruce dedicated his life and generous inheritance to the pursuit of physical and mental perfection in order to wage a never-ending war on crime. Realizing that his greatest weapon was fear, Bruce transformed himself into Batman, a shadowy guardian who uses Wayne's identity as a cover and to further the agenda of his all-consuming crusade.

STRATEGY & TACTICS: As his mission is to ensure that others never experience the tragedy that has shaped his life, Batman generally looks upon his membership in the JLA as an obligation, not a privilege. However, his time with the League, combined with the recent events in Gotham City, has brought about a subtle change in his methods. Where he was once condescending and very much the loner, he is now more of a team player and willing to contribute—albeit in his own unique fashion. He is still prone to acting on his own authority, however, sometimes executing hidden agendas and secret battle plans that will inevitably contribute the greater good. Having led the JLA in the past, he still makes it a practice to know his teammates' strengths, weaknesses, and limits. He has little tolerance for those who are unwilling to meet his exacting standards.



THE FLASH 3

REAL NAME: Wallace (Wally) R. West

OCCUPATION: Adventurer

BASE OF OPERATIONS: the Keystone-Central twin city area

HEIGHT: 6'0"

WEIGHT: 175 pounds

EYES: Green

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Brawling 4D (clothesline, disarm, spin attack +1D each), dodge 6D

Coordination 3D: Catch 5D (projectiles +2D)

Physique 3D: Running 10D

Knowledge 3D: Computer ops 4D, research 4D (speed reading +3D), scholar 4D (Flash history +4D), science 4D (temporal mechanics +2D, speed force dynamics +2D), security 4D (JLA satellite +1D)

Perception 3D: Know-how 3D (Speed Manipulation +8D), repair 3D (auto disassembly, firearm disassembly +1D each), search 6D

Presence 3D: Charm 5D, persuasion 5D, willpower 9D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Charismatic -3D, Contact (JLA) -6D, Contact (Titans) -5D, Contact (Flash Family) -6D each, Fast Reactions -4D, Obscure knowledge -2D, Patron (Max Mercury) -1D, Wealth -4D; Dependant (Linda Park) +1D, Enemy (rogues gallery) +4D, Enemy (Tartarus) +4D.

SPEED: 30

PDV: 3 (21 while moving with Speed Manipulation)

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 22

VILLAIN POINTS: 0

CHARACTER POINTS: 172

BODY POINTS: 48

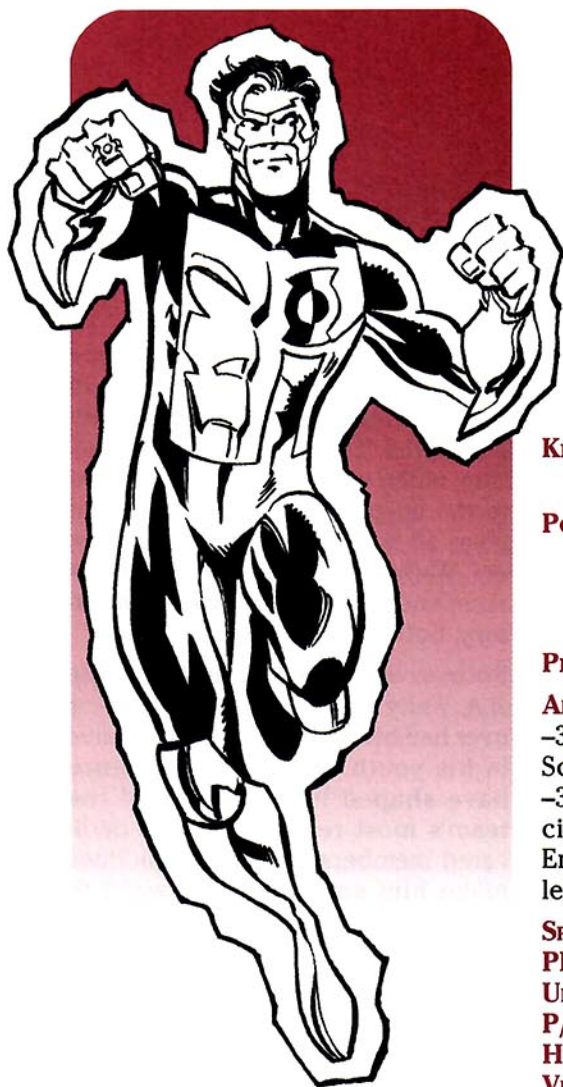
POWERS: Sustenance 9D (limitations: Linked to Speed Manipulation, Self-Only), Healing 6D (limitations: Linked to Speed Manipulation, Self-Only), Speed Manipulation 18D.

EQUIPMENT: Costume made from solidified speed force (absorbs kinetic energy, protects as AV 18).

BACKGROUND: His name is Wally West—and he's the fastest man alive. Infused with the same superspeed powers as his idol and mentor, Barry Allen, in a duplicate of the accident that gave Barry his gifts, Wally lived out a childhood dream as the second Flash's sidekick and protégé, Kid Flash. The

dream eventually gave way to bitter reality, as Wally assumed the Flash identity in the wake of Barry's death during the "Crisis on Infinite Earths." Now older, wiser, and directly linked to the enigmatic "Speed Force" that gives all superspeedsters their powers, Wally continues to be one of the most enduring heroic legacies in history, both in and out of the JLA.

STRATEGY & TACTICS: Unlike many in the JLA, Wally has been a super hero for over half his life. Brash and impulsive in his youth, time and experience have shaped him into one of the team's most responsible and dedicated members. However, this does make him somewhat awkward in more mundane social situations. Still living the dream, Wally continues to look upon his life as the Flash as the job of a lifetime rather than a heavy burden. So, he is prone to occasional displays of showboating. While no longer driven by the memory of Barry Allen, Wally is always pushing himself to the limit of his abilities and beyond—sometimes even discovering new strengths and applications of his powers in the process.



GREEN LANTERN

REAL NAME: Kyle Rayner

OCCUPATION: Freelance artist, adventurer

BASE OF OPERATIONS: New York City

HEIGHT: 5'11"

WEIGHT: 175 pounds

EYES: Dark Green

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: Brawling 4D, dodge 5D, melee weapons 4D, piloting 4D (self +2D)

Coordination 2D: Marksmanship 5D

Physique 3D: Flying 6D

Knowledge 3D: Scholar 3D (art +2D), security 3D (JLA satellite +1D)

Perception 3D: Artist 6D (commercial art and design +3D, drawing, sculpting +2D each, painting +1D), know-how (ring creations) 10D

Presence 2D: Charm 5D, willpower 8D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (JLA) -6D, Contact (Alan Scott, Guy Gardner, John Stewart) -3D each, Patron (Ganthet) -4D, Special Equipment (power ring) -5D; Employed +4D, Enemy (rogues gallery) +5D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 102

BODY POINTS: 32

EQUIPMENT: Green Lantern power ring and battery (see sidebar).

BACKGROUND: Kyle Rayner is the poster child for being in the right place at the right time. Kyle was selected wholly at random by Ganthet, the last of the Guardians of the Universe, to be the immediate successor to legendary Green Lantern Hal Jordan and the possessor of the last power ring—the most powerful weapon in the universe, capable of turning thought into emerald reality. Compensating for his lack of experience with boundless enthusiasm and a fertile imagination, and sobered early in his career by the tragic death of his girlfriend, Alex DeWitt, Kyle has proven to be a worthy addition to the Green Lantern tradition and a valued member of the current JLA.

STRATEGY & TACTICS: Once insecure about his place among the meta-humans, gods, aliens, and royalty of the JLA, Green Lantern is now more confident and aware of the trust and respect he has earned. Kyle is also one of the League's most imaginative thinkers—a trait best evidenced by his use of his ring's energy to create objects to suit the task at hand. From fantasy suits of armor to high-tech ray guns to a crew of movers, there is little that seems to be beyond the scope of his imagination. However, despite all he has seen and done, he still sometimes gets lost in a sense of awe when confronted by some of the threats that the JLA faces on a regular basis. Of all the JLA members, Green Lantern is perhaps closest to the Flash. Beneath their near-constant verbal swipes and playful rivalry lies a friendship that echoes the bond between their predecessors Hal Jordan and Barry Allen.



KYLE RAYNER'S POWER RING & LANTERN BATTERY

POWER RING

Speed: same as wearer's

Passive Defense Value: same as wearer's

Base Damage Value: as per powers

Fire Arc: any

Range: as per powers

Ammunition: power source—power battery (see below)

Rate of Fire: 1

Enhancement Modifier: *scholar* 20D (represents the computer database in the ring; the computer can speak to the wearer if he activates its verbal component)

Armor Value: 100 (when charged), 10 (when not charged)

Body Points: 1,000 (when charged), 100 (when not charged)

Additional Information: Powers: Energy Manipulation 14D (limitations: Duration Change [Concentration], Removable -2D (can only be used by Hal, Kyle, and Kyle's descendants), Side Effect (most uses of ring are green) -1D; enhancement: Remote +4D), Mimicry 7D (limitation: Linked to Energy Manipulation; enhancement: Mastery [can access any power Kyle has seen in use]), Language Comprehension 7D. All powers have the limitation: Ineffectiveness (killing), Rechargeable (the more Kyle uses the ring the faster it is depleted; the ring is linked to Kyle, so he knows when it is running low on power).

The wearer first makes a *know-how* (ring creations) roll to create energy constructs with the ring. This roll determines whether they are able to create the construct (erect a wall, create a giant baseball bat, etc.). The difficulty of the roll is determined by the Narrator as per the "Creating Manipulation Constructs" sidebar on page 111 of this book. Some example difficulties are listed here.

Sample Ring Creation

Base Difficulty

Wall (AV equal to three times the die code of the power)	3
Simple energy construct (giant saw blade with BDV three times die code of power)	3
Construct with powers (fire extinguisher)	3
Complex construct (giant squid that can catch cars falling off of a bridge)	4

Once the construct is generated, the power ring wearer makes a *willpower* roll each round to sustain it. The difficulty of the roll is the same as the difficulty to create the construct, modified by how tired, in pain, or distracted the user is.

Kyle uses his wits and artistic talents to create complex constructs. Some of the constructs he has generated include: seven dwarf versions of the Justice League, copies of the original Green Lantern Corps members, a horse and lance, a zamboni, an axe, a giant chainsaw, a hose connected to a water tower with an elephant's head on the end spraying water, and numerous giant anime robots. Although he is limited to the powers he has seen used, Kyle has created several constructs of other heroes (for example the Justice League), using the ring's Mimicry power to simulate their powers.

LANTERN BATTERY

Defense Value: 0

Ammunition: power source—Ganthet, sole remaining Guardian of the Universe

Body Points: 500

Additional Information: Powers: Energy Manipulation (charge power ring) 14D (limitations: Duration Change (Activated [takes 10 seconds to recharge ring]), Matter Manipulation (collapses battery into a disk six inches in diameter and less than a quarter inch thick) 7D (limitation: Linked to Energy Manipulation)).



MARTIAN MANHUNTER

REAL NAME: J'onn J'onzz

ALIASES: John Jones, Johann Johnson, Yuchiro Takata, plus several others

OCCUPATION: Adventurer, private detective, various (depending on identity)

BASE OF OPERATIONS: JLA Watchtower

HEIGHT: 6'7" **WEIGHT:** 300 pounds

EYES: Red **HAIR:** None

SKIN: Green **RACE:** Green Martian

TECH LEVEL: Advanced (3)

Reflexes 3D (10D): *Brawling* 7D (14D), *dodge* 7D (14D), *melee weapons* 5D (12D), *piloting* 4D (13D) (*self* +2D), *sneak* 6D (13D)

Coordination 3D (10D): *Marksmanship* 5D (12D), *thrown weapons* 5D (12D)

Physique 5D (33D): *Flying* 7D (35D), *leap* 8D (36D)

Knowledge 4D: *Computer ops* 8D (JLA Watchtower monitor womb +3D), *criminology* 9D, *scholar* 7D (*Martian culture* +2D, *tactics* +4D), *science* 9D, *security* 7D (JLA Watchtower +3D)

Perception 4D: *Engineering* 7D, *hide* 6D, *invent* 7D, *know-how (powers)* 10D, *repair* 7D (JLA equipment +2D), *search* 8D, *shadowing* 8D, *streetwise* 7D, *tracking* 11D

Presence 1D: *Command* 9D (JL Task Force +1D), *disguise* 10D, *interrogation* 7D, *intimidation* 8D, *persuasion* 7D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Contact (JLA) -6D, Contact (United Nations) -5D, Contact (Gypsy, the Ray) -3D each, Contact (NYPD) -2D, Courage -2D, Intimidating Grin -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Thousand Faces -2D; Dark Secret (hides true Martian form) +1D, Enemy (Malefic) +3D, Hides Emotions +1D, Phobia (fire) +5D, Secret Identity +3D, Unattractive Appearance (to humans) +2D.

SPEED: 30

PDV: 7 (14 while moving using Speed Manipulation)

UNARMED BDV: 5D (6D)

P/L BONUS: +2 (+16) **HERO POINTS:** 28

VILLAIN POINTS: 0 **CHARACTER POINTS:** 200

BODY POINTS: 179

NATURAL ABILITIES: Martian life span (Longevity 3D), Shapechanging 15D, Telepathy 10D, Intangibility (Density Manipulation 10D [enhancement: Mastery; limitation: Self-Only -2D]), Invisibility (Light Manipulation (invisibility) 8D [enhancement: Mastery; limitation: Self-Only -2D]). All natural abilities have the limitation: Vulnerability [fire] -8D.

POWERS: Microwave Projection (eyes) [Martian vision] 12D, Superattributes: Reflexes, Coordination 7D each, Superattributes: Physique 28D, Sustenance (air) 1D (limitation: Linked to Shapechanging), Flight 13D, Invulnerability 10D, Size Manipulation 5D (limitations: Self only -2D, Linked to Matter Manipulation/Shapechanging), Matter Manipulation (absorption/dispersion) 5D (limitations: Self-Only -2D, Linked to Shapechanging),

Speed Manipulation (supermobility, superactions) 7D each. All powers also have the limitation: Vulnerability (fire) -8D.

BACKGROUND: Saved from a plague which annihilated the Martian race, J'onn J'onzz was inspired by the example set by police detective John Jones (whose identity J'onn assumed after the detective's murder) and the super heroes of Earth. He joined the JLA, while striving to protect the innocent and punish the guilty as the Martian Manhunter.

J'onn recently discovered that he was not the sole survivor of the Martian race. The priest/scientist who created the Hronmeer's Curse virus, Ma'alefa'ak (now calling himself Malefic), had also come to Earth, seeking to complete his mission of genocide by slaying J'onn. In the end, J'onn was forced to execute the madman, as was his right as the last of the Manhunters of Mars. J'onn has just returned from a voyage to Saturn, home to a population of beings who were originally cloned from the native races of Mars. He had gone there to escort home Prince Jemm, an exile who had become an unwilling pawn of Lex Luthor's Injustice League and unfortunate victim of Malefic.

STRATEGY & TACTICS: More than just a founding member, J'onn has been part of the League in some capacity in each of its many incarnations. Even though both he and Superman share the unfortunate distinction of being the last of their respective races, J'onn's natural appearance and imposing demeanor still make him a "stranger in a strange land." As such, the JLA has become his adopted home, his teammates his surrogate family. His loyalty to the team is near absolute, and he carries a nurturing concern for each of its members, particularly those were part of the defunct JL Task Force. A silent and intimidating figure, as is common among telepaths, his seemingly endless variety of powers, coupled with decades of experience in applying them, makes him not only one of the League's strongest members, but one of its most versatile.



PLASTIC MAN

REAL NAME: Eel O'Brian

OCCUPATION: Full-time super hero

BASE OF OPERATIONS: New York City

HEIGHT: 6'1" (but can vary)

WEIGHT: 235 pounds

EYES: Brown

HAIR: Black

RACE: Human (well...sort of)

TECH LEVEL: Modern (1)

Reflexes 5D: *Brawling* 5D (*bear hug, disarm* +1D each), *dodge* 6D (7D), *sneak* 7D

Coordination 3D: *Sleight of hand* 5D, *thievery* 4D

Physique 3D: *Leap* 4D, *resistance* 5D

Knowledge 3D: *Criminology* 4D, *forgery* 5D, *security* 6D (*JLA Watchtower* +1D)

Perception 4D: *Hide* 6D, *know-how (elasticity)* 10D, *search* 5D, *shadowing* 5D, *streetwise* 6D, *surveillance* 5D

Presence 3D: *Bluff* 7D, *charm* 7D, *disguise* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Charismatic -3D, Contact (JLA) -6D, Contact (FBI) -4D, Intimidating Grin -2D, Observant -2D, Sixth Sense -2D; Dependant (Woozy Winks) +1D, Impulsive +1D, Shady Background +2D.

SPEED: 30

PDV: 3 (4)

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 12

VILLAIN POINTS: 1

CHARACTER POINTS: 106

BODY POINTS: 42

POWERS: Elasticity 6D, Immunity 5D, Longevity 2D, Shapechanging 4D (limitations: Side Effect [all shapes assumed are predominantly red, with a yellow and black striped band] -2D, Linked to Elasticity), Sustenance 40D.

BACKGROUND: Back in 1941, Plastic Man was once petty thief Eel O'Brian. Problem was, O'Brian wasn't a terribly good thief. While pulling a job in a chemical factory, Eel got shot by the night watchman and tumbled into a vat of acid, which seeped into his gunshot wound. Dazed and confused, Eel stumbled out of the factory and passed out. He was found by a kindly order of monks, who tended to the ailing Eel, as they saw within him the potential to be a valuable citizen if only given the chance. Discovering that the acid had mixed in with his blood and turned him into the human equivalent of rubber, Eel decided that

the time had come for a lifestyle change. Shunning his criminal past and identity, Eel became the Pliable Paladin—Plastic Man. He soon went on to become a special investigator for the FBI, and served as their liaison to the All-Star Squadron during World War II.

Plastic Man was recruited by Batman to help the current League out during their battle with Lex Luthor's first Injustice League, and was able to infiltrate the villainous lot posing as the Joker. Impressed by his performance, Batman nominated "Plaz" for full membership—much to the surprise and chagrin of some of Plaz's new teammates.

STRATEGY & TACTICS: While some believe that Plastic Man was brought into the JLA to be the team's comic relief, Batman asserts it was for his amazing shapechanging powers and ability to think fast on his feet. His unpredictability, ever-present grin, and the near-constant stream of puns and pranks were just part of the package. A super hero for the sheer thrill and excitement of it all, Plaz serves in the League with a dedication and fortitude that often contradicts his upbeat, playful attitude—a virtue the League's members try to keep in mind when they find themselves stuck as Plaz's straight man. What still comes up for debate, however, is whether or not his freewheeling, carefree demeanor is a teasing charade and a reflection of his new lease on life...or if his acid bath not only gave him superpowers, but also left him a few cards short of a full deck.



SUPERMAN

REAL NAME: Clark Joseph Kent/Kal-El
OCCUPATION: Reporter, novelist
BASE OF OPERATIONS: Metropolis
HEIGHT: 6'3" **WEIGHT:** 225 pounds
EYES: Blue **HAIR:** Black
RACE: Kryptonian
TECH LEVEL: Advanced (3)

Reflexes 4D (14D): *Brawling 6D (16D) (disarm +1D, flying kick +1D, instant stun +1D, spin attack +1D), dodge 6D (16D), melee weapons 5D (15D), piloting 5D (15D) (self +2D)*

Coordination 3D (13D): *Marksmanship 4D (14D), thrown weapons 5D (15D)*

Physique 5D (35D): *Flying 7D (37D), leap 6D (36D), lifting 6D (36D), running 6D (36D)*

Knowledge 3D: *Arcane lore 4D, computer ops 5D, criminology 6D, languages 7D (Interlac +1D), medicine 5D (first aid +1D), navigation 4D,*

research 8D, scholar 8D (18D) (Kryptonian culture +2D), science 7D (17D) (Kryptonian science +3D), security 6D (JLA Watchtower +2D)

Perception 3D: *Artist 4D (writer +2D), engineering 5D, know-how (powers) 10D each, repair 5D, search 5D, shadowing 4D, streetwise 5D (Metropolis +4D), surveillance 5D, survival 5D, tracking 6D*

Presence 5D: *Charm 9D, command 13D, interrogation 6D, intimidation 9D, persuasion 8D, willpower 14D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Contact (Superboy, Supergirl) -5D each, Contact (John Henry Irons) -4D, Contact (Metropolis S.C.U.) -2D, Contact (world governments) -4D, Contact (media) -3D, Courage -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Technologically Advanced -20D, Wealth -4D; Dark Secret (executed Kryptonian criminals in another dimension) +1D, Dependent (Lois Lane) +1D, Dependent (Ma and Pa Kent) +2D each, Enemy (Lex Luthor, the Cyborg) +3D each, Enemy (rogues gallery) +6D, Secret Identity +3D.

SPEED: 30

PDV: 8 (18 while moving using Speed Manipulation)

UNARMED BDV: 7D **P/L BONUS:** +2 (+17)

HERO POINTS: 42 **VILLAIN POINTS:** 0

CHARACTER POINTS: 328

BODY POINTS: 185

POWERS: Microwave Projection (eyes) 16D, Immunity 10D, Superattributes: Reflexes, Coordination, Knowledge (scholar, science) 10D each, Superattributes: Physique 30D, Superbreath 15D, Supersenses 12D, X-Ray Vision 14D (limitation: Ineffectiveness (lead) -3D), Flight 18D, Invulnerability 11D (limitation: Ineffectiveness (magic) -1D), Ice Manipulation (freezing objects) 10D (limitation: Linked to Superbreath), Speed Manipulation (supermobility, superactions) 10D each. All powers also have the limitations: Rechargeable (yellow sunlight) -1D, Vulnerability (kryptonite) -7D.

Background: Saved from the final destruction of the planet Krypton, the infant Kal-El was rocketed to Earth,

where he was raised by the Kents, a kindly farmer couple in Smallville, Kansas, as their own son and named Clark Joseph. Upon reaching adulthood, Clark discovered his Kryptonian legacy—a bevy of otherworldly powers fueled by Earth's yellow sun. Guided by the strong morals instilled in him by the Kents, Clark created the identity of Superman and now uses his fantastic gifts to protect his adopted home.

Originally declining membership in the League, Superman finally joined the team's ranks during one of its more recent reorganizations. He even led the American branch of Justice League International until his apparent death at the hands of Doomsday. Realizing that the League can be an awesome force for good, he has returned to the team to help form one of the most powerful incarnations of the JLA to date.

STRATEGY & TACTICS: If the Martian Manhunter is the JLA's heart, Superman is its soul. The current League's chairman, more by unspoken affirmation than an actual vote, Superman prefers to be looked on as "one of the guys." While both the JLA and the world at large look upon him as the iconic hero-figure, Superman still remains uneasy about bearing such a label. Inspiring more by example than by spoken word, Superman is a born leader—always at the front lines of any conflict, willing to lay down his life if necessary to protect the planet Earth.

SUPERMAN BLUE

For a brief time, during his current tenure as a member of the JLA, Superman's powers were strangely transformed. Where once he could bend steel with his bare hands, he could now make the entire electromagnetic spectrum bend to his will. To represent Superman during this period, substitute the following powers listing (including all limitations) for the set listed in his write-up.

Powers: Energy Manipulation 20D (limitations/enhancements: Super Hero Form -3D; Self-Invulnerability +3D).



Wonder Woman

REAL NAME: Diana
OCCUPATION: Ambassador
BASE OF OPERATIONS: The Wonderdome
HEIGHT: 5'11"
WEIGHT: 135 pounds
EYES: Blue
HAIR: Black
RACE: Amazon
TECH LEVEL: Modern (1)

Reflexes 4D (12D): *Brawling 6D (14D), dodge 5D (13D), melee weapons 6D (14D) (bracelets +1D), piloting 5D (17D) (self +4D)*

Coordination 4D (12D): *Missile weapons 5D (13D), thrown weapons 5D (13D) (magic lasso +1D)*

Physique 5D (33D): *Flying 3D (34D), leap 6D (34D), lifting 6D (34D), running 6D (34D)*

Knowledge 3D: *Languages 4D (English +3D, native language: ancient Greek), medicine 7D (first aid +1D), scholar 7D (Amazon lore, strategy +2D each)*

Perception 4D: *Tracking 7D*

Presence 4D: *Command 10D, intimidation 8D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Contact (Artemis) -1D, Contact (Troia) -3D, Contact (Wonder Girl) -2D, Courage -2D, Hardiness -4D, Leadership Ability -2D; Enemy (Circe, Devastation, Cheetah) +2D, Enemy (rogues gallery) +5D, Fanatic +3D.

SPEED: 30

PDV: 3 (7)

UNARMED BDV: 4D (6D)

P/L BONUS: +2 (+16)

HERO POINTS: 27

VILLAIN POINTS: 0

CHARACTER POINTS: 206

BODY POINTS: 175

POWERS: Immunity 9D, Longevity 1D, Superattributes: Reflexes, Coordination 8D each, Superattributes: Physique 28D, Flight 13D, Invulnerability (blunt attacks) 10D, Speed Manipulation (superactions, supermobility) 8D each.

EQUIPMENT: Lasso of Truth (BDV 5Dx5, AV 75, 245 Body Points; lasso can magically grow to any size to fit around target; anyone caught within the lasso is forced to tell the truth

when speaking), bracelets (AV 30 when used to block).

BACKGROUND: A truly unique being, Diana was formed out of clay by her mother, Queen Hippolyta, imbued with the soul of Hippolyta's unborn child, and brought to life and gifted with superhuman powers by the gods of Olympus. In the tradition of the Amazon nation, Diana was schooled in both the art of war and the knowledge of the ages. When the god of war Ares chose to test humanity's mettle, Diana ventured out into the Patriarch's World, bringing with her a message of peace and equality. Since Ares' defeat, Diana has chosen to remain in the Patriarch's World, ever willing to fight for the cause of peace, be it on her own or at the side of the JLA.

While she is a trusted friend to many in the League, she and Superman share a special, unique bond.

STRATEGY & TACTICS: Wonder Woman is a perfect study in contradictions. On the one hand, she is the consummate warrior—highly skilled, expertly trained, and prepared to do whatever is necessary to win a quick, clear, and decisive victory. On the other, she is the first to see violence as a last resort and will not attack without provocation. At her heart, she is an ambassador of peace. However, she knows that such an ideal can give rise to conflict. She is the epitome of grace and refinement, a natural leader on the battlefield, and the person you most want guarding your back.



AZTEK

REAL NAME: Uno, Curt Falconer
OCCUPATION: Doctor, world savior
BASE OF OPERATIONS: Mobile
HEIGHT: 6'2"
WEIGHT: 185 pounds
EYES: Blue **HAIR:** Blond
RACE: Human **TECH LEVEL:** Modern (1)
Reflexes 3D: Acrobatics 4D, brawling 6D, dodge 4D, martial arts 4D, piloting 4D, sneak 4D
Coordination 3D
Physique 2D: Resistance 3D, running 3D, swimming 3D
Knowledge 3D: Arcane lore (Mesoamerican magic) 4D; computer ops 4D, languages (Aztec, Inca, Mayan)

4D each, *medicine* 4D, *research* 5D, *scholar* (Mesoamerican history) 6D

Perception 2D: *Hide* 3D, *search* 4D, *shadowing* 5D, *surveillance* 5D, *tracking* 3D

Presence 2D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (JLA) -6D, Contact (Q Foundation) -6D, Obscure Knowledge (Q Foundation education and training) -2D, Observant -2D; Dark Secret (fated to save the world) +3D, Secret Identity +3D.

SPEED: 30 **PDV:** 2

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 32

BODY POINTS: 28

EQUIPMENT:

Q Foundation Battlesuit

Type: powered armor

Speed: same as wearer's

Defense Value: same as wearer's, adjusted by Enhancement modifier

Base Damage Value: same as wearer's

Fire Arc: forward

Range: as per powers

Ammunition: Aztek's suit is powered by Fourth Dimensional energy that only occasionally requires recharging. Because the recharging process involves both intricate magical rituals and extensive technological resources, the suit can only be recharged in one of the Q Foundation's many secret bases.

Rate of Fire: 1

Enhancement Modifiers: *dodge* +3D, *piloting (self)* +3D, *flying* +2D, *computer ops* +2D, *scholar* +7D, *science* +4D, *surveillance* +2D, *tracking (electronic)* +4D
Armor Value: 20

Body Points: 125

Additional Information: *Powers:* Infravision 5D, Microwave Projection (plasma gauntlets) 12D, Superattri-

butes: Reflexes, Coordination 4D each, Superattributes: Physique 8D, Supersenses: Sight, Hearing 5D each, X-Ray Vision 8D, Flight (wings) 4D, Density Manipulation 4D (limitation: Self-Only; enhancement: Mastery [control speed of change]), Electricity Manipulation (electric charge) 8D (limitation: Linked to Snare), Light Manipulation (invisibility) 6D (limitation: Self-Only), Snare: Net and line 10D. All powers have the limitations: Removable -1D and Super Hero Form -4D.

The Q Foundation's centuries of work resulted in Aztek's mask and costume. In addition to bestowing Aztek with a variety of powers, the mask contains the sum total of all experiences of previous Q champions. Uno is the only one trained to use the mask without being overcome by the babble of these voices. Anyone else who wears the mask will suffer an immediate 7Dx4 damage from mental energy feedback. Additionally, anyone reduced to zero Body Points in this manner is basically in a vegetative state and will stay that way unless medical treatment is given to him.

BACKGROUND: A thousand years ago, the Aztec god Quetzacoatl defeated his evil brother, Tezcatlipoca, and prevented him from destroying the world. According to Aztec prophecies, the shadow god Tezcatlipoca will return again and renew his battle with Quetzacoatl. The result of this ancient struggle will determine the fate of the world.

A secret society, the Q Foundation, was formed in order to prepare a human vessel for Quetzacoatl's return. Unless a human is properly trained, Quetzacoatl would be unable to overcome the shadow god. For countless generations, the Q Foundation has been raising and teaching a line of heroes in preparation for this great battle.

Uno is the latest champion to wear the Q Foundation's fantastic costume. The Q Foundation sent Uno to the corrupt American city of Vanity so that he could put his training into practice. In Uno's first adventure, he failed to save the life of a has-been super villain, the Piper. Upon Piper's death, Uno promptly assumed Curt Falconer's identity and even his new job at the Vanity City Hospital. Because Falconer had just been hired and no one knew what he looked like, Uno was easily able to insinuate himself into the hospital staff.

After several adventures, Aztek was invited to join the JLA. Aztek did not realize that his invitation was carefully orchestrated by Lex Luthor. For some time, Luthor had financially supported the Q Foundation, hoping that he could get a hero into the JLA. In order to boost Aztek's national image and make him a candidate for JLA, Luthor arranged several battles between Aztek and assorted villains.

When Luthor revealed his machinations to Aztek, a horrified Uno left the JLA in order to find out whether his entire life has been a lie or not. Regardless of how he became a super hero, Aztek came to the aid of the JLA in their recent battle with the ultimate warbringer, Mageddon, sacrificing himself valiantly to stop the cosmic threat.

STRATEGY & TACTICS: Aztek has always been unsure about his status as a super hero and about super heroics in general. Now that Aztek doubts the legitimacy of the Q Foundation, he is doubly uncertain about his role in the world. When in super hero guise, Aztek disdains using his powers superfluously, preferring instead to solve problems with his mind first. Aztek has demonstrated that his main priority is the protection of human life. He will stop at nothing to keep innocent bystanders safe from marauding super villains.



BARDA

REAL NAME: Barda Free

OCCUPATION: Warrior of New Genesis

BASE OF OPERATIONS: New Genesis

HEIGHT: 6'2" **WEIGHT:** 200 pounds

EYES: Blue **HAIR:** Black

RACE: New God **TECH LEVEL:** Superior (4)

Reflexes 10D: *Brawling* 14D, *climbing* 12D, *dodge* 12D, *melee weapons* 13D (Mega-rod +2D), *piloting* 12D, *riding* 11D

Coordination 10D: *Catch* 11D, *marksmanship* 12D (Mega-rod +3D), *missile weapons* 12D, *thrown weapons* 13D

Physique 30D: *Leap* 32D, *Resistance* 34D

Knowledge 3D: *Arcane lore* (New Gods) 5D, *computer ops* 8D, *demolitions* 6D, *scholar* 8D (*tactics* +2D, *strategy* +4D), *security* 6D

Perception 4D: *Know-how* 6D, *search* 6D, *shadowing* 5D, *survival* 6D (Apocalypse +4D)

Presence 5D: *Animal handling* 6D, *bluff* 6D, *command* 10D, *interrogation* 12D, *intimidation* 12D, *persuasion* 7D, *willpower* 12D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Contact (New Gods) -5D, Courage -2D, Hardiness -4D, Leadership Ability -2D, Observant -2D, Intimidating Grin -2D; Enemy (Darkseid) +6D, Enemy (Granny Goodness) +4D, Fanatic +3D, Hides Emotions +1D.

SPEED: 60

PDV: 6

UNARMED BDV: 6D **P/L BONUS:** +16

HERO POINTS: 23 **VILLAIN POINTS:** 0

CHARACTER POINTS: 184

BODY POINTS: 161

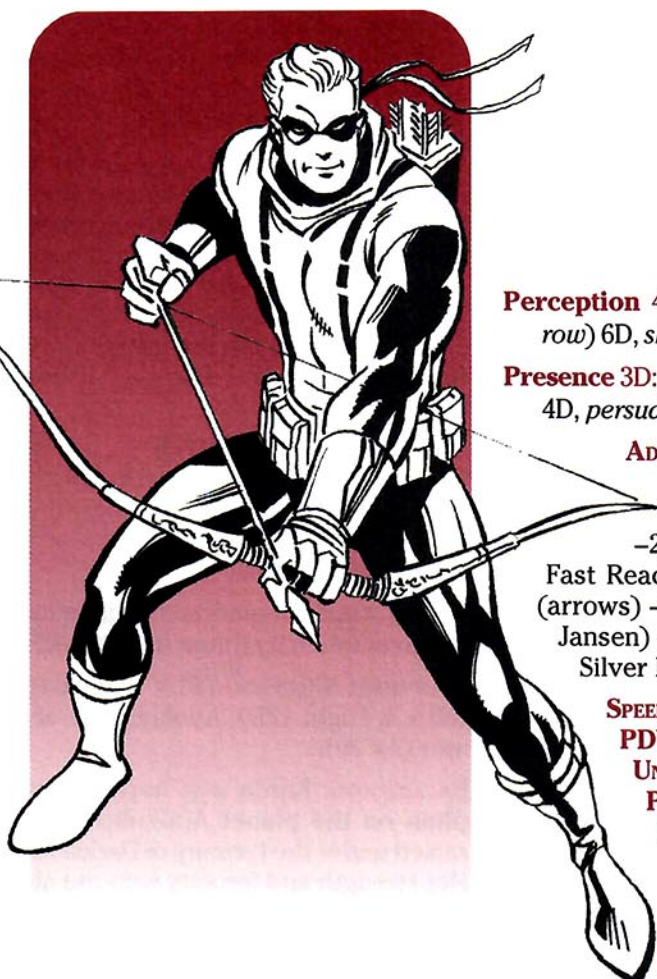
NATURAL ABILITIES: Immortality, Immunity 9D, Invulnerability (blunt damage) 4D.

EQUIPMENT: Mega-rod (BDV *willpower* roll x 4, Flight 12D), Apokoliptian armor (AV 20).

BACKGROUND: Barda was born an orphan on the planet Apokolips and raised under the tyranny of Darkseid. Her strength and ferocity won the attention of Granny Goodness, who trained her to be a warrior. But when she met Scott Free, also known as Mr. Miracle, she found herself falling in love, and his love gave her the strength and the courage to defy Darkseid and escape the clutches of Apokolips.

Recently, Barda and Orion were sent to work with the JLA. Barda has enjoyed the time with the Earthly heroes, when she hasn't been busy keeping Orion's legendary temper in check.

STRATEGY & TACTICS: Barda is a natural warrior, strong and fearless. She has also learned a great deal from her husband, including the fact that not every problem is best met head-on. In combat, Barda does have a tendency to forget about strategy and teamwork and simply go after the nearest foe. But her commonsense usually returns quickly and she can be relied upon to aid any allies in trouble and to shore up any weak spots in the group's attack or defense. Out of combat, Barda is friendly with those she considers peers, and her open nature and jovial attitude more than make up for the roughness of her manners.



GREEN ARROW 2

REAL NAME: Connor Hawke
OCCUPATION: Monk

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: 160 pounds

EYES: Green

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: *Acrobatics 7D, dodge 7D, martial arts 14D (all maneuvers +3D each), melee weapons 5D, sneak 5D*

Coordination 4D: *missile weapons 11D (bow and arrow +4D), thrown weapons 7D*

Physique 4D

Knowledge 3D: *Medicine 5D*

Perception 4D: *Repair (bow and arrow) 6D, shadowing 5D, tracking 5D*

Presence 3D: *Animal handling 4D, bluff 4D, persuasion 4D, willpower 7D*

ADVANTAGES/DISADVANTAGES:

Attractive Appearance -2D, Acute Balance -2D, Contact (JLA) -6D, Fast Reactions -4D, Speed Draw (arrows) -3D; Dependent (Master Jansen) +1D, Enemy (Lady Shiva, Silver Monkey) +2D each.

SPEED: 30

PDV: 4

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 40

BODY POINTS: 39

Equipment: Bow and hunting arrows (BDV 5D, max range: 130 feet).

BACKGROUND: Growing up in San Francisco, Connor Hawke never knew that his father was Oliver Queen, the first Green Arrow. At a very young age, Connor's mother, Moonday, sent him away to a Tibetan monastery called Ashram to calm her young son's violent tendencies. In the peaceful surroundings of Ashram, Connor proved to be a more than apt student, becoming an expert archer and martial artist.

After Oliver Queen briefly visited the monastery, Connor discovered that Oliver was in fact his father. Connor soon left Ashram to reunite with his estranged parent. Before Connor could locate his father, the Green Arrow died in an airplane crash while saving Metropolis from destruction. To honor the memory of his late father, Connor became the new Green Arrow.

Connor wandered around the globe, much as his father had done, and often found himself in the

middle of an adventure. For a time, Connor was joined by Eddie Fryers, the reformed assassin who had often accompanied his father, and by Jansen, his old teacher at Ashram. Eventually, Connor settled in San Francisco in order to spend more time with his mother. Connor joined the JLA for a short time, but he quickly grew disenchanted with the super-hero lifestyle. Connor has recently put aside the identity of the Green Arrow so he may live as a humble monk once again.

STRATEGY & TACTICS: Green Arrow's abilities should not be measured solely by his skill with the bow. Besides being one of the world's greatest marksmen, Green Arrow is also one of the most formidable martial artists on the planet. Despite Green Arrow's incredible capabilities, he has often felt ill at ease as a super hero. Compared to the awesome abilities of Superman, Martian Manhunter, and the other members of the JLA, Green Arrow feels a little out of place. Unlike his impetuous father, Connor does not rush into combat heedlessly. Instead, Connor tends to weigh different options before deciding upon a violent resolution. It was Connor's careful planning and strategy that allowed him to defeat the Key, who had managed to overcome the rest of the JLA. Perhaps most importantly, Connor has vowed that he will never take a human life.



HOURLMAN

NICKNAME: Tyler

OCCUPATION: Adventurer, Explorer of the human condition

BASE OF OPERATIONS: Happy Harbor, Rhode Island

HEIGHT: 6'4"

WEIGHT: 320 pounds

EYES: White

HAIR: None

RACE: Intelligent machine colony

TECH LEVEL: Superior (4)

Reflexes 7D: Piloting 8D (self +3D, timeship +10D)

Coordination 4D: Marksmanship (time vision) 7D

Physique 7D (14D)

Knowledge 8D: Arcane lore 11D, medicine 9D, navigation (time stream) 17D, scholar 12D (Fourth Dimen-

sion +5D) (Hypertime +2D), science 10D (temporal physics +4D)

Perception 4D: Know-how (Temporal Manipulation) 12D

Presence 2D: Charm 3D, persuasion 3D, willpower 6D

ADVANTAGES/DISADVANTAGES: Contact (JLA) -5D, Contact (JSA) -5D, Hardiness -4D, Photographic Memory -4D, Self-healing -4D; Bond to Creator +2D, Curiosity +2D, Dependant (Snapper Carr, Bethany Lee) +1D each, Enemy (Amazo, the Lord of Time) +3D each, Enemy (Rick Tyler) +1D, Low Self-Esteem +3D, Poor +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 1D

P/L BONUS: +3 (+7)

HERO POINTS: 6

VILLAIN POINTS: 0

CHARACTER POINTS: 48

BODY POINTS: 50 (+35)

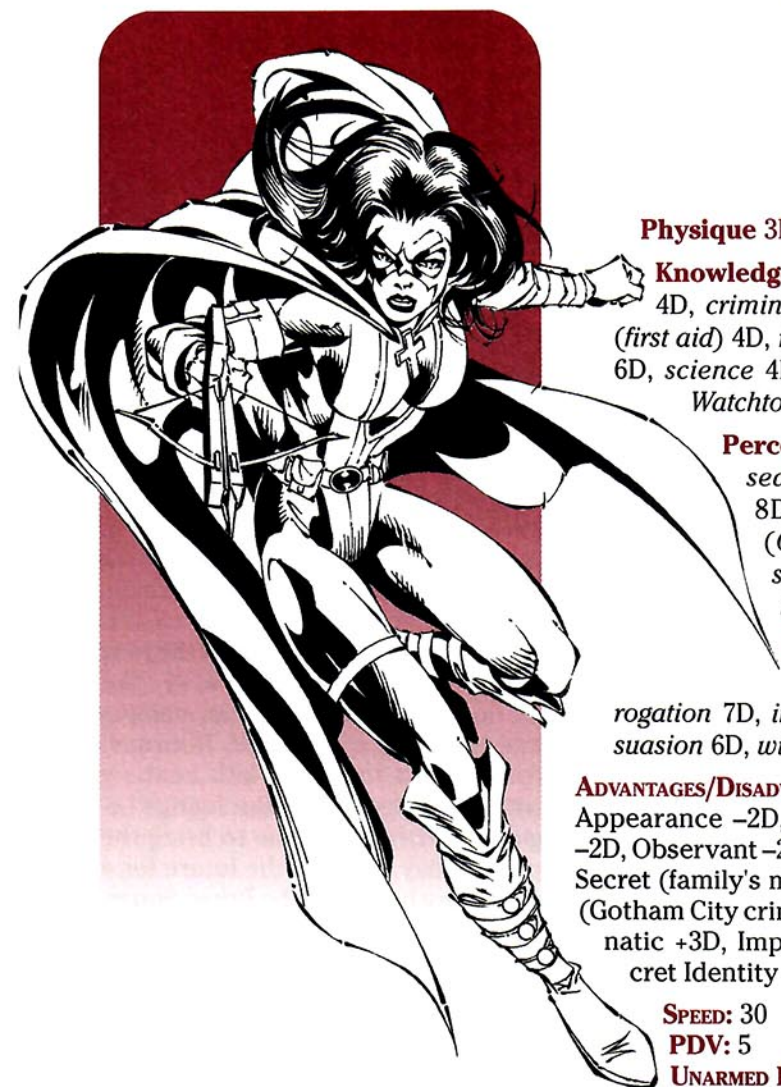
NATURAL ABILITIES: Android package (see Chapter 16), Flight 8D, Invulnerability 4D, Speed Manipulation (supermobility, superactions) 5D each.

POWERS: Hour of Power: When Hourman turns his hourglass, he activates his "Hour of Power," which has the following effects: Superattributes: Physique 7D (the Body Points gained during this time only last as long as the power is active; they are reduced last, and if the hero is using these Body Points when the power is no longer active, the hero goes to zero Body Points and is rendered unconscious [barring any willpower rolls to stay awake]), Temporal Manipulation [Time Vision] 40D. Both powers have the limitations: Duration Change (Activated [the effects of the powers only last for one hour and then disappear]); Hourman must wait one hour before he is able to activate this power again.

EQUIPMENT: Timeship (powers: Temporal Manipulation (time travel) 60D).

BACKGROUND: Created in the 853rd century by Tyler Chemorobotics, Hourman is a two-year-old diamond-generation intelligent machine colony whose cells are imprinted with Miraclo gene biosoftware, which is patterned after the DNA of Rex "Tick Tock" Tyler, the Golden Age Hourman. In his hometime of the year 85,271, Hourman's mentor, Metron of the New Gods, entrusted him with the Worlogog, an artifact that can manipulate time and space itself. Hourman first visited the twentieth century with his colleagues in the Justice Legion A when they came to bring the present-day JLA into the future for a ceremony honoring the Prime Superman. What Hourman was unaware that Solaris, the Living Sun, had infected his software with a combination computer and biological virus that nearly wiped out all life on Earth. Severely humbled by the experience, Hourman elected to remain behind when the Justice Legion A returned to their native time.

STRATEGY & TACTICS: More of a thinker than a fighter, Hourman prefers to serve as a resource to the JLA instead of a front-line player. But, when forced into a fight or seeking to defend those he cares about, Hourman generally does whatever is necessary to defend himself while searching for a way to passively diffuse the conflict, rather than resort to more aggressive measures. However, since he is relatively inexperienced, his tactics can sometimes lead to more complications instead of a swift end to the battle. He is also very conservative in his use of his "Hour of Power," as he is fully aware of the consequences that can arise when manipulating the natural flow of time.



Physique 3D: Leap 6D

Knowledge 3D: Computer ops 4D, criminology 7D, medicine (first aid) 4D, research 5D, scholar 6D, science 4D, security 5D (JLA Watchtower +1D)

Perception 3D: Hide 8D, search 6D, shadowing 8D, streetwise 8D (Gotham City +2D), surveillance 6D, tracking 6D

Presence 3D: Bluff 6D, charm 6D, interrogation 7D, intimidation 8D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Contact (Batman) -2D, Observant -2D, Wealth -4D; Dark Secret (family's murder) +1D, Enemy (Gotham City crime families) +5D, Fanatic +3D, Impulsiveness +1D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 104

BODY POINTS: 28

Equipment: Hand-held crossbow and bolts (BDV: 3D, range: 30/75/130), throwing knives (BDV: 2D, range (x12 feet): PHYS-1/PHYS/0), wrist-launcher (BDV: 2D, range: 30/90/165), can also be used to launch grappling hooks and line, costume (AV 10 to chest only).

BACKGROUND: The oldest child of Franco Bertinelli and Maria Panessa-Bertinelli, Helena was seen as the consummation of the union between two of Gotham's most powerful rival crime families. However, when her father became "Boss of Bosses," he perpetuated a long-standing feud between the Bertinellis and the Panessas by snubbing the Panessas's

patriarch Tomaso. In retaliation, Helena's entire family, save for her, were assassinated while they sat at the dinner table one evening. To this day, Helena doesn't know why she alone was spared.

Sent to Sicily to live with relatives after the tragedy, she eventually returned to Gotham. Haunted by the desire to gain revenge upon the Gotham mafia dons who had her parents slain and shattered her life, Helena chose to create another identity, one that would instill respect and fear into those she stalked—the Huntress.

Despite trepidations about her impetuosity, Batman sponsored Huntress's membership into the JLA. She remained in the league until having her membership revoked by Batman after he stopped her from killing a helpless Prometheus.

Strategy & Tactics: Helena Bertinelli is a shy, reticent woman in her school teacher persona. But when wearing the Huntress costume, Helena becomes an entirely different woman. The Huntress is brutal, violent, and impulsive. She takes out her fears and frustrations on the criminals she chases.

Helena feels she is continuing the work of avenging her parents, but undoubtedly her Huntress persona is the way she deals with the traumatic experience of her childhood kidnapping.

Unlike Batman, the Huntress has killed in the past and isn't opposed to the notion if circumstances justify it. In her eyes, some criminals don't deserve to live.

Batman entered the Huntress into the JLA in part so that the team would have another "thinker," but also so that Helena could learn to control herself better.

While the Huntress's skills as a detective and strategist are formidable, Batman is quite concerned with her rashness and thirst for vengeance.

HUNTRESS

REAL NAME: Helena Bertinelli

OCCUPATION: Vigilante, school teacher

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'11"

WEIGHT: 148 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D: Acrobatics 9D, climbing 5D, dodge 9D, driving 5D, martial arts 8D (all maneuvers at +1D each), sneak 10D

Coordination 4D: Lockpicking 7D, missile weapons 8D (crossbow +2D), thievery 7D, thrown weapons 6D (throwing knives +1D)



ORACLE

REAL NAME: Barbara Gordon
OCCUPATION: Information broker
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'11"
WEIGHT: 126 pounds
EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Post Modern (2)

Reflexes 3D: Dodge 4D, driving 5D, martial arts 9D (arm pin, backhand, disarm, elbow +1D each), melee weapons 5D (escrima sticks +2D)

Coordination 3D: Lockpicking 5D, marksmanship 4D (pistol +1D), thievery 4D, thrown weapons 4D (Batarang, escrima sticks +1D each)

Physique 2D: Lifting 4D

Knowledge 4D: Computer ops 15D (hacking +5D), criminology 10D, languages 5D (Arabic, French, German, Spanish +2D each), medicine

5D (first aid +2D), research 9D (Internet +7D), security 10D (clock tower +5D, JLA Watchtower +3D)

Perception 3D: Engineering (computers) 14D, invent 4D (computer programs +10D), repair 4D (computers 5D), streetwise 8D (Gotham City +2D), surveillance 9D, tracking 4D (electronic +10D)

Presence 3D: Bluff 5D, charm 7D, intimidation 6D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Contact (Commissioner Gordon) -3D, Contact (Batfamily) -6D, Contact (U.S. Government agencies) -3D, Contact (JLA) -5D, Courage -2D, Photographic Memory -4D, Wealth -6D; Physically Limited (paralyzed from waist down) +5D, Secret Identity +3D, Sworn Enemy (Joker) +2D.

SPEED: 10 (in wheelchair)

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 144

BODY POINTS: 24

Equipment: Oracle possesses one of the most advanced computer facilities on the planet. With these resources, Oracle can tap into almost any other computer or communications network in the world.

BACKGROUND: After the death of Barbara's parents, she was adopted by her uncle, James Gordon, the famous Gotham City police commissioner. Growing up in Commissioner Gordon's home, Barbara met Batman and became fascinated with the idea of crimefighting. Her incessant training and study eventually paid off one night when she was on her way to a costume ball. Dressed as "Batgirl," Barbara stumbled upon Killer Moth and foiled his plot to kidnap Bruce Wayne. From that night on, Barbara

continued to wear that costume, and variations of it, while fighting crime all over Gotham City. Eventually, Batgirl attracted the attention, and the respect, of Batman himself.

When Barbara was seriously wounded in a battle against a villain, she decided to hang up her cape. But retirement didn't ensure her safety: one fateful night, the Joker shot her while he kidnapped Commissioner Gordon. Though Barbara survived the wound, she would never walk again.

At first crippled by self-despair, Barbara found a new way to pursue justice. Instead of wearing a mask, Barbara worked behind a computer. By unearthing information buried and hidden in computers, Barbara has managed to fight crime just as effectively as she ever did as Batgirl. Barbara at first sent information to various heroes using the hacker alias Oracle. But over time, Barbara allowed a few select heroes, such as Batman and Nightwing, to know her true identity. After Batman introduced Oracle to the JLA, they have called on her for information and computer help numerous times.

STRATEGY & TACTICS: As Batgirl, Barbara was an outgoing, vivacious counterpart to the brooding Batman. The cowl and cape could not dim Barbara's energetic personality. After the Joker paralyzed Barbara, she suffered a severe depression. Whereas previously Barbara had been an Olympic-class athlete, leaping from building to building alongside Batman, she was now unable to walk. But Barbara's irrepressible personality could not be defeated by this setback, and she assumed the new identity of Oracle. Much unlike her days as Batgirl, Barbara is incredibly patient, spending hours breaking into computer systems and sifting through data. Regardless of the crisis, Barbara remains utterly unflappable.



ORION

OCCUPATION: Warrior of New Genesis

BASE OF OPERATIONS: New Genesis

HEIGHT: 6'6"

WEIGHT: 295 pounds

EYES: Red

HAIR: Reddish blond

RACE: New God

TECH LEVEL: Superior (4)

Reflexes 13D: *Brawling 18D, dodge 15D, melee weapons 14D, piloting 14D (Astro-Glider +2D)*

Coordination 12D: *Marksmanship 13D (Astro-Glider +1D), missile weapons 13D, thrown weapons 15D*

Physique 36D: *Leap 37D, resistance 37D*

Knowledge 3D: *Arcane lore (New Gods) 4D, demolitions 8D, scholar 4D (tactics +8D, strategy +10D), security 8D*

Perception 3D: *Search 4D, surveillance 4D, survival 10D, tracking 9D*

Presence 3D: *Animal handling 6D (Sturmer +4D), command 11D, interrogation 15D, intimidation 14D, persuasion 7D, willpower 15D*

ADVANTAGES/DISADVANTAGES: Contact (JLA) -6D, Contact (New Gods) -5D, Courage -2D, Fast reactions -4D, Hardiness -4D, Intimidating Grin -2D, Leadership Ability -2D, Observant -2D, Self-Healing -4D; Argumentative +2D, Delusions of Grandeur +3D, Enemy (Darkseid) +6D, Extremely Competitive +2D, Fanatic +3D, Impulsiveness +3D, Obsessive Tendencies +2D, Sworn Enemy (Darkseid) +6D, Unattractive Appearance +2D.

SPEED: 60

UNARMED BDV: 8D

HERO POINTS: 25

VILLAIN POINTS: 0

CHARACTER POINTS: 200

BODY POINTS: 192

NATURAL ABILITIES: Immortality, Immunity 10D, Invulnerability 11D.

EQUIPMENT:

Astro-Glider

Type: mobile assault unit

Speed: able to reach sublight speed

Defense Value: 6

Base Damage Value: Astro-Force (10Dx5)

Fire Arc: forward

Range: interstellar

Ammunition: powered by Fourth World technology

Rate of Fire: 1

Armor Value: 75

Body Points: 500

Additional Information: The chariot of Orion, the Astro-Glider, allows him to cover vast distances that he could not cover under his own power, including even travel between worlds. By tuning into Orion's mother box (see sidebar), the Astro-Glider is able to provide him with the atmosphere

he needs while crossing these interstellar distances.

BACKGROUND: Known as the Dog of War, Orion comes from a proud heritage. During a time of truce between Apokolips and New Genesis, Orion was sent to New Genesis as an exchange of offspring between Darkseid and Highfather in a sign of trust and understanding. He was raised by Highfather, the leader of the New Gods, to rebel against his true father's tyranny and evil (although it is generally believed that he is the son of Darkseid, recently this has begun to be questioned). A born warrior, Orion lives for battle—he is an excellent tactician, but unfortunately his battle lust often overcomes his common sense. Fortunately, the small sentient computer called mother box helps keep his rage in check—usually.

Orion was sent, along with Barda, to aid the JLA against the coming of the doomsday machine known as Mageddon. Orion has had trouble relating to his new teammates—after all, he is a god and they are merely mortals, albeit with powers to rival his own. What's more, they often try to tell him what to do, which is unacceptable! Wonder Woman earned his respect, however, both for her strategic thinking and for the fact that she was able to knock him off his feet with a single blow. Orion also has a grudging respect for both Superman and Martian Manhunter. Most recently, Green Lantern saved Orion from an attack by alien hybrid birds, earning the Dog of War's reluctant thanks.

STRATEGY & TACTICS: Orion is quite capable of group strategy but usually only from the position of a commander—he is accustomed to being obeyed, and his temper and impatience cause most of his own battle plans to be quick and brutal. In combat, Orion goes truly berserk, losing all sense of planning and simply venting his rage on whatever enemies are on hand. He is a truly ferocious opponent, unable to accept defeat or even to back away from a fight. When not in combat, Orion can be boisterous and jovial among his own kind—he considers mortals beneath him, and so he does not deign to associate with them unless necessary.

THE NEW GODS & THEIR TECHNOLOGY

Over four billion years ago, the twin planets New Genesis and Apokolips were formed in the wake of the destruction of the world of the Old Gods.

Apokolips would forever remain in the shadow of its sister planet, becoming a place of evil lead by the cruel Darkseid. New Genesis, however, was destined to become a planet of wonder and beauty wherein lived a race of powerful and good beings. Lead by the all-knowing Highfather, these New Genesisians would forever battle the forces of Apokolips, many times over the fate of the Earth—a planet both Highfather and Darkseid knew was to be a centerpiece for the struggle of good and evil in the universe.

Several times in the course of the history of the JLA have individuals from New Genesis journeyed to Earth and fought alongside the World's Greatest Heroes against the forces of evil and injustice.

The first of these heroes to join the JLA was Scott Free, the hero known as Mister Miracle, who joined the team to fight against Darkseid. Glorious Godfrey, an agent of Darkseid, had attempted to stir up anti-hero sentiments to make Earth's heroes outlaws and eventually leave the Earth defenseless without their protection.

Mister Miracle and his wife Barda were both pivotal in the creation of the JLI in the wake of Darkseid's foiled plans.

The next major event involving the New Gods was the cosmic crisis known as Genesis. The spark that five billion years ago created the planets of New Genesis and Apokolips also unleashed a mighty wave of energy across the universe known as the Godwave. This wave had traversed the cosmos and created gods, demigods, and super humans in its wake. After five billion years, it was retracting, removing the gifts it had given.

The heroes of Earth stood in battle with the New Gods against the forces of Darkseid, when the lord of Apokolips attempted to use the energy in the Godwave to lay claim to all the power in the universe.

The latest joining of forces between these two worlds happened when Tachyon, the current ruler of New Genesis, sent Barda and Orion to Earth to join forces with the JLA against the coming force of Mageddon. An unstoppable weapon of the Old Gods, Mageddon was defeated by the combined might of Earth's and New Genesis's champions.

It is unknown when the heroes of New Genesis will next return, but if some evil threatens the cosmos, it is to be sure that they will be there to fight valiantly against it.

Below is some of the technology of New Genesis that the New Gods have brought to the Earth with them in the past.

BOOM TUBES

Boom tubes, named as such for the tremendous sonic boom they generate when they open, are interspatial and interdimensional transportation corridors created through the use of New Genesis technology and the extremely rare X-element. The New Gods control their boom tubes through the use of a giant machine, located on New Genesis. Within this machine the X-element is placed and the boom tubes are created.

Darkseid has gained access to this technology and now uses it to create his own boom tubes to and from Apokolips.

The boom tubes can be summoned by anyone with a mother box. The box sends a signal to the machine on New Genesis, which opens a boom tube to the box's user. The tubes are limitless in their scope with a few exceptions—the machine on New Genesis can only open one boom tube at a time and it can only hold it open for 10 minutes.

For game purposes, anyone with a mother box can open a boom tube to any location desired, with no restrictions.

MOTHER BOX

Defense Value: 10

Base Damage Value: 9Dx5

Ammunition: powered by Fourth World technology

Enhancement Modifiers: (box's skills) Knowledge 10D, scholar 20D, Presence 2D, persuasion 4D, willpower 10D

Armor Value: 25

Body Points: 250

Additional Information: Powers: Telepathy (its owner only, all others here a "pinging" sound) 4D, Energy Absorption 15D, Matter Manipulation 15D.

The mother boxes are a creation of the world of New Genesis. Mother boxes are sentient computers that bond with their users like a member of their family.

The main function of mother boxes is to open boom tubes, the only reliable way to travel to New Genesis or Apokolips. Mother boxes are otherwise wielded differently by each owner. Orion's mother box, for instance, exudes a calming influence over his aggressive nature and restructures his facial features into a more pleasant form. Some other examples of the uses of a mother box include the reshaping of clothing and the fixing of a computer system.

Mother boxes are not easily repaired. The only way to restore lost Body Points to a mother box is by the willful giving of its owner's Body Points. For example, Orion's mother box has been damaged. To heal it he would have to sacrifice some of his Body Points. These he would regain as normal.



STEEL

REAL NAME: John Henry Irons

OCCUPATION: Mechanical engineer

BASE OF OPERATIONS: Metropolis

HEIGHT: 6'7"

WEIGHT: 210 pounds

EYES: Brown

HAIR: Black (though usually bald)

RACE: Human

TECH LEVEL: Advanced (3)

Reflexes 3D: Brawling 6D, dodge 6D, melee weapons 4D (hammer +3D), piloting 5D (self +3D)

Coordination 3D: Catch 4D (hammer +3D), lockpicking 4D, marksmanship 5D, missile weapons 5D, thrown weapons 5D (hammer +4D)

Physique 4D: Flying 5D, leap 5D, lifting 6D, running 5D

Knowledge 5D: Computer ops 10D,

demolitions 8D, medicine 5D, navigation 5D, research 10D, scholar 8D, science 10D (robotics +2D), security 7D (JLA Watchtower +6D)

Perception 3D: Engineering 10D (weapons +4D, personal armor +5D), invent 10D (weapons +4D, personal armor +5D), repair 10D, streetwise 4D, surveillance 7D, survival 4D, tracking (electronic) 7D

Presence 2D: Bluff 3D, command 3D, intimidation 6D, persuasion 4D, willpower 8D

ADVANTAGES/DISADVANTAGES: Contact (Superman) -5D, Contact (JLA) -5D, Contact (Guy Gardner) -5D, Courage -2D, Gifted in Learning -4D, Hardiness -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Technologically Advanced -20D; Dependent (Natasha) +1D.

SPEED: 30

PDV: 3 (4 while in suit, 10 with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +3

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 35

BODY POINTS: 45

EQUIPMENT:

Steel's Armor

Type: powered armor

Speed: same as wearer's

Passive Defense Value: same as wearer's, adjusted by Enhancement Modifier

Base Damage Value: same as wearer's

Fire Arc: forward

Range: as per powers

Ammunition: Solar power relays keep the armor fully charged indefinitely; backup systems allow the armor to function at diminished levels for up to 18 hours without an external power source.

Rate of Fire: 1

Enhancement Modifiers: dodge +2D, melee weapons (hammer) +3D, piloting (self) +3D, catch (hammer) +3D, marksmanship +3D, thrown weapons (hammer) +2D, flying +2D, leap +2D, computer ops +2D, scholar +2D, security (internal) +3D, repair (armor) +2D, surveillance +4D, tracking (electronic) +3D

Armor Value: 25

Body Points: 250

Additional Information: Powers: Microwave Projection (wrists) 11D, Superattributes: Physique (lifting) 10D, Flight 12D, Invulnerability 8D, Natural Armor: Plating 10D, Speed Manipulation (flying) 6D. All powers have the enhancement: Remote, and the limitations: Removable -1D and Super Hero Form -4D.

The armor worn by Steel is one of the most incredible pieces of engineering ever created. On top of providing a formidable suit of armor that greatly enhances his strength and enables him to fly via its boot jets, the suit also contains a sophisticated sensor array, a remote control system, and a computer uplink to the JLA mainframe and Oracle.

Steel's Hammer

Speed: Physique/lifting roll x 10 feet per round

Base Damage Value: 5Dx10 (add +2 to multiplier every 100 feet thereafter)

Fire Arc: forward

Ammunition: inertial dampeners

Rate of Fire: 1

Armor Value: 50 (doubles for every 100 feet thrown)

Body Points: 200

Additional Information: Powers: Flight 1D. Hammer has the enhancement: Remote, and the limitation: Removable -2D.

Steel can control the flight path of his hammer after it leaves his hand, causing it to turn and stop instantaneously. The same dampeners that allow Steel this degree of control also increase the hammer's inertia relative to the distance thrown, which in-

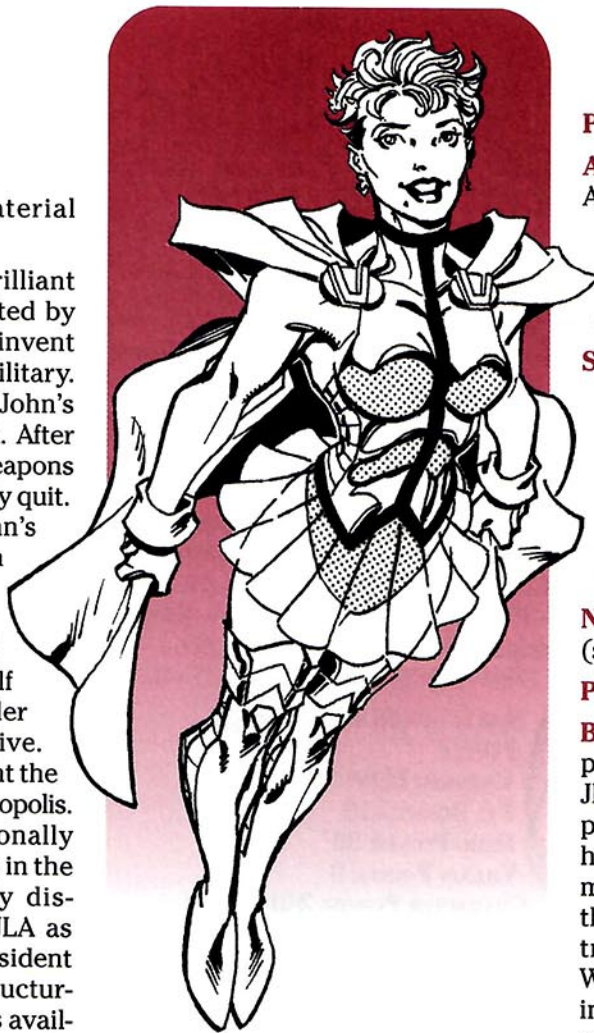
creases its damage and material strength.

BACKGROUND: John Irons, a brilliant ballistics engineer, was recruited by the corporation Amertek to invent new weapons to sell to the military. Amertek secretly sold many of John's designs onto the black market. After John saw the devastation his weapons caused in Qurac, he immediately quit.

When Superman saved John's life on a construction site, John felt great respect for Superman. After Superman seemingly died at the hands of Doomsday, John forged himself a suit of high-tech armor in order to keep Superman's name alive. Calling himself Steel, John fought the forces of crime throughout Metropolis.

Recently, Superman personally sponsored Steel's membership in the JLA after it had temporarily disbanded. Steel served in the JLA as their technical advisor and resident engineer until the recent restructuring of the team. He still remains available in an advisor position for technical matters.

STRATEGY & TACTICS: John is forever haunted by the fact that weapons he designed ended up in the hands of street gangs and killed many people. Perhaps because of this guilt, Steel has always concerned himself more with local problems, such as apartment fires and street gangs, than the more cosmic concerns that Superman and the other members of the JLA tend to tackle. Despite the prodigious power of Steel's armor, it is his mind that has been the greatest asset to the JLA. Steel maintains and operates the JLA's sophisticated security system and other computer facilities. Steel's in-depth knowledge of the JLA Watchtower's technological capabilities have enabled him to overcome more than one villain.



TOMORROW WOMAN

OCCUPATION: Costumed adventurer

BASE OF OPERATIONS: Mobile

HEIGHT: 6'0"

WEIGHT: 132 pounds

EYES: Blue

HAIR: Black

RACE: Android

TECH LEVEL: Modern (1)

Reflexes 3D: Acrobatics 4D, brawling 7D, dodge 7D, piloting 7D

Coordination 3D: Catch 8D

Physique 3D: Flying 7D, leap 7D

Knowledge 3D: Computer ops 6D, navigation 6D, research 6D, security 6D

Perception 3D: Search 6D, surveillance 6D

Presence 4D: Charm 8D, willpower 12D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Courage -2D, Human Appearance -2D, Observant -2D; Manual Override +10D, Secret Program (destroy JLA) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 12

BODY POINTS: 76

NATURAL ABILITIES: Android package (see Chapter 16), Emotions.

POWERS: Telekinesis 14D, Telepathy 5D.

BACKGROUND: Tomorrow Woman appeared on the scene during the new JLA's first membership drive and impressed them with her powers and her maturity. She claimed to be a mutant, born with a four-lobed brain that granted her telekinesis, but the truth was far different—Tomorrow Woman was not born at all. She was in fact a sophisticated android created by T. O. Morrow and Professor Ivo, to infiltrate and then destroy the JLA. But the two scientists, in their attempts to outdo each other and create true life and individuality, succeeded too well. Tomorrow Woman overcame her programming, developed an ethical code, and used her devastating electromagnetic pulse not to destroy the JLA but to save them and the world from the menace of the futuristic device known as "If." Unfortunately, the pulse destroyed her. Tomorrow Woman was buried in the Garden of Heroes, with other fallen heroes.

STRATEGY & TACTICS: Tomorrow Woman was a true team player, friendly, observant, and more concerned for others than for herself. In battle, she demonstrated a willingness to risk herself in order to protect others, both her teammates and innocent bystanders. In the end, she proved that beyond a doubt, by giving her own artificial life in order to save the lives of others.



ZAURIEL

OCCUPATION: Guardian angel

BASE OF OPERATIONS: the Aerie (fortress above Los Angeles)

HEIGHT: 6'1"

WEIGHT: 180 pounds

EYES: Purple and red

HAIR: Silver

RACE: Angel

TECH LEVEL: Superior (4)

Reflexes 5D: Brawling 10D, dodge 7D, melee weapons 10D (divine blade +2D), piloting (self) 12D

Coordination 5D

Physique 20D: Flying 30D, leap 24D

Knowledge 5D: Arcane lore (angelic) 15D

Perception 5D: Search 15D, shadowing 15D, surveillance 15D

Presence 5D: Charm 10D, command 7D, intimidation 10D, persuasion 10D, willpower 20D

ADVANTAGES/DISADVANTAGES:

Acute Balance -2D, Acute Sense of Direction -2D, Charismatic -3D, Contact (JLA) -6D, Contact (Heaven) -8D, Courage -2D, Obscure Knowledge -2D, Observant -2D, Patron -6D (Heaven); Enemy (Asmodel) +4D.

SPEED: 30 (75 while flying)

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +10

HERO POINTS: 30

VILLAIN POINTS: 0

CHARACTER POINTS: 240

BODY POINTS: 116

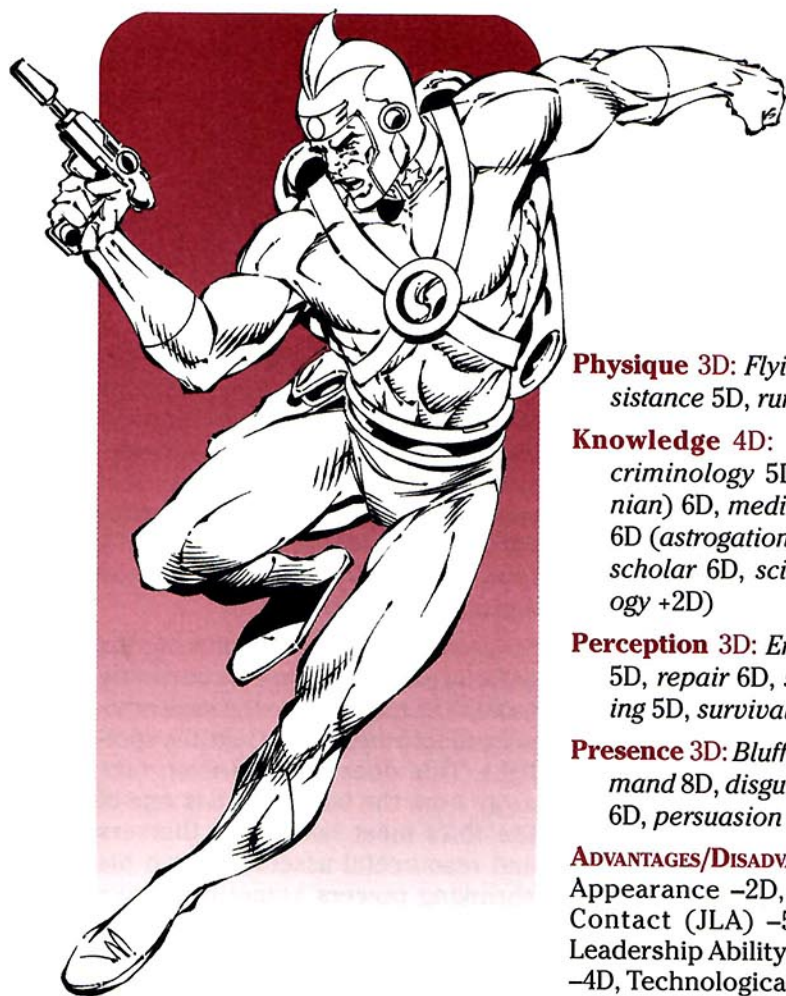
NATURAL ABILITIES: Sustenance 80D, Flight 40D, Healing 15D (limitation: Self-Only), immortality (Zauriel was created at the beginning of time, and unless he is removed from "The Book," he will be alive at the end of time), Invulnerability 10D, Sonic Manipulation (Sonic Flash) 6D, Divine Senses (Supersenses 5D).

EQUIPMENT: Divine flaming blade (BDV 6Dx5; flammable materials will be set on fire on contact), Heavenly armor (AV 35 against all attacks).

BACKGROUND: Zauriel was a respected guardian angel, a member of the Eagle Host, until he broke the cardinal rule of immortal guardianship—he fell in love with the woman he had been set to guard, Shannon Coyne. He requested self-exile to Earth, and it was granted, reducing Zauriel to a mere mortal. But he stumbled onto a plot by Asmodel, king-angel of the Bull Host, to overthrow heaven, and Asmodel followed him to Earth to eliminate him. There the Justice League happened upon the battle and joined forces with the former angel.

Asmodel's attack failed, but he came back again and, aided by the demon prince Neron, stole Shannon and attacked Heaven directly, forcing Zauriel to pursue him. The forces of Heaven won in the end, and Shannon returned to her life with her lover, Jerry—Zauriel let her go, knowing she would be happiest that way. But Heaven chose to reward his diligence by raising him to the status of Heaven's official champion on Earth, turning his exile into an honor and a duty.

STRATEGY & TACTICS: Zauriel is the one of the oldest living members of the JLA—he witnessed the act of Creation itself—and the wisest, and he understands the value of teamwork. As a member of the Eagle Host, Zauriel worked in tandem with his fellow angels, acting as a single entity. He brought this mentality with him when he joined the JLA, and he has proven to be an expert at working with others, falling naturally into the give-and-take rhythm of the group. Despite his age, Zauriel recognizes his own inexperience with the human mind, and he willingly takes his cues from the others, particularly Batman, the Martian Manhunter, and Aquaman. His natural tendency is to protect others, and he fiercely defends fallen teammates and innocents alike.



ADAM STRANGE

OCCUPATION: Archaeologist, Champion of Rann

BASE OF OPERATIONS: Ranagar (capital of Rann)

HEIGHT: 6'0"

WEIGHT: 175 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Advanced (3)

Reflexes 3D: *Acrobatics 4D, brawling 7D, dodge 7D, driving 4D, piloting 5D (jet pack, spacecraft +3D), riding 4D, sneak 5D*

Coordination 3D: *Marksmanship 4D (Rannian energy pistol +2D)*

Physique 3D: *Flying (jetpack) 5D, resistance 5D, running 5D*

Knowledge 4D: *Computer ops 5D, criminology 5D, languages (Rannian) 6D, medicine 5D, navigation 6D (astrogation +1D), research 5D, scholar 6D, science 7D (archaeology +2D)*

Perception 3D: *Engineering 6D, hide 5D, repair 6D, search 7D, shadowing 5D, survival 7D*

Presence 3D: *Bluff 6D, charm 7D, command 8D, disguise 4D, intimidation 6D, persuasion 7D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -5D, Courage -2D, Leadership Ability -2D, Preparedness -4D, Technologically Advanced -20D; Dependent (Alanna) +1D, Dependent (Aleea) +3D, Enemy (enemies of Rann) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 15

VILLAIN POINTS: 0

CHARACTER POINTS: 120

BODY POINTS: 35

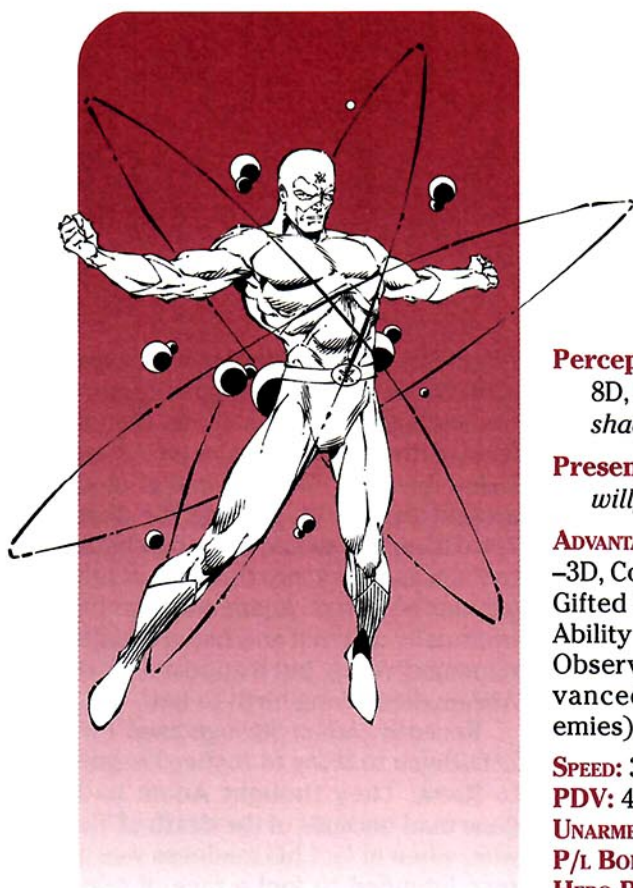
EQUIPMENT: Rannian energy pistol (BDV 6Dx5), jet pack (can lift up to 200 pounds for 12 hours before needing to be recharged and up to three times this amount for a significantly less amount of time), space suit (provides oxygen, heat, and vacuum protection).

BACKGROUND: Archeologist Adam Strange was struck by a Zeta-Beam, a teleportation device created by Rann's greatest scientist, Sardath, and transmitted from the planet Rann. On Rann, Adam met Alanna, the daughter of Sardath. Using nothing more than his bravery and quick wits,

Adam Strange became the champion of Rann, protecting it from conquerors and alien invaders. When the effects of the Zeta-Beam wore off, Adam faded back to Earth. He traveled around the world, seeking the next Zeta-Beam that would bring him back to Rann and back into the arms of the woman he loved. Adam and Alanna eventually married and had a daughter named Aleea, but it appeared that Alanna died giving birth to her.

Recently, Adam Strange used the Zeta-Beam to bring to Justice League to Rann. They thought Adam had gone mad because of the death of his wife, when in fact his madness was a ruse intended to fool a race of telepathic aliens called the En'Tarans, bent on conquering Rann. The aliens held Alanna and Sardath prisoner, but with the help of the Justice League and brilliant planning on his part, Adam was able to save them and use the Zeta-Beam to teleport the aliens halfway across the galaxy. His family reunited, Adam remains the champion of Rann, even though he doesn't know when he'll be able to return.

STRATEGY & TACTICS: Though hailed throughout Rann as a patriot and hero, in his heart Adam Strange is two things: an explorer and a family man. He is far more comfortable either exploring a forgotten ruin on a distant planet, or spending time with his wife and child. But, when faced with any of the number of aliens that continually threaten his family and adopted home, he quickly turns into the born leader and cunning soldier that has saved Rann time and time again.



THE ATOM

REAL NAME: Ray Palmer

OCCUPATION: Ivy University physics professor

BASE OF OPERATIONS: Ivy Town

HEIGHT: 5'10"

WEIGHT: 180 pounds

EYES: Brown

HAIR: Auburn

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: *Acrobatics 7D, brawling 6D, climbing 5D, dodge 8D, sneak 8D*

Coordination 3D

Physique 3D: *Leap 5D, running 5D*

Knowledge 5D: *Computer ops 8D, medicine 6D, research 9D, science 9D (physics +3D), security 8D*

Perception 4D: *Engineering 8D, hide 8D, invent 9D, repair 8D, search 7D, shadowing 8D, surveillance 8D*

Presence 3D: *Bluff 5D, persuasion 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (JLA) -6D, Courage -2D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Technologically Advanced -10D; Enemy (Atom's enemies) +4D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 138

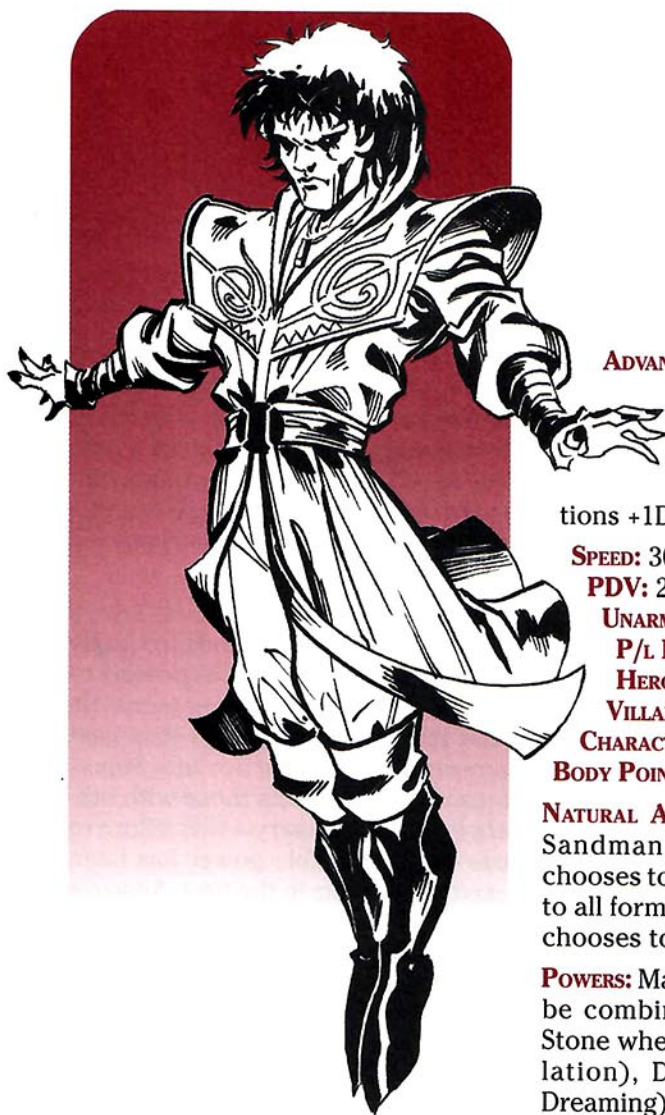
BODY POINTS: 37

EQUIPMENT: Size-changing belt (Size Manipulation (self only) 20D [limitation: the Atom can only shrink and regain his normal size, he cannot grow beyond his original size], Density Manipulation (self only) 20D [limitation: the power only works when the Atom is reduced in size and then only allows him to increase his density to equal the mass he has at his normal size; enhancement: Mastery (the atom can regain his normal mass instantaneously)]).

BACKGROUND: Physicist Ray Palmer discovered a fragment of a white dwarf star and used it to build a device that could alter his size and mass, allowing him to shrink down to subatomic size. He used his powers to fight crime as the Atom, and became a member of the Justice League. After a breakup with his wife, Jean, the Atom spent some time living with the tiny people of Morlaidh in the Amazon Jungle. They were wiped out when fire swept through the jungle, and the Atom returned to civilization, becoming en-

tangled for a time with the CIA and the Suicide Squad. During the Zero Hour crisis, Atom's age was reduced to that of a teenager, with a corresponding loss of memory and experience. The teenaged Atom led an incarnation of the Teen Titans for a time, before being restored to his true age and memories.

STRATEGY & TACTICS: Considering his colorful past, Ray Palmer is currently more than happy to be the sage advisor and let other heroes take the spotlight. This does not, however, take away from the fact that he is one of the JLA's most innovative thinkers and resourceful assets. Though his shrinking powers sometimes have limited applications, he is able to communicate his ideas quickly and succinctly to veterans and rookies alike, as best proven during the JLA's recent encounter against Amazo.



THE SANDMAN

(DREAM OF THE ENDLESS)

Reflexes 4D

Coordination 4D

Physique 4D

Knowledge 8D: Arcane lore 20D, languages 15D, scholar 25D

Perception 9D: Artist (dream crafting) 20D

Presence 10D: command 15D, intimidation 14D, persuasion 18D, will-power 25D

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D, Obscure Knowledge -2D, Wealth -8D; Dependent (his realm) +3D, Hides Emotions +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 76

BODY POINTS: 44

NATURAL ABILITIES: Immortality (the Sandman will live as long as he chooses to), invulnerability (immune to all forms of damage save those he chooses to allow him harm).

POWERS: Magic Manipulation 15D (can be combined with Emerald Dream Stone when used for dream manipulation), Dimensional Travel (the Dreaming) 15D.

EQUIPMENT: Emerald Dream Stone (Magic Manipulation (dream manipulation) 25D).

BACKGROUND: Daniel is the son of Hector Hall, who was recently reborn as the current Dr. Fate, and his wife, Hippolyta Hall. Conceived and gestated in the Dreaming, Daniel was destined to be a special child. As a toddler, he found his way back into the Dreaming and met many of its denizens. Then he was kidnapped by the Norse god Loki and the faerie Puck, leading his mother to call the wrath of the Kindly Ones down upon Morpheus, the Lord of the Dreaming, whom she blamed for the death of her husband and the disappearance of her son. When Morpheus sacrificed himself to end the rampage of the Kindly Ones through the Dreaming, Daniel became the new Dream, Lord of Dreams, King of Stories, the Sandman.

Recently, the Sandman responded to the Star Conqueror's invasion of the Dreaming by bringing the Justice League into his realm so they could fight the Conqueror both there and on the physical plane.

STRATEGY & TACTICS: Like his predecessor, Daniel's dealings with the waking world are few and far between. During those rare times the Dreaming and the mundane realm collide, Daniel does not directly interfere. Rather, he places the appropriate resources where they need to be and guides the people involved towards a resolution. Though still relatively new to his role and powers, he is one of the Endless, and therefore a force to be reckoned with, operating on a moral ground that is beyond mortal understanding.



AMAZO

REAL NAME: The Amazo Android

OCCUPATION: Super villain

BASE OF OPERATIONS: None

HEIGHT: Variable

WEIGHT: Variable

EYES: Red

HAIR: Red (Metal)

RACE: Android

TECH LEVEL: Post Modern (2)

Reflexes 3D: Brawling 6D, dodge 5D, melee weapons 4D, piloting (self) 6D

Coordination 3D: Marksmanship 4D, thrown weapons 4D

Physique 4D: Flying 6D, leap 5D

Knowledge 2D

Perception 3D: Know-how (copied powers) 10D each, survival 4D

Presence 4D: Intimidation 6D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Courage -2D, Intimidating Grin -2D, Patron (Professor Ivo) -5D; Obsessive Tendencies +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 23

CHARACTER POINTS: 184

BODY POINTS: 50

NATURAL ABILITIES: Android package (see Chapter 16).

POWERS: Mimicry 20D (enhancement: Mastery [allows him to copy powers longer and add additional Body Points with a *Physique* increase]).

BACKGROUND: The Amazo android was created by the insane super-scientist Professor Ivo with the specific purpose of destroying the Justice League of America. Ivo wanted to demonstrate his ingenuity while ridding the world of its premiere super-hero team. Therefore, he designed Amazo to mimic the powers of the entire Justice League, destroying them with their own abilities. Unfortunately for him, the team has proved time and again that, while Amazo may have their powers, he doesn't possess their courage, their ability to plan, or their ability to work together as a group.

Recently, Amazo was reprogrammed and sent to break Ivo and T. O. Morrow out of their prison cells at Belle Reve. This time, however, Ivo added a new twist—he adapted

Amazo to mimic the powers of any current JLA members, and to add new powers as new members appeared. Fortunately, the Atom's quick thinking saved the day—Superman officially disbanded the team. Without a JLA to mimic, Amazo was rendered powerless.

STRATEGY & TACTICS: Amazo isn't very strong on tactics—he tends to simply wade into a fight, using his powers to attack and destroy his opponents. He also tends to stick to the strongest powers available, particularly Superman's, and augments those with others only as necessary—this failure to use every available power has been used against him in the past. Amazo's other weakness is his programming—Ivo is a genius at creating weapons systems, but he was unable to give Amazo true thought or independence. Thus, the android is restricted to the actions Ivo has programmed into him.



ASMODEL

OCCUPATION: King-angel of the Bull Host

BASE OF OPERATIONS: Heaven

HEIGHT: 10'

WEIGHT: 800 pounds

EYES: Red

HAIR: None

RACE: Angel

TECH LEVEL: Superior (4)

Reflexes 10D: Brawling 15D, dodge 12D, melee weapons 14D (flaming spear +1D)

Coordination 10D: Marksmanship 14D, missile weapons 14D, thrown weapons 12D

Physique 35D: Flying 36D, leap 38D

Knowledge 6D: Arcane Lore (angelic) 18D, languages 10D

Perception 6D: Search 12D, tracking 12D

Presence 6D: Command 15D, interrogation 12D, intimidation 15D, willpower 20D

ADVANTAGES/Dis-ADVANTAGES: Contact (Heaven)

-10D, Courage -2D, Intimidating Grin -2D, Leadership Ability -2D; Dark Secret (wants to overthrow Heaven) +5D, Delusions of Grandeur +3D, Obsessive Tendencies +2D.

SPEED: 30 (45 while flying)

PDV: 6

UNARMED BDV: 7D

P/L BONUS: +17

HERO POINTS: 40

VILLAIN POINTS: 10

CHARACTER POINTS: 400

BODY POINTS: 192

NATURAL ABILITIES: Scouring Light of Heaven (Microwave Projection 15D), Sustenance 100D, Flight 30D, Healing 20D (limitation: Self-Only), immortality (Asmodel was created at the beginning of time, and unless he is removed from "The Book," he will be alive at the end of time.), Invulnerability 11D, Sonic Manipulation (sonic flash) 4D, Divine Senses (Supersenses 5D).

EQUIPMENT: Flaming spear (BDV 6Dx5; flammable materials are set on fire on contact).

BACKGROUND: There are four angelic hosts in Heaven—Eagle, Lion, Bull, and Man. Asmodel was the Lord Harrier of the Bull Host, the most militant group of the hosts, and a king-angel of the Pax Dei, the Army of Heaven. His particular command was the Cherubim Alpha Battalion, the most feared of the Army's divisions. Great power and prestige were given to Asmodel, and he was ranked among the highest of the angels. It

wasn't enough. Asmodel was tired of being a servant of God, and tired of the peace God maintained—he wanted war, conquest, and rulership. Another angel had rebelled once, eons before—Lucifer. Now Asmodel sought to succeed where Lucifer had failed. His plan was to attack from two fronts, both within and without. To do this, he enlisted the aid of the demon lord Neron. But a guardian angel named Zauriel got wind of Asmodel's plan, and Asmodel was forced to attack him on Earth. The attack failed, and Asmodel was forced to return to Heaven.

Recently, Asmodel returned to Earth, alone and hidden in a "form of boy" flesh-suit, to destroy Zauriel. Killing the mortal woman Zauriel loved instead, Asmodel returned to Heaven and led the attack against it. The combined forces of the Bull Host and Neron's demons forced their way into the Throne Room itself, only to discover one simple truth—God truly is all-powerful. Asmodel was stripped of his powers and his rank, and Neron carried his soul off to Hell, where Asmodel endures unspeakable tortures for all eternity.

STRATEGY & TACTICS: Asmodel is a general, accustomed to commanding troops. He has an excellent eye for strategy. His weakness is his arrogance—Asmodel truly believes that no one can possibly defeat him, in thought or in deed, and this makes him careless and obvious. His temper also weakens him, making his strategies brutal and blatant, almost contemptuous of subtlety. Asmodel cares nothing for others and will sacrifice even his most trusted aides without a moment's thought if that will help further his own goals.



HYPERCLAN

(PROTEX, PRIMAID, ARMEK, ZENTURION, A-MORTAL, ZUM, TRONIX, FLUXUS)

(Note: Despite the Hyperclan's various appearances, they all possess relatively the same characteristics.)

When the Hyperclan first landed on Earth, they claimed that they had escaped the destruction of their planet and had been traveling for millions of years across the cosmos. The Hyperclan boldly promised humankind that they would help Earth escape the same fate as their homeworld. The eight members of the Hyperclan (Protex, Zenturion, A-Mortal, Primaid, Armek, Züm, Tronix, and Fluxus) launched into terraforming the desolate Sahara into a Garden of Eden. Almost overnight, the Hyperclan supplanted the JLA as the heroes of the world. The Hyperclan's generous actions turned sinister when they began executing super villains. After the JLA satellite was attacked and destroyed by mysterious foes, the JLA discovered that hidden satellites were compelling humankind to support the Hyperclan and hate the JLA.

Immediately, they raced to each of the Hyperclan's transmitters on Earth to stop this mind control, only to fall before the superior might of the Hyperclan. Batman, however, eluded capture. He quickly realized that the Hyperclan were in fact Martians. According to Protex's later boasts, the Hyperclan were White Martians who formed the warrior class on ancient Mars. When it was discovered that the White Martians had manipulated the DNA of the human species so that they would not achieve their super human potential, the Green Martians exiled the White Martians to a prison dimension, called the Still Zone. Over several thousand years, the White Martians learned to travel through the Still Zone and to return to this dimension.

Once the JLA realized that the Hyperclan were Martians, they quickly overcame them by using fire. As legions of White Martians emerged

from the Still Zone and invaded earth, Superman hastily broadcast the Martians' fatal weakness to the world. While many White Martians fled back to the safety of the Still Zone, others were caught by the human resistance. Martian Manhunter personally exacted punishment on the few who were captured. He changed their shapes into human form and wiped their memories clean. Today, the White Martians live out normal, human lives, remembering their previous existence only in brief glimpses.

STRATEGY & TACTICS: Despite the fact that the White Martians were the warrior caste, the Hyperclan demonstrated little in the way of tactics in battle. Instead, they depended mostly upon their sheer strength to overcome the JLA, assuming that humans could not possibly mount a significant threat. However, the Hyperclan's plan to alienate the JLA and eliminate any heroes with fire powers was calculated. It was their arrogance that allowed Batman to discover the Hyperclan's true identities as Martians and overcome nearly all of them singlehandedly.

Reflexes 8D: *Acrobatics 9D, brawling 12D, dodge 10D, martial arts 9D, melee weapons 10D, piloting 9D (self +2D)*

Coordination 8D: *Marksmanship 10D, missile weapons 10D, thrown weapons 10D*

Physique 31D: *Flying 32D, leap 32D*

Knowledge 2D: *Computer ops 7D, scholar 4D (Martian military tactics +4D), science 7D, security 6D*

Perception 2D: *Hide 4D, know-how (powers) 7D each, repair 5D (Martian technology +2D)*

Presence 2D: *Command 4D (Protex 8D), interrogation 9D, intimidation 9D, persuasion 5D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Acting Ability (Protex only) -3D, Charismatic

(Protex only) -3D, Courage -2D, Leadership Ability (Protex only) -2D; Dark Secret (White Martians) +3D, Enemy (JLA) -6D, Phobia (Fire) +5D.

SPEED: 30

PDV: 5 (12 while moving using Speed Manipulation)

UNARMED BDV: 6D/1D

P/L BONUS: +15

HERO POINTS: 0

VILLAIN POINTS: 19

CHARACTER POINTS: 152

BODY POINTS: 159

NATURAL ABILITIES: Martian life span (Longevity 3D), Shapechanging 10D, Telepathy 10D, intangibility (Density Manipulation 8D [limitation: Self-Only -2D; enhancement: Mastery]), invisibility (Light Manipulation (invisibility) 7D [limitation: Self-Only -2D; enhancement: Mastery]). All natural abilities have the limitation: Vulnerability [fire] -8D.

POWERS: Microwave Projection (eyes) (Martian vision) 13D, Flight 13D, Invulnerability 10D, Speed Manipulation (supermobility, superactions) 7D each (Züm has this power at 10D). All powers also have the limitation: Vulnerability (fire) -8D.

EQUIPMENT:

Zenturion's Shield

Size: 3.5 feet diameter

Base Damage Value: 5Dx4

Fire Arc: forward

Rate of Fire: 1

Armor Value: 25

Body Points: 200

Additional Information: User gets AV when successfully used to block. The shield is removable and useable by others.

Zenturion's Lash

Size: 20 feet long

Base Damage Value: 6Dx4

Fire Arc: forward

Range: 20 feet

Rate of Fire: 1



INJUSTICE GANG 1

The Injustice Gang was founded by Lex Luthor to combat what he considered the intrusive actions of the newly formed JLA. Collecting the greatest opponents of each of the members of the JLA and planting within them an unknowing accomplice in Aztek, Luthor attempted to destroy the newly formed group of super heroes by using Dr. Light's hard-light hologram duplicates of the JLA members, which the Injustice Gang controlled. Once discovered, the Injustice Gang attempted to defend its boarded satellite but failed to defeat the new JLA.

For background information on Lex Luthor, Circe, the Joker, Dr. Light, Mirror Master, and Ocean Master, see pages 156–166 of the rulebook.

LEX LUTHOR

Reflexes 3D: *Acrobatics 4D, boating 4D, brawling 6D, climbing 4D, dodge 6D, driving 5D, martial arts 5D, melee weapons 5D, piloting 4D, riding 4D*

Coordination 3D: *Catch 4D, marksmanship 5D, missile weapons 4D, thrown weapons 4D*

Physique 5D: *Leap 6D, lifting 6D, resistance 7D, running 6D, swimming 6D*

Knowledge 5D: *Computer ops 8D, criminology (criminal natures) 8D, forgery 6D, languages 8D, medicine 6D, navigation 7D, research 9D, scholar 9D (business +2D, Metropolis +3D, Superman +3D), science 9D (Kryptonians, cloning, robotics +1D each), security 7D (LexCorp +7D)*

Perception 5D: *Engineering 12D, invent 12D, repair 12D, streetwise 7D (Metropolis +7D), surveillance 6D, survival 7D*

Presence 4D: *Bluff 6D, charm 7D, command 11D, interrogation 8D, intimidation 13D, persuasion 9D, willpower 13D*

ADVANTAGES/DISADVANTAGES: Charismatic –3D, Contact (LexCorp and subsidiaries) –6D, Contact (Injustice Gang) –5D, Courage –2D, Intimidating Grin –2D, Leadership Ability –2D, Mechanical Aptitude –2D, Obscure Knowledge –2D, Observant –2D, Owed Favor (Lois Lane) –4D, Owed Favor (numerous people) –2D, Preparedness –4D, Wealth –8D; Argumentative +1D, Dark Secret (abused as a child) +1D, Delusions of Grandeur +3D, Enemy (JLA) +5D, Enemy (Superman) +3D, Enemy (Perry White, Lois Lane) +1D each, Extremely Competitive +2D, Fanatic (destruction of Superman) +3D, Hides Emotions +1D, Shady Background +2D, Sworn Enemy (Superman) +3D, Sworn Enemy (Perry White, Lois Lane) +1D each.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +3

HERO POINTS: 2

VILLAIN POINTS: 38

CHARACTER POINTS: 300

BODY POINTS: 44

EQUIPMENT: Various devices created by LexCorp.

STRATEGY & TACTICS: Luthor is a mastermind and a businessman—although he is in excellent physical condition and a master of martial arts, he prefers to attack indirectly, using others. He tends to use nonphysical approaches, especially since they're usually harder to trace. Luthor also uses business tactics such as takeovers, stalling techniques, misdirections, blackmail, and anything else that might prove effective. Luthor's one great weakness is that he insists on being present for the coup de grace—he cannot resist revealing himself to his victim at the last minute. This has backfired on him in the past, although he usually makes sure there isn't any proof of his involvement.

CIRCE

Reflexes 3D: *Dodge 4D*

Coordination 4D

Physique 3D

Knowledge 4D: *Arcane lore 9D, languages 5D (English +3D, native language: ancient Greek), scholar 6D (Ancient Greece +2D)*

Perception 3D

Presence 4D: *Animal handling 6D, bluff 6D, charm 10D, command 6D, disguise 5D, intimidation 5D, persuasion 9D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance –2D, Charismatic –3D; Delusions of Grandeur +2D, Sworn Enemy (Amazons) +5D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 25

CHARACTER POINTS: 190

BODY POINTS: 33

POWERS: Magic Manipulation 15D.

STRATEGY & TACTICS: Circe prefers to attack with subterfuge, using her charm and magic to confuse and entrap others. Her favorite method is to seduce men into joining her against their own comrades, thus making her opponents unsure of themselves and hesitant to attack their friend. She's also particularly fond of turning men into pigs and donkeys.

THE JOKER

Reflexes 3D: *Boating 4D, brawling 4D, dodge 5D, driving 4D, melee weapons 4D, piloting 4D*

Coordination 3D: *Lockpicking 4D, marksmanship 4D, missile weapons 4D, thievery 5D, thrown weapons 4D*

Physique 3D: *Lifting 5D, resistance 4D*

(Joker Venom +6D), running 4D

Knowledge 4D: Computer ops 5D, demolitions 5D, science 5D (chemistry +2D)

Perception 3D: Engineering 4D (chemical, Joker equipment +3D each), invent 4D, streetwise 5D

Presence 2D: Bluff 6D, charm 6D, command 8D, disguise 4D, interrogation 6D, intimidation 13D, willpower 10D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Courage -2D, Intimidating Grin -2D, Mechanical Aptitude -2D; Argumentative +1D, Delusions of Grandeur +3D, Enemy (Batman family) +4D, Extremely Competitive +2D, Fanatic (defeating Batman) +3D, Fugitive +3D, Impulsiveness +2D, Obsessive Tendencies +2D, Psychological Disorder (psychotic) +4D, Sworn Enemy (Batman) +2D, Unattractive Appearance +2D.

SPEED: 30 **PDV:** 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 224

BODY POINTS: 32

EQUIPMENT: Joker venom (victim must make a *Legendary resistance* roll or die within three rounds with a Joker-like smile on her face—if an antidote is administered within three rounds or the roll succeeds, the victim takes 4Dx5 damage instead), other joke-related weapons and devices.

STRATEGY & TACTICS: The Joker is insanely brilliant, capable of devising phenomenally intricate plots with twists only a true genius—or a lunatic—could predict. He delights in puzzles, riddles, tricks, gags, and other clownish pleasures, but his jokes usually have lethal consequences. The Joker is fully capable of holding his own in physical conflict, and he insists on being nearby for his schemes. He is also an incurable showoff and likes to grandstand, both to his victims and to an audience. Indeed, the Joker can be charming, witty, and captivating—but beneath his entertaining facade lies a crazed killer who shoots his own henchmen for not laughing at his jokes.

DR. LIGHT

Reflexes 3D: Piloting 4D (self +2D)

Coordination 3D: Marksmanship 4D (light blast +6D)

Physique 3D: Flying 7D, running 4D

Knowledge 4D: Science 6D (physics +2D, light +4D)

Perception 4D: Engineering 6D (light-based equipment +4D), invent 6D (light-based equipment +4D)

Presence 2D

ADVANTAGES/DISADVANTAGES: Mechanical Ability -2D, Technologically Advanced -10D; Cowardice +2D, Low Self-Esteem +2D, Fugitive +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 19

CHARACTER POINTS: 152

BODY POINTS: 68

POWERS: Light Manipulation 15D (limitation: Duration Change [permanent partial light form]).

EQUIPMENT: Various light-controlling devices.

STRATEGY & TACTICS: Dr. Light is a brilliant man, able to create amazing devices and complicated plans. Unfortunately, he is also a coward and completely unsure of himself. Because of this, Dr. Light tends to devise ways of attacking from a distance, usually involving light-based illusions that confuse and distract his foes. As soon as his plans unravel, and especially if there is any threat of physical violence, Dr. Light surrenders all pretense of resistance and runs for his life.

MIRROR MASTER

Reflexes 3D: Brawling 4D, dodge 4D

Coordination 4D: Lockpicking 5D, marksmanship 7D (mirror laser pistol +1D), thievery 6D

Physique 3D: Running 4D

Knowledge 3D: Computer ops 4D, demolitions 4D, security 5D

Perception 3D: Engineering 4D (mirror devices +1D), know-how 4D (mirror equipment +4D), streetwise 4D

Presence 3D: Intimidation 4D, willpower 5D

ADVANTAGES/DISADVANTAGES: Contact (the Rogues) -5D, Leadership Ability -2D, Speed Draw (mirror laser pistol) -1D; Cowardice +2D, Low Self-Esteem +2D, Secret Identity +3D, Fugitive +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 24

CHARACTER POINTS: 190

BODY POINTS: 37

EQUIPMENT: Mirror laser pistol (BDV: 4Dx5, max range 900 feet), light-gathering mirror (absorbs ambient light and redirects it to fill up to a 20'x20' room with the equivalent of daylight; cannot work in complete darkness), mirror teleporter (Dimension Travel (Mirror Dimension) 6D [through any reflective surface to Mirror Dimension and back through another reflective surface]).

STRATEGY & TACTICS: Mirror Master is essentially a coward, and he hides behind his tools as much as possible. His favorite technique is to blind opponents and shoot them from a distance, so that there's less risk involved. If the situation turns against him, Mirror Master is just as likely to run as to stay and fight it out. He is also building a reputation as a true mercenary, meaning that he will gladly sell out an employer if he receives a better offer.

OCEAN MASTER

Reflexes 3D: Brawling 6D, dodge 4D

Coordination 3D: Marksmanship 5D (trident +2D)

Physique 3D

Knowledge 3D: Computer ops 4D, scholar 4D (Atlantean history +2D)

Perception 4D: Surveillance 5D

Presence 4D: Bluff 5D, charm 5D, intimidation 7D, persuasion 5D, willpower 8D

ADVANTAGES/DISADVANTAGES: Leadership Ability -2D; Delusions of Grandeur +3D, Enemy (Aquaman) +2D, Fanatic (usurping Aquaman's throne) +3D, Fugitive

+3D, Sworn Enemy (Aquaman) +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 19

CHARACTER POINTS: 152

BODY POINTS: 34

POWERS: Magic Manipulation 3D.

EQUIPMENT: Trident (BDV 5D, powers: Magic Manipulation (Microwave Projection) 20D, limitations: Removable +3D, Side Effect [causes 2 points of damage and excruciating pain each round if Ocean Master loses contact with it], Uncontrollable [when someone else touches the trident at the same time as Ocean Master, it causes 5 points of damage and intense pain each round for each of them, until contact is broken]), helmet (acts as a gill-mechanism, allowing unlimited underwater breathing time), body armor (AV 16, also resists deep sea pressures).

STRATEGY & TACTICS: Ocean Master is brash, boastful, and arrogant, and he believes that he cannot truly lose. Because of this, he rarely bothers with complicated plots, short of drawing Aquaman out and perhaps distracting and confusing him. Beyond that, Ocean Master prefers to wade into battle himself, intimidating opponents and then attacking while their defenses are down.

JEMM, SON OF SATURN

OCCUPATION: Hero, prince

BASE OF OPERATIONS: Saturn, formerly a captive of LexCorp

HEIGHT: 6'6"

WEIGHT: 241 pounds

EYES: Yellow

HAIR: None

SKIN: Red

RACE: Saturnian

TECH LEVEL: Advanced (3)

Reflexes 8D: *Brawling* 12D, *dodge* 12D, *melee weapons* 10D, *piloting* 10D (self +2D)

Coordination 8D: *Marksmanship* 10D, *thrown weapons* 10D

Physique 25D: *Flying* 27D, *leap* 27D

Knowledge 4D: *Computer ops* 5D, *navigation* 5D, *scholar* 5D (Saturnian culture +2D)

Perception 4D: *Search* 7D, *survival* 5D, *tracking* 6D

Presence 1D: *Charm* 4D, *command* 8D, *intimidation* 8D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Courage -2D, Double-Jointed -2D, Intimidating Grin -2D, Mechanical Aptitude -2D, Observant -2D; Hides Emotions +1D, Phobia (fire) +5D.

SPEED: 30

PDV: 6 (11 while moving using Speed Manipulation)

UNARMED BDV: 6D

P/L BONUS: +12

HERO POINTS: 14

VILLAIN POINTS: 1

CHARACTER POINTS: 140

BODY POINTS: 40

NATURAL ABILITIES: Saturnian life span (Longevity 3D), Telepathy 8D, Invulnerability 8D, Speed Manipulation (supermobility, superactions) 4D each. All natural abilities have the limitation: Vulnerability (fire) -8D.

POWERS: Microwave Projection 10D (limitation: Self-Damaging), Empathy 10D, Flight 11D. All powers also have the limitation: Vulnerability (fire) -8D.

BACKGROUND: Jemm is a Saturnian prince who was stranded on Earth over a decade ago. He didn't remember his name or heritage at the time, but he made a name for himself as a costumed super hero. Even so, he was hunted by White Saturnians (there is an age-old war between the two races), and eventually his memories returned, only to disappear shortly thereafter.

For the last few years, Jemm has been secretly held at Lex Corp. When Luthor decided to assemble the Injustice Gang, he used the Philosopher's Stone to control Jemm and force him to use his telepathic powers against the JLA.

The Saturnians were actually originally clones of the Martians, with the White Martians creating the white Saturnians and the Green Martians creating the Red Saturnians. This

means that Jemm and J'onn Jonzz are distantly related.

STRATEGY & TACTICS: Jemm was under Luthor's control during the Injustice Gang's activity, so his actions were not his own. If his previous actions, and those he took upon being freed from Luthor, are any indication, Jemm prefers to deal directly with matters, using his strength and speed to resolve conflict. Although he is telepathic, Jemm has the same respect for privacy that J'onn J'onzz has, and he does not pry into people's thoughts unless the situation is critical. Unlike J'onn, Jemm is also empathic, and the gem in his forehead allows him to project and reflect emotions. For example, when attacked by rage and hate, he tends to automatically reflect them, which often intimidates foes into backing down. Jemm is not used to working with others; he only relies on himself in a crisis.



INJUSTICE GANG 2

After his defeat at the hands of the JLA with his first Injustice Gang, Luthor decided to create an entirely new gang. Gathering together Prometheus, the General, and Queen Zazzala, Luthor secretly planned an invasion of the JLA Watchtower through Prometheus's link to Limbo, which had an entrance left behind by the Hyperclan and installed in the Watchtower. Unbeknownst to Luthor or the members of his new Injustice Gang, they were all be controlled by the war-mongering device Mageddon, which planned on using the new gang as its initial strikeforce in its plan to destroy the Earth.

LEX LUTHOR

Stats: See Injustice Gang 1

PROMETHEUS

REAL NAME: Unknown

OCCUPATION: Contract killer, hero hunter

BASE OF OPERATIONS: The Ghost Zone

HEIGHT: 6'1"

WEIGHT: 180 pounds

EYES: Brown

HAIR: White

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: *Acrobatics 5D, brawling 6D, dodge 6D, martial arts 5D, melee weapons 6D (energized nightstick +2D), piloting 4D*

Coordination 3D: *Lockpicking 5D, marksmanship 6D (wrist launcher +3D), thievery 7D, thrown weapons 6D*

Physique 3D: *Leap 6D, lifting 4D, running 6D*

Knowledge 4D: *Computer ops 8D, demolitions 7D, languages 6D, navigation 6D, research 8D, scholar 6D (hero weaknesses +6D), science 7D (costume and nightstick +3D), security 7D*

Perception 3D: *Artist 4D, engineering 5D (costume and nightstick +2D), hide 5D, invent 5D, repair 4D (costume and nightstick +2D), search*

5D, shadowing 5D, streetwise 7D, surveillance 6D, survival 5D, tracking 5D

Presence 3D: *Bluff 6D, charm 5D, command 5D, disguise 4D, intimidation 8D, willpower 11D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Contact (Lex Luthor) -5D, Courage -2D, Gifted in Learning -4D, Intimidating Grin -2D, Observant -2D, Wealth -4D, Technologically Advanced -10D; Delusions of Grandeur +3D, Extremely Competitive +2D, Obsessive Tendencies +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 21

CHARACTER POINTS: 168

BODY POINTS: 40

EQUIPMENT:

Cosmic Key: Prometheus's Cosmic Key allows him to enter a limbo-like dimension, which he calls the Ghost Zone, where he has built his crooked house. It also allows him to disperse a person into apparent nothingness (Heroic *willpower* roll to resist).

Costume: Prometheus's costume contains electromagnetic circuitry that, when combined with his computerized helmet, allows him to copy the skills of others. He is able to place digital copies of everything a person knows, including his or her movements, onto CDs. He places the desired CD into his helmet and downloads all of the information directly into his brain and nervous system. He can use the skill level of anyone he has downloaded into his brain. For example, he has a digital copy of the fighting skills of Batman, so he is able to use the *martial arts* skill at Batman's skill level. He loses any information downloaded if the helmet is removed.

His helmet also has two lights attached to the sides of it that are able to produce hypnotic or disorientating strobe light effects in addition to nor-

mal light (make a Heroic *willpower* roll or either be susceptible to his suggestions [hypnosis], or increase all difficulties by +2 [disorientating effect]).

Energized nightstick: BDV of 4D; the nightstick has an energy field that when activated increases the BDV to 6Dx10; the nightstick can also be used to override computer systems by focusing its energy through the system.

Wrist Dart Launchers

Base Damage Value: as per dart

Fire arc: forward

Range: 20/40/80 (in feet)

Ammunition: 5 darts per launcher (one launcher on each arm)

Rate of fire: 1

Additional information:

Molecular toxin dart: Causes spastic paralysis in the target (target has no control over his physical structure for 1 hour).

Neural chaff dart: Disperses into the air upon contact in a 10' x 10' area. Disorganizes the thought processes of anyone in the area by interfering with the brain's electricity (target is unable to concentrate; *Knowledge*, *Perception*, and *Presence* attributes are reduced to 1D each for 1 hour).

Phosphorous dart: Bursts into flame on contact, igniting any flammable surface in a one-foot-square area doing 6D of damage each round until put out.

Rocket dart: BDV 5Dx3.

BACKGROUND: The son of two murderous bank robbers, Prometheus saw his parents get shot down by cops and vowed revenge against all law enforcement. In a life that paralleled Bruce Wayne's, he used his parents' ill-gotten wealth to fund an obsessive education in academics and combat. A group of Tibetan monks allowed him access to a mysterious sentient ship, where he found the Cosmic Key that gave him access to the limbo-like dimension he calls the Ghost Zone. From there, Prometheus plots attacks against super heroes, because they represent the ultimate in law enforcement and because he enjoys the challenge. Prometheus saw joining forces

with Lex Luthor in the construction of the newest Injustice Gang as a way for him to get revenge on the JLA that recently handed him a humbling loss.

STRATEGY & TACTICS: Prometheus is a careful planner. The bulk of his strength comes from his careful study and assessment of his foes, which allows him to find and exploit their weaknesses. For this reason, he prefers to watch for several weeks or more, building strategies for each possible situation. Then, once ready, Prometheus strikes in a series of carefully orchestrated movements. His weakness is the inability to improvise if a new player enters the equation or some trap fails.

THE GENERAL

REAL NAME: General Wade Eiling
OCCUPATION: Former U. S. Army general
BASE OF OPERATIONS: Mobile
HEIGHT: 12'
WEIGHT: 1,000 Pounds
EYES: Red
HAIR: Brown
RACE: Synthetic being
TECH LEVEL: Modern (1)

Reflexes 12D: *Brawling* 15D, *melee weapons* 14D

Coordination 12D: *Catch* 13D, *marksmanship* 14D, *missile weapons* 13D, *thrown weapons* 14D

Physique 35D: *Leap* 36D

Knowledge 3D: *Computer ops* 4D, *demolitions* 4D, *navigation* 4D, *scholar* 4D (*tactics, strategy* +2D each), *security* 5D

Perception 2D: *Search* 4D, *surveillance* 4D, *survival* 5D, *tracking* 4D

Presence 2D: *Bluff* 4D, *command* 9D, *interrogation* 8D, *intimidation* 12D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Courage -2D, Hardiness -4D, Leadership Ability -2D, Self-Healing -4D; Delusions of Grandeur +3D, Impulsiveness +3D, Obsessive Tendencies +2D.

SPEED: 50

PDV: 6

UNARMED BDV: 7D

P/L BONUS: +17

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 128

BODY POINTS: 182

POWERS: Supersenses (smell, sight) 5D each, Sustenance 40D, Healing 20D (limitation: Self-Only; enhancement: Mastery [pays no Character Point fee to heal]), Natural Armor: Plastalloy 12D.

BACKGROUND: General Wade Eiling was a top member of the U. S. military. He designed the Ultramarine Corps program, supposedly to give America its own patriotic, military-based super hero team. But all of this was actually a smokescreen. Eiling had an inoperable brain tumor and knew he was going to die soon. He transferred his consciousness into the synthetic humanoid known as the Shaggy Man. With his new, unstoppable body, Eiling planned to take over the world. After a battle with the JLA in his new form, Eiling was incarcerated on an asteroid in deep space. He was rescued from his imprisonment by operatives of Luthor and agreed to join him on his quest to destroy the JLA.

STRATEGY & TACTICS: When he was a man, Eiling was a master strategist, capable of plotting the actions of entire armies. But since the transfer, he has come to rely solely on his own physical power. Eiling doesn't bother to think about consequences—he's the strongest, toughest thing around and he knows it, so he simply barrels in and breaks things.

QUEEN BEE

REAL NAME: Zazzala
OCCUPATION: Queen, conqueror
BASE OF OPERATIONS: Mobile
HEIGHT: 5'6"
WEIGHT: 116 pounds
EYES: Blue (faceted)
HAIR: Black
RACE: Korllian bee-person
TECH LEVEL: Postmodern (2)

Reflexes 4D: *Brawling* 7D, *dodge* 7D

Coordination 4D: *Marksmanship* 5D (*stinger pistol, wrist stinger* +2D each)

Physique 28D

Knowledge 2D: *Computer ops* 4D (*Korllian devices* +4D), *navigation* 6D, *security* 3D (*Hive* +7D)

Perception 2D

Presence 3D: *Bluff* 4D, *charm* 5D, *command* 6D (*drones* +10D), *intimidation* 6D, *persuasion* 4D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (the Swarm) -6D, Leadership Ability -2D, Observant -2D; Delusions of Grandeur +3D, Dependent (the Swarm) +1D, Narcissistic +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +14

HERO POINTS: 0

VILLAIN POINTS: 25

CHARACTER POINTS: 200

BODY POINTS: 156

NATURAL ABILITIES: Direction sense (+4 to all *navigation* rolls), limited vision (neither Queen Zazzala nor any of her swarm can see the red end of the visible spectrum).

EQUIPMENT: Queen Zazzala commands an armada of interstellar spacecraft known collectively as her swarm.

These spacecraft are capable of raising an entire planet if she so deems. They travel through interstellar space by entering the same limbo-like dimension used by Prometheus, which she calls the Honeycomb. She remains in contact with the members of her swarm through the use of a techno-pheromone, which transmits her commands to any drone in contact with it. Each of the ships is also outfitted with a hypno-pollen factory. The pollen allows the queen to control the minds of those who have injected it (Heroic willpower roll to resist). Some of her personal equipment includes:

Stinger pistol: BDV 6Dx4 (paralyzes target one round for each point of damage done).

Wrist stinger: BDV 6Dx5 (paralyzes target one round for each point of damage done).

BACKGROUND: Her Royal Genetrix, omniscient and all-fulfilling, her Eternal Majesty, the Queen Bee is a true queen, the leader of her swarm of bee-people. She hails from a world called Korll, and she and her people travel throughout space, taking people to serve as drone-slaves, building colonies and hives, and depleting each world's resources before moving on for more. Zazzala was contacted by Luthor to join the new Injustice Gang.

STRATEGY & TACTICS: Queen Bee uses drug-laced darts to hypnotize her victims, allowing her to take control of them and put them to work for her. She also has millions of bee-troopers at her command, each one armed with lethal stingers. Queen Bee prefers not to use violence herself, relying on both her drugs and her swarm to protect her. She is willing to work with others if the benefits are right, but her first priority is always herself and her swarm.



PROF. IVO

REAL NAME: Anthony Ivo
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'10" **WEIGHT:** 165 pounds
EYES: Blue **HAIR:** Black
RACE: Human **TECH LEVEL:** Advanced (3)

Reflexes 2D

Coordination 2D

Physique 3D

Knowledge 5D: *Medicine* 6D, *research* 13D (*robotics* +3D), *science* 13D (*robotics* +3D)

Perception 5D: *Engineering* 13D (*robotics* +3D), *invent* 13D (*robotics* +3D), *repair* 13D (*robotics* +3D)

Presence 1D: *Command* 5D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude -2D, Technologically Advanced -20D, Wealth -4D; Psychological Disorder (psychotic) +3D, Sworn Enemy (JLA) +6D, Unattractive Appearance +2D.

SPEED: 30 **PDV:** 1
UNARMED BDV: 1D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 23
CHARACTER POINTS: 184
BODY POINTS: 35

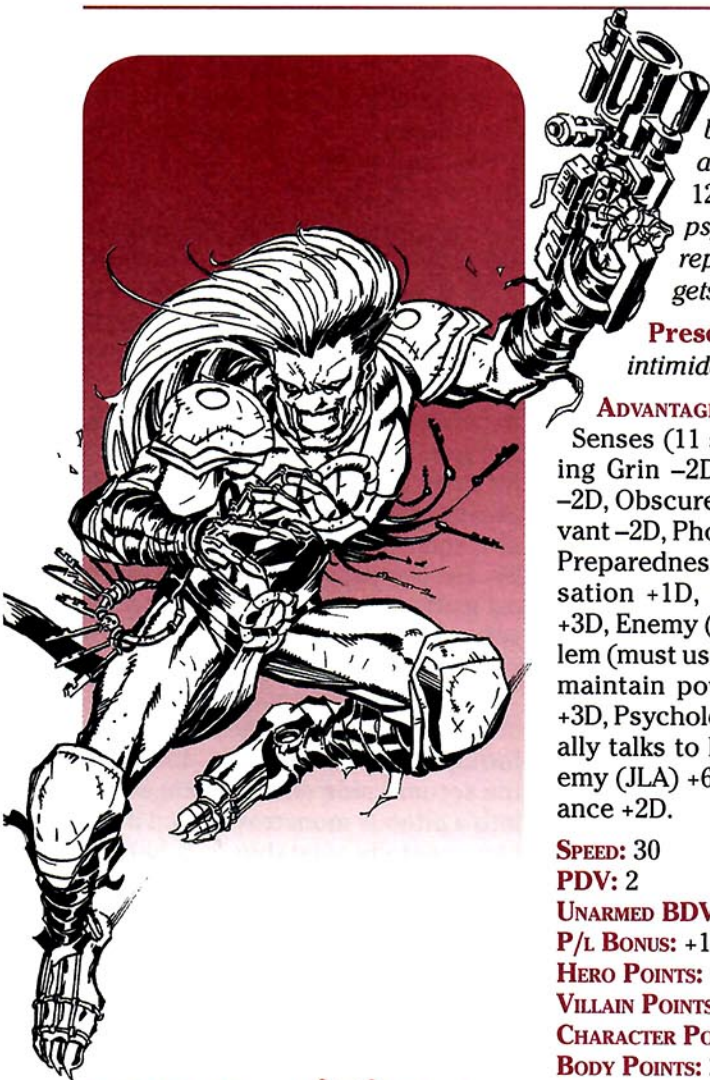
POWERS: Longevity 30D (limitation: Side Effect -2D [the power is gained from drinking Ivo's Immortality Serum; anyone who drinks this serum automatically gains the Unattractive Appearance Disadvantage]).

BACKGROUND: Severely traumatized by his grandmother's passing, Anthony Ivo developed a pathological fear of his own mortality, and devoted his scientific acumen towards finding eternal life. His fear drove him toward unethical methods, including murdering his father to complete his work. The end result was the android Amazo.

Amazo helped complete Ivo's Immortality Serum, but the original JLA brought them to justice. Moreover, the serum's side effects changed Ivo into a piteous monstrosity, and it left him mentally unstable. Ivo battled subsequent JLA incarnations during desperate attempts to restore his humanity, but even after regaining his former appearance, his primal fear of death forced him to imbibe the disfiguring potion once again. To this day, Ivo remains torn between his desires to be both immortal and fully human once more.

Recently, Professor Ivo joined with T. O. Morrow to destroy the current JLA, and together they constructed the android Tomorrow Woman. Designed to pass for a living being, Tomorrow Woman was accepted as a new JLA member and served honorably until her programming dictated she destroy her JLA friends. As Morrow had intended, Tomorrow Woman's emerging sense of humanity enabled her to override her programming and sacrifice herself to save Earth from the menace "If."

STRATEGY & TACTICS: Ivo's instability makes him unpredictable. He may attempt to cure his monstrosity, seek a new means of immortality, or pursue revenge for past defeats. Invariably, his callous disregard for others draws the JLA's attention, and Ivo usually has the latest product of his twisted genius awaiting them.



THE KEY

REAL NAME: Unknown

OCCUPATION: Would-be conqueror

BASE OF OPERATIONS: Mobile

HEIGHT: 6'1"

WEIGHT: 197 pounds

EYES: Brown

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling* 4D, *dodge* 4D, *piloting* 3D, *sneak* 5D

Coordination 2D: *Lockpicking* 16D, *marksmanship* 4D (*neural shock rifle* +2D), *thievery* 8D (*breaking and entering* +8D)

Physique 2D: *Leap* 4D

Knowledge 5D (10D): *Computer ops* 12D, *medicine* 12D (+4D *pharmacology*), *research* 12D, *scholar* 12D (+4D *keys and locks*), *science* 12D, *security* 16D

Perception 5D (10D): *Engineering* 12D (*key-based gadgets* +2D, *psycho-active drugs* +4D), *invent* 12D (*key-based gadgets* +2D, *psycho-active drugs* +4D), *repair* 12D (*key-based gadgets* +2D), *search* 12D

Presence 3D: *Command* 6D, *intimidation* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Acute Senses (11 senses) -22D, *Intimidating Grin* -2D, *Mechanical Aptitude* -2D, *Obscure Knowledge* -2D, *Observant* -2D, *Photographic Memory* -4D, *Preparedness* -4D; *Center of Conversation* +1D, *Delusions of Grandeur* +3D, *Enemy (JLA)* +6D, *Medical Problem* (must use psycho-active drugs to maintain powers) +6D, *Narcissistic* +3D, *Psychological Disorder* (continually talks to himself) +2D, *Sworn Enemy (JLA)* +6D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 22

CHARACTER POINTS: 176

BODY POINTS: 29

POWERS: Superattributes: *Knowledge*, *Perception* 5D each, *Supersenses* 5D, *ESP* 2D (enhancement: *Mastery* [able to notice events happening at his location or at distances simultaneously]). All powers have the limitation: *Rechargeable* (must take psycho-active drugs every few months) -3D.

EQUIPMENT:

Neural shock rifle: BDV 6Dx4; does physical damage, but may also be set to project a wide-beam neural shock at the same BDV in mental damage (which is still taken off of Body Points) and anyone in a 20-foot arc must make a successful Super-Heroic *willpower* roll or be knocked unconscious.

Psycho-active drugs: These drugs have two effects. In small doses, they override the ability of the brain to receive stimuli, allowing the user to give suggestions to anyone affected (Heroic *willpower* roll to overcome effects). In larger doses, they allow

the user access to the 90 percent untapped portion of the brain, vastly increasing the *Knowledge* and *perception* of the user (Superattributes 5D for each). To retain these effects, the user must continually take the drug. Without the drug, the user will slip into a coma, while their *Knowledge* and *Perception* return to normal.

Programmable psycho-virus: This virus allows the user to control the dreams of anyone it is administered to by hooking him to a computer and programming images that are downloaded into the brain and made to seem real by the virus.

BACKGROUND: While working in Intergang's narcotics division, the Key discovered psycho-chemicals that boosted intelligence. After ingesting them, he became convinced he was best-suited to rule the world. His attempts at conquest were repeatedly defeated by the original JLA, driving the Key to experiment with increasingly potent drugs that had often debilitating side effects.

One such drug left the Key in a coma for several years, but afterwards, it enabled him to tap the normally unused 90 percent of the brain. With his expanded perceptions, the Key detected the Lock, a source of omnipotent power, but he found he lacked the power to reach it. The Key eventually devised a way in, using the minds of new JLA.

After bypassing Watchtower security, the Key subdued the team and subjected them to structured hallucinations that produced the psycho-electric surge needed to reach the Lock. At the last second, however, the Key was felled by the second Green Arrow, Connor Hawke, allowing the Martian Manhunter to imprison his mind within a fractal time-maze.

STRATEGY & TACTICS: The Key's schemes are meticulously planned (invariably around some key motif) and usually include revenge against the JLA. His psycho-active chemicals and unstoppable intrusive skills allow him to strike when his foes are vulnerable, and with his now-superior intellect, the Key is more dangerous than ever.



MAGEDDON

Type: Doomsday weapon

Size: Approximately the size of a small planet (1,100 miles in diameter)

Crew: Countless servitor drones

Speed: Interstellar

PDV: 20

BDV: 10Dx100

Fire Arc: Forward

Range: Unlimited

Ammo: Fueled by anti-sun energy

Rate of Fire: 1

Armor Value: 100

Body Points: 1,000

Additional Information: *Powers:* Empathy (increase aggressive tendencies) 80D, Mental Blast 40D, Flight 100D.

Remote Sensors (powers: ESP 20D, Telepathy 20D, Mind Control 20D).

BACKGROUND: Before the birth of the known universe, it was the time of the Old Gods. War erupted between these beings, and they saw fit to create weapons beyond the comprehension

of even their descendants, the New Gods—devices capable of ripping the universe asunder. One such doomsday weapon survived the final holocaust that ended the age of the Old Gods: the Anti-Sun, the Primordial Annihilator or, in the language of New Genesis, Mageddon. Once imprisoned for countless millennia in a gravity sink on the outer curve of space-time, Mageddon broke free to threaten all of creation once more. Its rampage was eventually stopped by the combined forces of the JLA and the New Gods, but at the cost of Zauriel and Aztek's lives.

STRATEGY/TACTICS: Mageddon is a sentient weapon with one purpose: destruction. As it makes its relentless path across the cosmos, its taint first touches those who already know evil in their hearts, while its "remote senders" make direct contact with such minds, preparing them for the conflict to come. As Mageddon draws closer, the forces of chaos strike against the forces of order, initiating senseless wars and pointless conflicts. Then, when the Mageddon warhead fills the skies, brother murders brother and all who live come to a horrible end. Once activated, Mageddon cannot be stopped. It is, in every sense of the word, the ultimate weapon. Only with the amazing powers of the Man of Steel and his ability to act as a solar battery was this menace to the universe stopped.



DR. T. O. MORROW (THOMAS OSCAR MORROW)

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 5D: *Computer ops* 10D (*techno-cerebral programming* +5D), *languages* 6D, *research* 11D (*temporal mechanics* +1D, *androids* +4D), *science* 11D (*androids* +4D)

Perception 4D: *Artist* 6D, *engineering* 11D (*androids* +4D), *invent* 11D (*androids* +4D), *repair* 11D (*androids* +4D), *surveillance* 6D

Presence 2D: *Command* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact* (criminal elements) -3D, *Mechanical*

Aptitude -2D, Obscure Knowledge -2D, Technologically Advanced (Advanced [3]) -20D; Cowardice +2D, Delusions of Grandeur +3D, Extremely Competitive +2D, Fugitive +2D.

SPEED: 30 **PDV:** 1
UNARMED BDV: 1D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 15
CHARACTER POINTS: 120 **BODY POINTS:** 24

BACKGROUND: Dr. T. O. Morrow is renowned as one of the leading mad scientists in the world. He is a brilliant inventor, capable of astounding technology. His most famous invention is the Red Tornado, or rather the android body that was possessed by the sentient cyclone from the planet Rann.

Recently, Morrow teamed up with fellow mad scientist Professor Ivo to create Tomorrow Woman, a sophisticated android designed to believe it was in fact a super heroine. The plan was for Tomorrow Woman to gain membership into the JLA, win their trust, then kill them with an electrical pulse weapon built into her chest. Ivo designed the body, but Morrow designed the brain—the two men argued over who was the greater inventor. To prove his superiority, Morrow developed a brain that could not only think on its own but also spontaneously generate its own rudimentary ethical system, thus showing true life and independence. However, Tomorrow Woman died saving her teammates instead of killing them, and the two scientists were once again imprisoned. Morrow consoled himself with the knowledge of his superiority.

STRATEGY & TACTICS: Morrow is a true genius, and his inventions are far beyond the current technology levels in terms of design and complexity. Morrow is also capable of being truly devious and of planning complex and subtle traps. His weakness is his own immaturity. Despite his great intelligence—or perhaps because of it—Morrow is very much a spoiled child and tends to throw fits when he doesn't get his way. This impatience and petulance often destroys his own carefully laid plans and makes him impossible for potential partners to trust. For example, he deliberately tipped the JLA on an escape plan merely to spite Ivo, but then he tricked the JLA as well to make up for it.



QUISP

REAL NAME: Qwsp
OCCUPATION: Troublemaker
BASE OF OPERATIONS: Fifth Dimension
HEIGHT: Variable
WEIGHT: Variable
EYES: Variable (usually red)
HAIR: Variable (usually white)
SKIN: Variable (usually grey)
RACE: Unknown
TECH LEVEL: Unknown

Reflexes 3D

Coordination 3D

Physique 3D

Knowledge 3D: *Scholar* 8D, *science* (Fifth Dimensional) 9D

Perception 3D: *Know-how* (Reality Manipulation) 7D

Presence 3D: *Bluff* 5D, *intimidation* 7D, *persuasion* 4D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D; Delusions of Grandeur +3D, Enemy (JLA) +5D, Enemy (Aquaman) +3D, Fanatic (being the greatest enemy of the JLA) +3D, Impulsiveness +2D, Sworn Enemy (JLA) +5D, Sworn Enemy (Aquaman) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 128

BODY POINTS: 35

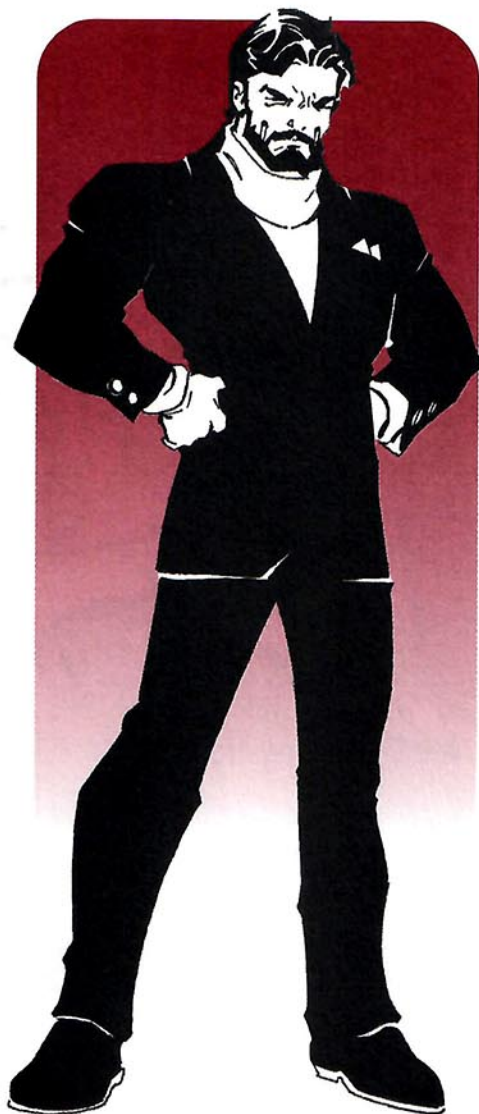
POWERS: Reality Manipulation 40D.

BACKGROUND: The imp Quisp hails from the Fifth Dimension, where beings manipulate reality itself with but a thought. He first bedeviled Aquaman during the early years of the Sea King's crime-fighting career, but despite his incredible powers, Quisp was always outwitted. This string of failures seemingly discouraged the imp for a time, but he reappeared nearly a decade later, much less mischievous and far more deadly than before.

Initially, Quisp targeted Aquaman, but the changes he observed in his old nemesis inspired a more ambitious scheme. Quisp manipulated two antagonistic Fifth Dimensional colors into manifesting on Earth as powerful energy beings, and their ensuing battle threatened to rend apart Earth's reality. Several costumed heroes (including the JLA and JSA) intervened, and Quisp reveled in their seemingly hopeless battle.

However, Green Lantern and Captain Marvel had journeyed into the Fifth Dimension, and together deduced the means to combine the colors into a harmonious whole and end their threat. The heroes also alerted Quisp's people to his violation of their rules governing conduct on the Third Dimension, and his fellow imps and genies forced him to return home.

STRATEGY & TACTICS: Above all else, Quisp delights in watching humans (especially costumed heroes) struggle against the obstacles he places in their way. Because Quisp is unable to sympathize with "lesser beings," those obstacles become more lethal as he seeks greater thrills.



VANDAL SAVAGE

REAL NAME: Vandal Adg of the Blood Tribe

OCCUPATION: Conqueror, businessman

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 176 pounds

EYES: Brown

HAIR: Black

RACE: Cro-Magnon

TECH LEVEL: Modern (1)

Reflexes 4D: *Brawling* 8D, *dodge* 8D, *martial arts* 8D, *melee weapons* 6D

Coordination 4D: *Marksmanship* 6D, *missile weapons* 6D, *thrown weapons* 6D

Physique 3D (9D): *Leap* 5D (11D), *lifting* 5D (11D), *running* 5D (11D), *swimming* 5D (11D)

Knowledge 5D: *Arcane lore* 7D, *criminology* 9D, *demolitions* 10D, *languages* 10D, *scholar* 10D (*business, history, politics* +2D each), *science* 7D, *security* 7D

Perception 5D: *Artist* 10D, *engineering* 7D, *invent* 7D, *repair* 7D, *search* 9D, *surveillance* 9D

Presence 5D: *Bluff* 8D, *charm* 8D, *command* 8D, *interrogation* 8D, *intimidation* 8D, *persuasion* 8D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Illuminati) -6D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D, Technologically Advanced -10D, Wealth -8D; Delusions of Grandeur +3D, Fanatic +3D, Sworn Enemy (Immortal Man, Resurrection Man) +2D each.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2 (+5)

HERO POINTS: 0

VILLAIN POINTS: 36

CHARACTER POINTS: 288

BODY POINTS: 35 (+26)

POWERS: Dimensional Travel 8D, Superattributes: Physique 6D (both have Limitation: Rechargeable [must drink human blood monthly] -1D; the Body Points gained during this time only last as long as the power is active; they are reduced last, and if the hero is using these Body Points when the power is no longer active, the hero goes to zero Body Points and is rendered unconscious [barring any *willpower* rolls to stay awake]), Immunity 8D, Longevity (consciousness) 50D (he must restore damaged body parts with those from members of his bloodline to stay alive).

BACKGROUND: For 50,000 years, Vandal Savage has dedicated himself to conquering humankind, whose entire history he has witnessed firsthand. Beginning life as a Cro-Magnon warrior, Savage owes his immortality to a fallen meteor that exploded and irradiated him, entirely halting his natu-

ral aging process. Thereafter, from the reign of the Egyptian pharaohs to the court of King Arthur, Savage assisted whatever faction seemed best able to grant him the absolute authority he craved. However, despite his boundless store of knowledge and utter ruthlessness, success proved fleeting.

Savage saw the global chaos spawned by World War II as his best-ever opportunity for ultimate power. Instead of triumph, though, he met his most implacable foes, the legendary Justice Society of America, who eventually brought him to justice. However, prison proved only a tiny impediment to Savage's near-limitless resources, and as head of the Illuminati, a group he had founded centuries before, he engineered the Congressional hearings that forced the JSA to disband during the post-war era.

To Savage, the JLA's emergence meant a return of the costumed heroes who had bedeviled him in the 1940s, and he cast his lot with Locus in an effort to destroy the team in its infancy. When Locus betrayed him, exposing themselves as a tool of the invading Appellaxians, Savage sought to turn the situation to his advantage. Using a captured alien device, Savage developed a weapon capable of eliminating the Appellaxians en masse. He planned on using it only after they had slain all his metahuman rivals. However, before these events came to pass, the JLA seized the weapon and, with it, repelled the invasion.

Recently, it was revealed that Savage, still alive in the 853rd century, was the manipulating force behind the Hourman Virus that spread when members of the Justice Legion A traveled back in time to meet their present day counterparts.

STRATEGY & TACTICS: Time is on Savage's side, and he uses this advantage to the utmost. His schemes often take years or even decades to unfold. If successful, they can leave his foes wanted by the law, penniless, in disgrace, dead, or all of these things. Only when confronted face to face and his temper flares does Savage reveal his Cro-Magnon origins, rending and bludgeoning his enemies with his super human strength.



JULIAN SEPTEMBER

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 4D: *Computer ops* 7D, *research* 7D, *science (quantum physics)* 10D

Perception 3D: *Engineering* 7D, *invent* 7D

Presence 2D

ADVANTAGES/DISADVANTAGES: Gifted in Learning -4D, Mechanical Aptitude -2D; Cowardice +2D, Employed (U.S. military) +4D, Low Self-Esteem +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 40 **BODY POINTS:** 28

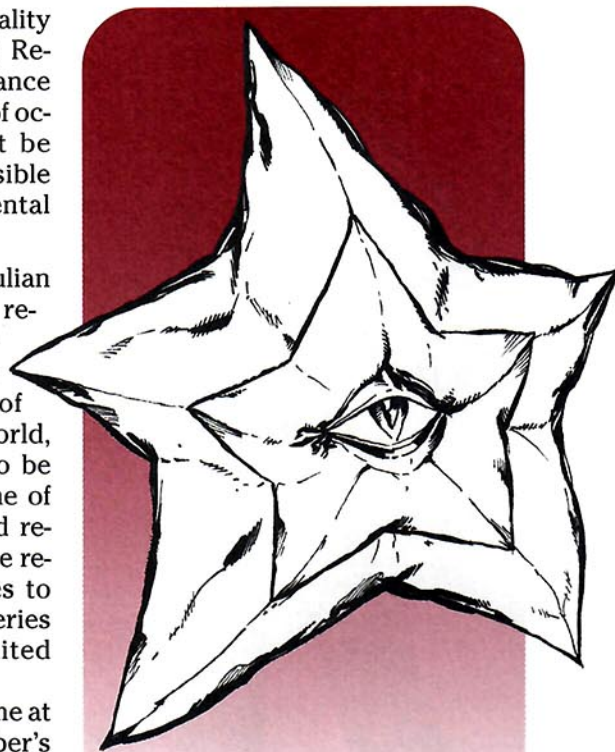
EQUIPMENT: Engine of Chance (Reality Manipulation 30D [limitations: Removable -3D; the Engine of Chance can only affect the probabilities of occurrences—the engine cannot be used to make something impossible happen, such as defy fundamental natural laws]).

BACKGROUND: Hapless Professor Julian September labored away as a researcher for the military. Although he claimed to have discovered the “building blocks of probability” in the subatomic world, September’s funding was due to be cut. Using his newly built Engine of Chance, September manipulated reality so that his funding would be restored. He later turned his eyes to even bigger things, such as lotteries and the presidency of the United States.

September’s experiments came at a terrible price. During September’s research, he had split seven photons into two pieces and destroyed the integral link between them. This act poisoned the natural order of the universe and slowly began to unravel reality itself. Strange coincidences and unnatural occurrences (all involving the number seven) grew and grew until the JLA reacted. As the JLA raced to repair all of the destruction wrought by September’s ill-fated experiment, they began to disappear one at a time, until the JLA was left with only seven members.

Helped by the physicist Ray Palmer (the Atom), the remaining members of the JLA uncovered the cause of the problems. With the Atom’s help, they shrunk down to microscopic size in order to reattach the divided photons. The only lasting damage was that Julian September himself died.

STRATEGY & TACTICS: Professor Julian September is a brilliant physicist who became absolutely tired of people looking down on him. In an effort to gain respect (long overdue in September’s mind), Julian created the Engine of Chance. Julian is not an evil man, but he is self-centered in the extreme. He avoids physical conflict at all costs, using his engine to manipulate probabilities instead and thus eliminate his opponents.



STAR CONQUERORS

OCCUPATION: Conqueror

BASE OF OPERATIONS: Mobile

DIAMETER: 500 miles

WEIGHT: 4.5 million tons (estimated)

EYE: Red (yellow iris)

HAIR: None

RACE: Unrevealed

TECH LEVEL: Unknown

Reflexes 1D

Coordination 1D: *Marksmanship (Energy Projection)* 20D

Physique 48D: *Flying* 50D, *resistance* 50D

Knowledge 10D: *Navigation* 20D, *research* 15D, *science* 15D

Perception 10D: *Engineering* 15D, *invent* 15D, *search* 15D, *survival* 15D

Presence 15D: *Command* 20D, *intimidation* 20D, *willpower* 16D

ADVANTAGES/DISADVANTAGES: Courage -2D.

SPEED: 0 (300 mph while flying)

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +24

HERO POINTS: 0

VILLAIN POINTS: 45

CHARACTER POINTS: 360

BODY POINTS: 251

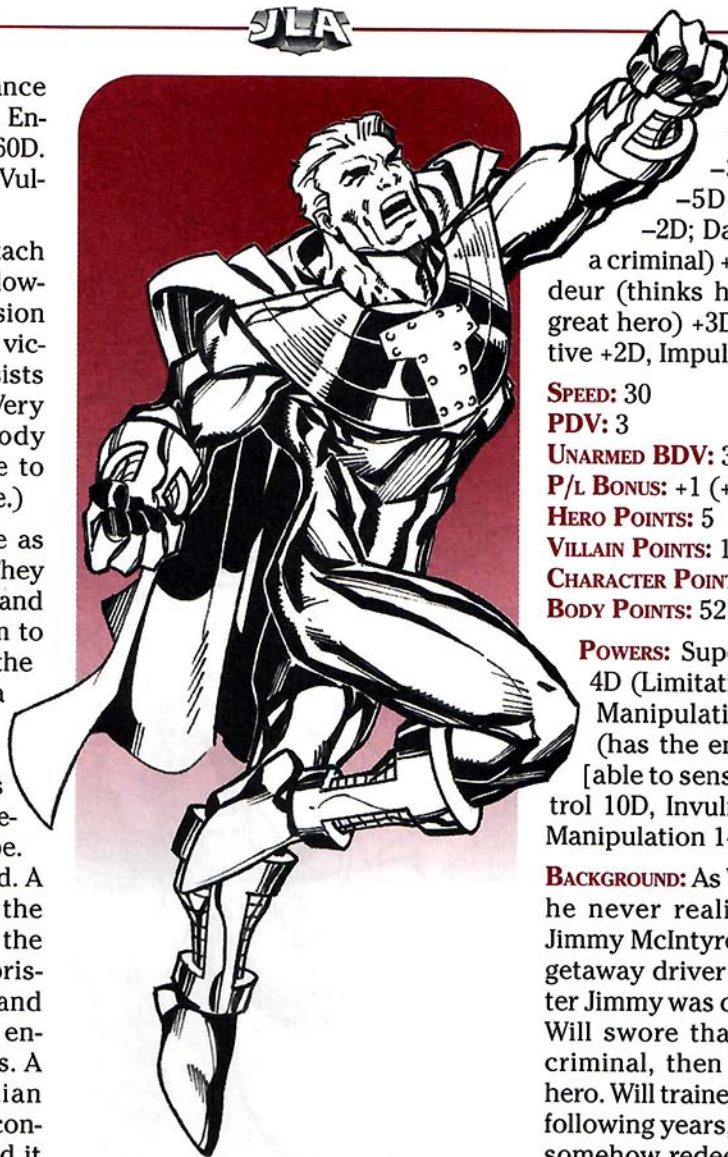
POWERS: Longevity 70D, Sustenance 50D, Telepathy 40D, Flight 100D, Energy Manipulation (projection) 60D. All powers have the limitation: Vulnerability (freezing cold) -8D.

EQUIPMENT: Miniature starfish (Attach themselves to a victim's face, allowing Star Conquerors to use Illusion 20D and Mind Control 20D against victim. If the victim successfully resists the mind control, a successful Very Difficult *Physique* roll or 30 Body Points of damage must be done to remove the starfish from her face.)

BACKGROUND: Star Conquerors are as old as the universe they wander. They search for planets to subjugate and strip of needed resources. Drawn to Earth by a probe destroyed by the current JLA during its first case, a Conqueror forced everyone in North America into a dreaming state, intent on breaking their wills before having others of its kind repeat the process around the globe.

The JLA response was two-fold. A team led by Superman entered the Dreaming with the aid of its lord, the Sandman, to save all those imprisoned there by the Conqueror and eventually the heroes' actions enabled them to shake off its effects. A second team led by the Martian Manhunter initiated telepathic contact with a Conqueror, and forced it to send a warning signal to the rest of its kind. Thus convinced Earth was unsuitable for their uses, the Star Conquerors abandoned their takeover attempt. However, before they could make good their escape, the Sandman captured the Conquerors and imprisoned them within his realm. Whether this permanently ends their threat or not remains to be seen.

STRATEGY & TACTICS: Star Conquerors gradually enslave a planet's inhabitants, subjugating them to the shared alien "hive mind." Should they encounter serious opposition, they probe the minds of their victims for useful intelligence before striking with their considerable powers and all the numbers of subjugated inhabitants they can muster. Star Conquerors destroy only as a last resort, as mental domination of their foes is far more advantageous for them.



TRIUMPH (WILL MCINTYRE)

Reflexes 3D: *Brawling* 5D (*haymaker, headbutt, knockout, lunge, slam, uppercut* +2D each), *dodge* 6D, *sneak* 4D

Coordination 4D: *Marksmanship* (energy blasts) 8D

Physique 3D (7D): *Running* 5D (9D)

Knowledge 3D: *Computer ops* 4D, *security* 4D

Perception 3D: *Hide* 4D, *know-how* (*Energy Manipulation*) 8D (*magnetic effects* +5D)

Presence 2D: *Bluff* 4D, *command* 4D, *intimidation* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES:

Charismatic -3D, Contact (JLA) -5D, Intimidating Grin -2D; Dark Secret (father was a criminal) +2D, Delusions of Grandeur (thinks he could have been a great hero) +3D, Extremely Competitive +2D, Impulsiveness +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1 (+3)

HERO POINTS: 5

VILLAIN POINTS: 12

CHARACTER POINTS: 136

BODY POINTS: 52

POWERS: Superattribute: Physique 4D (Limitation: Linked to Energy Manipulation), Supersenses 5D (has the enhancement: Mastery [able to sense in 360°]), Mind Control 10D, Invulnerability 8D, Energy Manipulation 14D.

BACKGROUND: As Will McIntyre grew up, he never realized that his father, Jimmy McIntyre, made his living as a getaway driver for super villains. After Jimmy was caught and sent to jail, Will swore that if his father was a criminal, then he would become a hero. Will trained endlessly during the following years, hoping that he could somehow redeem his family's name. Then, by a strange coincidence, Will developed magnetic powers during his teenage years.

When Will was in his early twenties, he fought alongside the JLA against an alien invasion. Calling himself Triumph, Will attempted to lead the JLA and destroy the aliens' extra dimensional gateway, only to find that the other heroes chafed under his leadership. Triumph took matters into his own hands and destroyed the gateway himself. But in the attack, Triumph slipped, along with the gateway, out of phase with time. Triumph and the alien portal disappeared, only to return over a decade later. With the help of the JLA, Triumph closed the gate once and for all.

Martian Manhunter invited the headstrong Triumph into his newly formed Task Force. After numerous adventures, Martian Manhunter concluded that Triumph was simply

too stubborn and impetuous to remain a member. For a brief time, Triumph formed his own private investigation company that tracked down criminals who thought themselves beyond the law.

Luck soured for Triumph when he lost his powers in a battle with Amazo. Looking for quick cash, Triumph tried to pawn off some of the things he had taken from the JLA trophy room, which included a pen containing Lkz, a Fifth Dimensional imp. After Triumph freed Lkz, the imp returned and augmented Triumph's powers. Triumph quickly used his newfound power to gather his old JLA teammates and take over the JLA Watchtower. In the battle, the Spectre returned and turned Triumph into ice.

STRATEGY & TACTICS: Triumph is haunted by what could have been. Triumph believes that would have gained the same glory as the other members of the JLA, had he not missed the past decade in stasis. Because of this, Triumph seeks the spotlight, often rushing heedlessly into battle. Even worse, Triumph disdains authority. Triumph acts as if only he knows best, perhaps in order to mask his enormous insecurities. In battle he will often fall back on his expertise with magnetic-manipulating effects rather than use the new powers he was given.



ULTRAMARINES

When the military publicly introduced the Ultramarines in a press conference, General Wade Eiling revealed how they each received their superpowers. According to the general, the government had been developing a mass teleport unit, until an accident imploded the device and created a gateway into a higher dimension. Four marines volunteered to enter this gateway and explore whatever lay on the other side: Lieutenant Colonel Scott Sawyer, Captain

Lea Corbin, Major Dan Stone, and Captain John Wether. After traveling into the other dimension, the marines were exposed to a strange radioactive element, later dubbed Proteum by military scientists. As a result of this radiation, the four marines acquired super-human powers.

Lieutenant Colonel Sawyer almost totally lost his physical form and became a being made entirely of energy. Wearing a battlesuit customized for him, Lieutenant Colonel Sawyer as-

sumed the name Warmaker One. Captain Corbin did not suffer anything as drastic as this, but she did acquire the ability to tap into various dimensions. She was now 4D, a hero whom no barrier could contain. Major Stone's form was transformed into a liquid substance. Renamed Flow, Stone could control every one of his molecules. Captain Wether suffered no ill effects, but he gained the ability to control the unified field harmonic. Dubbed Pulse 8, Wether could now accomplish feats far beyond anyone's imagination. General Eiling stressed that the Ultramarines would cater specifically to American interests, since the JLA had now taken on a more global role.

In fact, this so-called "origin" was a sham. General Eiling's researchers had developed a synthetic metagene to give normal people super-human powers. The Ultramarines were a product of Eiling's laboratories, not some otherworldly radiation. What the Ultramarines did not realize was that these experiments would kill them in just a few short months.

General Eiling was in fact insane; he was suffering at the time from a terminal, inoperative brain tumor. General Eiling first used the Ultramarines to recover the indestructible and immortal body of the Shaggy Man. Eiling soon transferred his mind from his dying body and into this new, unstoppable form. While Eiling pursued this goal, he commanded the Ultramarines to eliminate the JLA. A huge battle erupted in Phoenix between the Ultramarines and the JLA. Once Superman revealed that the Ultramarines were dying and that Eiling had duped them, the JLA and the Ultramarines joined forces to foil Eiling's mad plans.

After the JLA had managed to find a cure for the Ultramarines, the Ultramarines decided to leave the military and find a new purpose. They created the advanced city of Superbia, hovering far above Monte Video. The Ultramarines, now buoyed by new recruits such as Jack O' Lantern and Vixen, stated that they would act as a first-strike peacekeeping force all over the world.

STRATEGY & TACTICS: Despite the Ultramarines thorough military train-

ing, they do not fight well yet as a team. Instead of coordinating attacks, the Ultramarines tend to act individually, each choosing a particular target. Warmaker One is perhaps the most patient of them all; he prefers to scout the situation before acting. Flow wades directly into combat, trusting in his body's innate resilience to protect him from most attacks. 4D uses her extradimensional powers to surprise opponents from behind and then disappear before the counterattack arrives. Pulse 8 uses his vast electromagnetic and gravitational powers to disable those most vulnerable to such attacks, such as electrically powered weapons.

WARMAKER ONE (LT. COL. SCOTT SAWYER)

Reflexes 3D (5D): *Brawling* 4D (6D), *dodge* 4D (6D), *driving* 4D (6D), *piloting* 4D (6D), *martial arts* 5D (7D) (*arm pin, choke, disarm, leg sweep, lunge, pin, slam, spin attack, throw* +1D each), *sneak* 4D (6D)

Coordination 4D (6D): *Marksmanship* 5D (7D), *missile weapons* 5D (7D), *thrown weapons* 5D (7D)

Physique 3D (6D): *Flying* 5D (8D), *resistance* 4D (7D), *running* 5D (8D), *swimming* 5D (8D)

Knowledge 3D: *Computer ops* 4D, *demolitions* 4D, *navigation* 4D, *security* 4D

Perception 3D: *Hide* 4D, *repair (suit)* 5D, *search* 4D, *surveillance* 4D (*electronic* +4D), *survival* 4D, *tracking* 4D (*electronic* +3D)

Presence 3D: *Command* 5D, *interrogation* 4D, *intimidation* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Contact (Ultramarines) -6D, Leadership Ability -2D; Dark Secret (immaterial without the suit) +3D, Depression (no longer human) +6D, Unattractive Appearance (translucent form) +2D.

SPEED: 30

PDV: 2 (4)

UNARMED BDV: 3D (4D)/1D

P/L BONUS: +1 (+3)

HERO POINTS: 3

VILLAIN POINTS: 6

CHARACTER POINTS: 72

BODY POINTS: 35

POWERS: A synthetic metagene transformed Lieutenant Sawyer's body into an unknown form of energy. To stop his form from dispersing, a specialized suit was created for him, which once donned, in effect bonded with him. Now he and the suit are one. The stats for the Warmaker One suit are below; the stats above are for his original human form. Now without the suit, his *Reflexes*, *Coordination*, and *Physique* are 0D each; he is visible as only a shimmering, vaguely humanoid shape; he doesn't need to eat, sleep, or breathe; and he must make a Difficult *willpower* roll each round or disperse entirely.

EQUIPMENT:

Warmaker One Suit

Speed: same as wearer's, up to Mach 1 (while flying)

Passive Defense Value: same as wearer's, adjusted by powers

Base Damage Value: same as wearer's

Fire Arc: forward

Range: as per powers

Ammunition: Unlimited power source using a Uranium-238 cell.

Rate of Fire: 1

Enhancement Modifiers: infrared sensors (+3 to sight-based Perception rolls for locating objects that give off heat), heightened reaction time (*Reflexes* and *Coordination* +2D each), enhanced strength (*Physique* +3D), enhanced senses (+3 to all Perception rolls), X-ray sensors (allows the user to see through non-lead-based objects up to 100 feet away).

Armor Value: 15

Body Points: 85

Additional Information: *Powers:* Flight 10D, Natural Armor: Plating 5D.

Energy projectors (*Energy Manipulation* (projection) 10D), wrist rockets (12 rockets on each wrist; Normal rockets: BDV 7Dx4; Tactical atomic rocket: 5Dx50 [4-foot radius, no radioactive fallout]), radio receiver/transceiver (4-mile radius).

4-D (CAPT. LEA CORBIN)

Reflexes (8D) 4D (2D): *Brawling* 5D (3D), *dodge* 5D (3D), *driving* 5D (3D), *martial arts* 5D (3D) (*arm pin*, *choke*, *disarm*, *double kick*, *leg sweep*, *lunge*, *pin*, *slam*, *throw* +1D each), *piloting* 5D (3D), *sneak* 6D (4D)

Coordination (8D) 4D (2D): *Marksmanship* 5D (3D), *missile weapons* 5D (3D), *thrown weapons* 5D (3D)

Physique (0D) 3D (30D): *Resistance* 4D (40D), *running* 4D (40D), *swimming* 4D (40D)

Knowledge 2D: *Demolitions* 3D, *security* 3D

Perception 3D: *Hide* 5D, *search* 4D, *shadowing* 7D, *surveillance* 5D, *survival* 5D

Presence 3D: *Intimidation* 4D, *Persuasion* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Contact (Ultramarines) -6D.

SPEED: 30 **PDV:** (4) 3 (2)

UNARMED BDV: 3D

P/L BONUS: (0) +1 (+15)

HERO POINTS: 3

VILLAIN POINTS: 6

CHARACTER POINTS: 72

BODY POINTS: 30

POWERS: Matter Manipulation (Redimensionality) 15D (4-D is able to change her form from two dimensional to three dimensional or four dimensional at a mere thought. When she is in her two-dimensional form, she is a flat image of herself that is virtually invisible (Heroic *Perception* roll to see her). In this form, her *Reflexes* and *Coordination* double, though she is cannot use any of her skills under those attributes (she can only flow along surfaces), and her *Physique* (and the skills under it) is reduced to 0D (she is almost immaterial and unable to pick up anything).

In her three-dimensional form, she has her base characteristics, which are the ones not in parentheses in the stats. Her four-dimensional form increases her *Physique* vastly but halves her *Reflexes* and *Coordination*. These stats are shown in parentheses after the normal, three-dimensional stats.

FLOW (MAJ. DAN STONE)

Reflexes 3D: *Brawling* 5D (*arm pin*, *bear hug*, *choke*, *disarm*, *lunge*, *pin*, *slam*, *throw* +1D each), *dodge* 4D, *driving* 4D, *piloting* 4D

Coordination 2D: *Marksmanship* 5D, *missile weapons* 4D

Physique 4D: *Lifting* 6D, *resistance* 4D, *running* 4D, *swimming* 4D

Knowledge 2D: *Demolitions* 4D, *security* 4D

Perception 2D: *Know-how (Water Manipulation)* 10D, *search* 4D, *surveillance* 4D, *survival* 5D

Presence 2D: *Intimidation* 5D, *willpower* 5D (*reforming body* +5D)

ADVANTAGES/DISADVANTAGES: Contact (Ultramarines) -6D; Depression (no longer human) +6D, Unattractive Appearance (aqueous form) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 6

CHARACTER POINTS: 72

BODY POINTS: 60

POWERS: Water Manipulation 15D (limitation: Duration Change: Permanent [body is permanently composed of water]; enhancement: Mastery [able to change into any form of water—solid, liquid, or gas—and change the viscosity). Only energy attacks or mental and magical attacks without physical form can harm Flow while he is in water or gas form.

PULSE 8 (CAPT. JOHN WETHER)

Reflexes 2D: *Dodge* 4D, *driving* 4D, *martial arts* 5D (*arm pin*, *disarm*, *elbow*, *headbutt*, *leg sweep*, *uppercut* +1D each), *piloting* 4D

Coordination 2D: *Marksmanship* 5D, *missile weapons* 4D

Physique 3D: *Resistance* 4D, *running* 4D, *swimming* 4D

Knowledge 4D: *Demolitions* 4D, *security* 4D

Perception 3D: *Know-how (powers)* 7D each, *search* 4D, *surveillance* 4D, *survival* 5D

Presence 2D: *willpower* 4D

ADVANTAGES/DISADVANTAGES: Contact (Ultramarines) -4D; Enemy (U.S. government) +6D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 6

CHARACTER POINTS: 72

BODY POINTS: 34

POWERS: Gravity Manipulation 15D, Matter Manipulation (strong and weak forces) 15D, Energy Manipulation 15D. All powers have the limitations: Duration Change (Activated) and Rechargeable -1D (Pulse 8 has to power up his field harmonic generators to use the powers).

EQUIPMENT: Attractor disks: Pulse 8 must focus his powers through these disks to generate specific effects. He can leave them attached to a subdued opponent (by massive gravity, electromagnetic override of circuits, or some other method), greatly increasing his effective range. He wears one disk attached to each forearm and replacements that are given to him (from reinforcement troops) when needed.

THE WATCHTOWER

BASE & EQUIPMENT

The Justice League built the Watchtower on the surface of the moon following the Hyperclan's attempted takeover of Earth. Its exterior walls are made of promethium, with liquid crystal windows and viewports, giving the Watchtower walls a Defense Value of 11 and 1,100 Body Points. The viewports have a Defense Value of 9 and 900 Body Points. The base has its own self-contained life support system, allowing it to function indefinitely without outside support.

The Watchtower contains some of the most sophisticated technology known to Earth, including equipment based on Martian technology salvaged from the Hyperclan. Just being on the moon provides the Watchtower with considerable security, and the security systems added by Steel help protect JLA headquarters from assault and invasion. The security system is cutting-edge; it requires a Legendary *security* skill check to bypass it. The Watchtower's scanners and security systems usually identify intruders long before they reach the Watchtower itself. Avoiding these devices requires a Legendary *sneak* skill check (or some suitable power, like Teleportation).

The first line of defense is designed to harmlessly contain any intruders within a series of mechanical tentacles (Super-Heroic *Physique/lifting* roll to evade or break free). If the intruder is able to escape the tentacles, the Watchtower resets the system to accommodate (difficulty increases one level each time the system is evaded or escaped from). After failing to stop the intruder on three occasions, the Watchtower's system goes on the offensive. It unleashes a series of sonic beams (BDV 6Dx6, target must make a Heroic *willpower* roll or be rendered deaf for two hours), nerve-darts (target must make a Heroic *willpower* roll or have their muscles completely relax for two hours), flame throwers (BDV 6Dx6), cages dropping from ceil-

ing panels, and numerous other measures (lasers, particle beams, and so on) to stop the intruder (roll versus a *marksmanship* of 10D to evade each of the above). Once activated, the only way to shut the system down is with voice authorization or computer access code from an active JLA member.

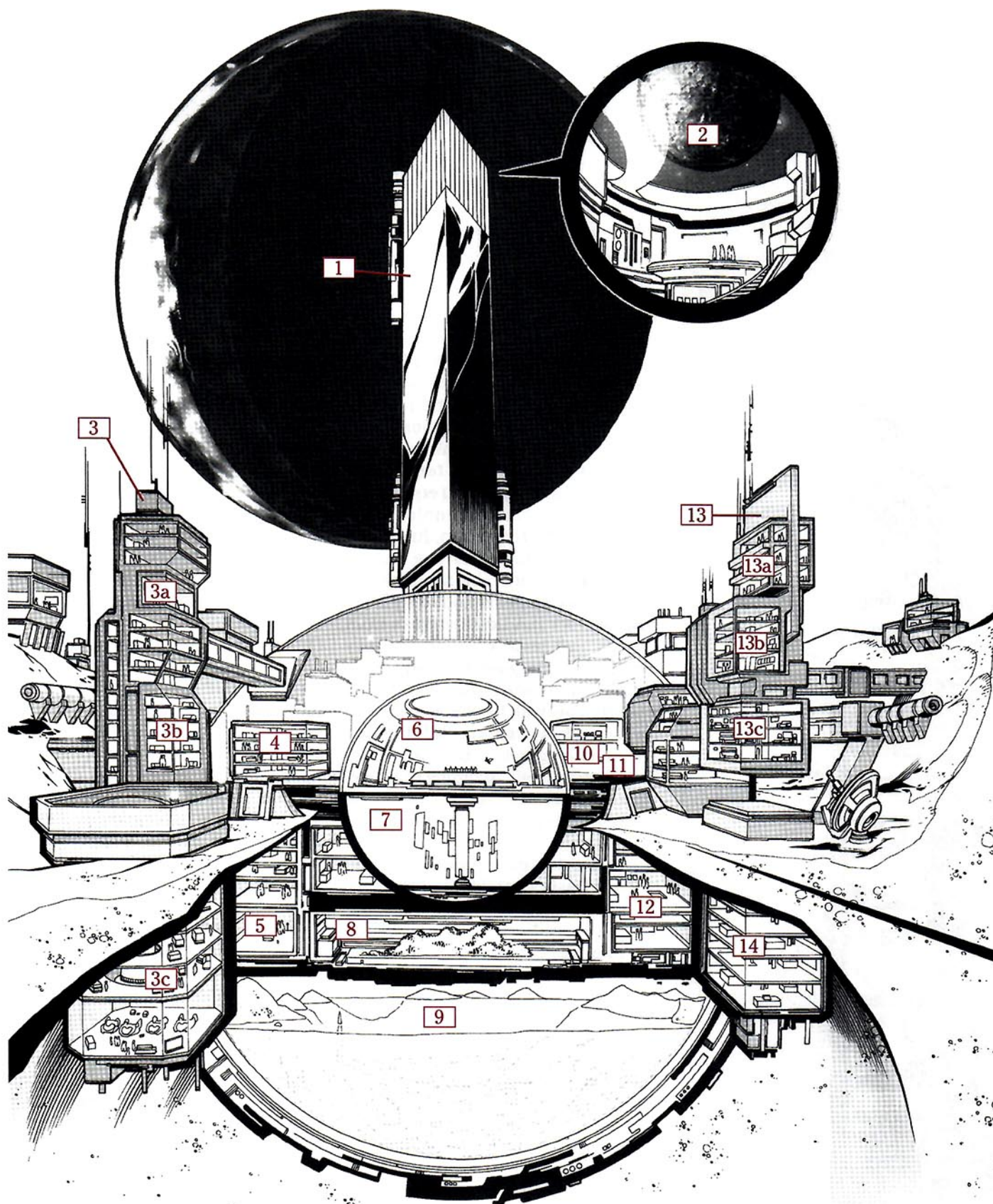
The Watchtower's high **solar tower** (1) is clad in reflective solar panels, providing for the entire base's power needs. The top of the tower also includes an **observation deck** (2) with a spectacular view of Earth overhead. The Watchtower has backup power systems in the event of an emergency, which are capable of supporting the base for several days.

The **laboratory building** (3) houses **research** (3a) and **medical** (3b) labs used by members of the JLA (primarily Steel) to do research and perform experiments. Buried below the lab building is an **underground hangar** (3c) for the team's Martian jump shuttles, with a landing pad just above the Moon's surface.

The nearby **armory** (4) contains various weapon systems stockpiled by the JLA for emergencies. Buried beneath it is **Steel's workshop** (5), where he constructs new weapons and security systems for the team and works on various personal projects.

The center of the Watchtower is the sphere which includes the **Hall of Justice** (6) and the **monitor womb** (7). The domed Hall of Justice contains the JLA's round table, along with the computers and holographic projectors they use to access information during meetings. The holographic systems project an interface image for Oracle over the round table when she communicates with the team at the Watchtower.

The monitor womb holds some of the most sophisticated computer and communications systems in the world, allowing JLA members to monitor media broadcasts and information



worldwide and to coordinate the efforts of the rest of the team (Easy *surveillance* roll to notice any "trouble spots" on the entire planet). One member of the team is usually on monitor duty at all times (typically a role taken by the "junior" members of the JLA like Green Lantern). The monitor womb also houses the backup communications system for the team, should they lose their telepathic link with Martian Manhunter for any reason.

Located off to the side of the Hall of Justice are the **teleporter banks** (10) that constitute the main access to the base, and the **main reception area** (11) for greeting guests to the Watchtower. The Watchtower also has various airlocks that allow access to the lunar surface, useful for those heroes who can survive in an airless vacuum. Below the reception area is the **secure area** (12), where the JLA

can isolate potential threats and hold captured criminals until they can be turned over to the proper authorities. The cells here are heavily reinforced, with a Defense Value of 12, 600 Body Points, and have individual forcefields (Armor Value 50). The environment of the cells can be individually controlled, allowing the JLA to contain any type of prisoner.

Located around the perimeter of the central sphere are the main facilities of the Watchtower, including the **engineering control room** (15), which regulates the systems of the entire Watchtower. Tampering with the engineering controls requires an Extremely Difficult *security* or *engineering* skill roll to bypass the security safeguards.

The **trophy room** (16) contains mementos of the JLA's past cases, members, and foes, including a number of functional items like Green Arrow's trick arrows and the futuris-

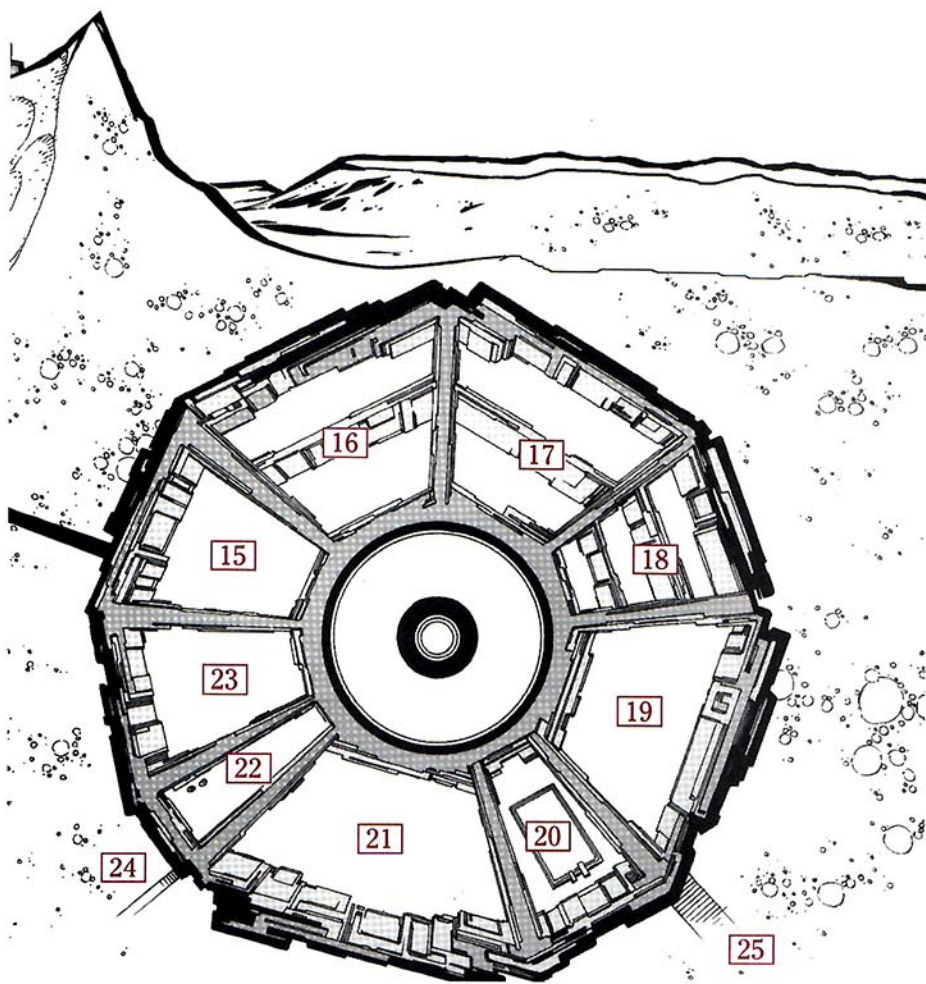
tic super-weapon called IT. The JLA also maintains displays of costumes and other paraphernalia belonging to their predecessors, like the original Justice Society. The team's prized possession is the costume of the Crimson Avenger, the twentieth century's first costumed hero. The **villain gallery** (17) has statues of the JLA's greatest foes, from Amazo to Zazzala, the Queen Bee.

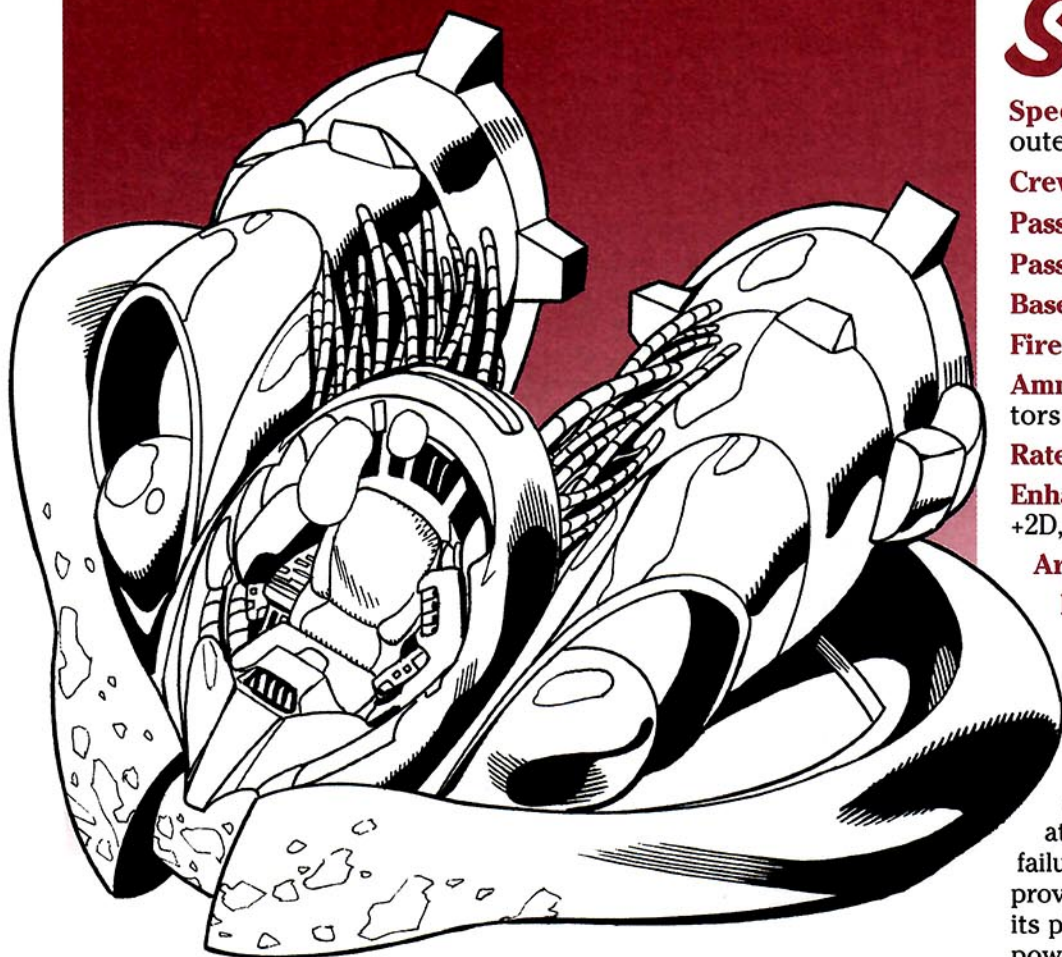
Most of the rest of the level is occupied by **recreational and training facilities** (18), a **gymnasium** (19), a **pool** (20), connected to the deep-water tanks below), and a small **park** (21) for rest and reflection.

A bank of **private teleporters** (22) are also located on this level, along with the **environmental controls** (23), a **tunnel to the shuttle hangar** (24) and **stairs to the lower levels** (25). The environmental controls are protected by safeguards similar to the Watchtower's engineering controls.

Directly below the central sphere is the **hydroponic forest** (8), which recycles carbon dioxide and provides the Watchtower's oxygen. The glassed-in forest contains a number of exotic plants, some of them alien in origin, making the Watchtower a completely self-contained ecosystem. Many of the JLA members find the forest a place of relaxation and tranquility. Below the forest is a vast underground cavern, mostly filled with fresh water. This **deep-water tank** (9) provides the Watchtower's water supply and serves as a home away from ocean for Aquaman. The gloomy lunar "beaches" along the edges of the underground lake are better suited to the tastes of Leaguers who prefer solitude and quiet, like Aquaman and Batman.

The remaining building module of the Watchtower contains **living quarters** (13) for the members of the JLA and their guests, including a **lounge** (13a), a fully equipped **kitchen** (13b), and **dining area** (13c) for the Leaguers and anyone else invited to stay at the Watchtower. Buried below the living quarters is the **bulk teleporter hangar** (14), used for shipping supplies up to the Watchtower and storing various equipment and bulk goods.





JUMP SHUTTLES

Speed: 1,000 mph (maximum in outerspace)

Crew: 1

Passengers: 1

Passive Defense Value: 10

Base Damage Value: 5Dx8

Fire Arc: forward

Ammunition: Martian solar receptors

Rate of Fire: 1

Enhancement Modifiers: *navigation +2D, piloting +2D, marksmanship +2D*

Armor Value: 20

Body Points: 200

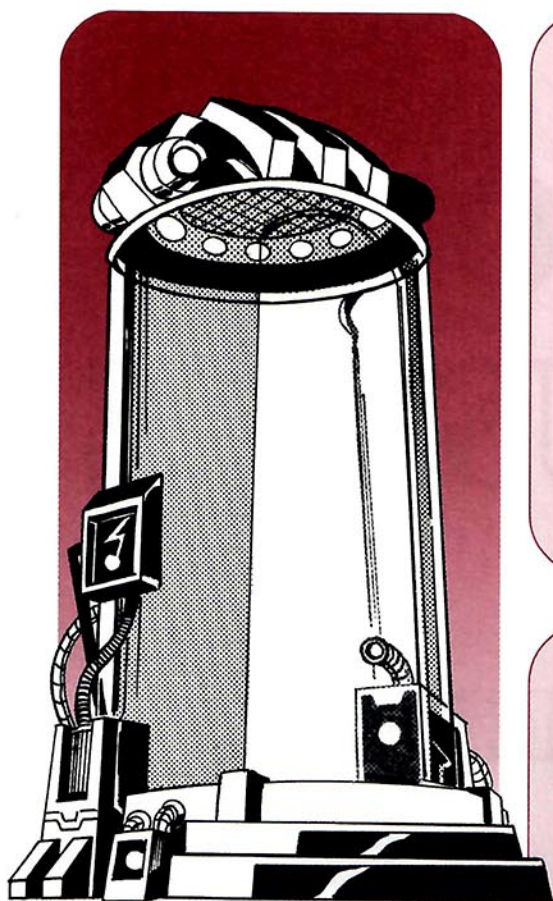
Additional Information: The JLA maintains a number of jump shuttles, based on Martian technology, in a hangar at the Watchtower for use on missions in deep space or for evacuation in the event of a teleporter failure at the Watchtower. The shuttle provides a breathable atmosphere for its pilot and passenger as long as its power cells remain charged.

The Martian Manhunter uses the jump shuttles most often, assuming his natural Martian form to better interface with the shuttle's systems (all Enhancement Modifiers are +5D to a Martian). This allows him to concentrate on maintaining the JLA's telepathic link and coordinate the team while operating outside Earth's atmosphere.

THE TROPHY ROOM

The JLA's trophy room is a potentially endless source of adventures for the team. In addition to harmless keepsakes and mementos, the trophy room contains some of the most valuable and dangerous objects in the universe. Virtually any item from one of the JLA's old foes, from Kanjar Ro's gamma gong to the spawn of the Star Conqueror, can be found here. Some of these items may be the targets of theft—or turn out to be threats in their own right. Certainly any villain who gains control of the vast arsenal in the Watchtower is a threat to be reckoned with.

The other use of the trophy room in a *DC Universe* game is to provide a place for the players to commemorate their own adventures. Encourage the players to acquire mementos of their cases and to describe how they display them in their own trophy room. A shot of the heroes placing the villain's (now harmless) weapon or some other item in a trophy case makes for a satisfying epilogue to an adventure.



TELEPORTERS

One of the JLA's key technologies is the teleporter, a device that uses ambient matter to fold space-time and compress distances, allowing subjects to move from one teleporter booth to another in the blink of an eye. Traveling via teleporter has been described as "like bungee jumping from a supersonic jet," and it can be a somewhat disorienting experience for the uninitiated.

Teleporters are the primary method of transportation to and from the Watchtower. The JLA maintains teleport booths in all the major cities on Earth, particularly the home cities of its active members. This allows them quick access to nearly any point on Earth, as well as multiple routes to reach the Watchtower in times of emergency.

TROUBLE WITH TELEPORTERS

Their teleporters allow the JLA to get around fairly quickly. They can be almost anywhere on Earth as quickly as it takes most of us to cross a room (faster in the case of Leaguers like Flash and Superman). This makes the teleporters a key target for any villain looking to limit the JLA's mobility—either to trap them inside the Watchtower (such as with Prometheus and the Injustice Gang) or to keep them from reaching a particular place on Earth quickly. The Narrator can use sabotage to the teleporters to slow the League down when necessary.

Problems with the teleporters can also lead to other interesting story and adventure hooks. For example, a teleporter malfunction might send some of the heroes to another point in space-time altogether. It could even send the heroes through Hypertime to a parallel universe or alternate timeline, forcing them to find a way to get back home—possibly by recreating the accident that got them there in the first place.

THE GHOST ZONE

It's a place known by many names on countless worlds: Limbo, the Still Zone, the Phantom Zone, and others. Prometheus calls it "the Ghost Zone" and, despite his claims to the contrary, he didn't discover it; he's just one of a long series of beings to make use of part of it.

The JLA discovered the Ghost Zone when they defeated the alien Hyperclan and located the Martian mother ship inside the Zone, where the White Martians were exiled millennia ago. They kept a portal to the Martian ship in the Watchtower, but the Injustice Gang used it as a "back door" to enter the Watchtower via Prometheus's "Cosmic Key" and attacked the JLA. The JLA has maintained this entrance into the Zone, but they have put greater safeguards on it to keep it from being used without their knowledge.

The Ghost Zone itself is a place of featureless blankness and an infinity of nothingness one can easily become lost in. There are things in the Ghost Zone, islands of matter floating in the vast nothingness. There are also beings in there, imprisoned in the Zone ages ago by titanic alien races long since vanished. The Zone may contain doomsday weapons, alien prisoners, and just about anything else the Narrator can come up with, making it a source of various adventure and story hooks.

These teleport booths have multiple levels of security to keep out unauthorized users and to protect them against damage. Entering and using a teleporter booth without proper authorization is a Super-Heroic *security* skill roll. The booths themselves have a Defense Value of 8 and 40 Body Points.

The Watchtower also contains a bank of "bulk teleporters." These do not have the fine resolution of personnel teleporters and are only used to transport nonliving matter. Unlike

personnel teleporters, bulk teleporters do not require a teleport terminal at both ends, and they can teleport objects anywhere within several million miles. Most living beings traveling through a bulk teleporter would be killed instantly on rematerialization, so bulk teleporters have safety features that prevent them from teleporting living beings.



YOUNG JUSTICE

MEMBERS



ALLIES



ADVERSARIES





IMPULSE

REAL NAME: Bartholomew (Barry) Allen II

OCCUPATION: Apprentice hero

BASE OF OPERATIONS: Manchester, Alabama

HEIGHT: 5'1"

WEIGHT: 105 Pounds (115 with shoes)

EYES: Yellow

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling* 4D, *dodge* 4D

Coordination 3D: *Catch* 4D, *sleight of hand* 4D

Physique 2D: *Running* 6D

Knowledge 3D: *Research (speed reading)* 4D, *scholar* 4D

Perception 2D: *Know-how (video games)* 5D, *know-how (Speed Manipulation)* 4D

Presence 3D: *Charm* 4D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Young Justice) -3D, Courage -2D, Patron (Max Mercury) -3D; Age +1D, Employed (student) +4D, Impulsiveness +3D, Obsessive Tendencies +2D, Secret Identity +3D.

SPEED: 30

PDV: 2 (11 with speed manipulation)

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 24

BODY POINTS: 34

POWERS: Speed Manipulation 9D, Sustenance 3D (limitation: linked to Speed Manipulation), Healing 2D (limitation: linked to Speed Manipulation).

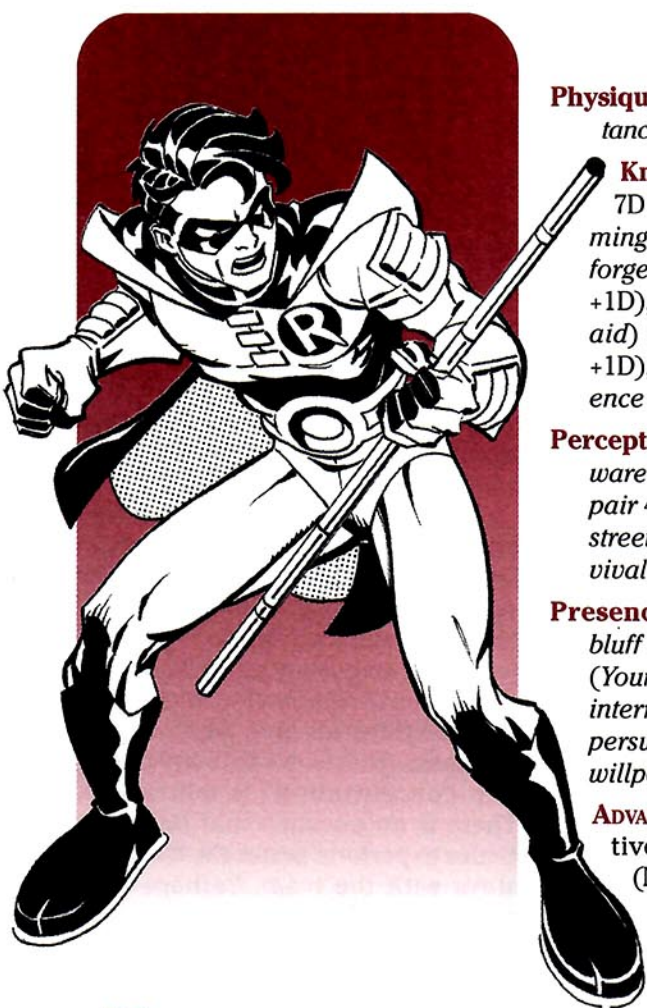
EQUIPMENT: Flash ring (Impulse's suit can collapse inside or expand out of this ring in one round).

BACKGROUND: Bart Allen was born in the thirtieth century. He is the grandson of Iris and Barry Allen, the original Flash (trust us on this—it's a long story). Bart was born with super-speed, unlike his fellow speedsters. Bart's hypermetabolism caused him to cram 14 years of aging into two years of time. Bart would die of old age by the time he was 15! Something had to be done. Bart's grandmother took him back to the twentieth century to see if the speedster of that time, Wally West, could help. Wally was able to stabilize Bart's metabolism. Taking the name Impulse, Bart decided to fight the forces of evil just like his grandfather did. Bart trained under a gaggle of speedsters, including Max Mercury, Jay Garrick, Johnny Quick, Jesse Quick, and Wally West. Max Mercury then decided to take control of Bart's training. Bart moved in with Max and his daughter. Since

then, Bart has gone on dozens of adventures. He's even saved the universe a few times. He has also managed to annoy pretty much everyone while doing it.

The poster child for attention deficit disorder, Bart finds it difficult to hold a thought for more than a nanosecond or two. Despite this, he continues to succeed brilliantly. Since joining Young Justice, Bart has become even more effective. With Robin there to think for him, Bart's largest weakness (that is, his inability to sustain concentration) is minimized. There is no question that Bart continues to perform better the longer he stays with the team. Perhaps Bart really will fill those enormous shoes...we mean Barry Allen's shoes, not the ones Bart actually wears.

STRATEGY & TACTICS: Impulse can do many Speed Force-related stunts. He can run along walls and ceilings, phase through matter, phase objects, and create cushions of air. He even vibrated the entire team through a floor on one occasion. Impulse uses his speed to avoid being hit in combat. His attacks typically focus on stealing items from opponents, though he is not afraid to throw a bunch of high-speed punches at a bad guy. Impulse is also good about crowd control. He often has foregone attacking opponents to make sure debris doesn't harm innocent bystanders and the like. Overall, Impulse simply fills in whatever role needs filling, rounding out the Young Justice team.



ROBIN

REAL NAME: Timothy Drake
OCCUPATION: High school student
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'1"
WEIGHT: 115 Pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: *Acrobatics 7D, boating 4D, brawling 5D, climbing 4D, dodge 7D, driving 4D (Redbird +1D), martial arts 8D (all maneuvers +1D each), melee weapons 6D (bo staff +1D), piloting 4D (Super-Cycle +1D), riding 4D (horses +1D), sneak 6D*

Coordination 2D: *Catch 4D, lockpicking 4D, missile weapons 4D (slingshot +1D), sleight of hand 3D (palm- ing +1D), thievery 4D, thrown weapons 5D (insignia shuriken +1D, Batarang +1D)*

Physique 3D: *Leap 4D, lifting 4D, resistance 5D, running 4D, swimming 4D*

Knowledge 4D: *Computer ops 7D (hacking, computer programming +1D each), criminology 8D, forgery 5D (forgery identification +1D), languages 5D, medicine (first aid) 5D, navigation 5D (satellite +1D), research 5D, scholar 5D, science 5D, security 6D*

Perception 3D: *Engineering 4D (software +1D), hide 6D, invent 4D, repair 4D, search 4D, shadowing 4D, streetwise 4D, surveillance 4D, survival 4D (urban +1D), tracking 4D*

Presence 2D: *Animal handling 4D, bluff 3D, charm 3D, command 3D (Young Justice +1D), disguise 3D, interrogation 3D, intimidation 3D, persuasion 4D (Super-Cycle +2D), willpower 7D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Contact (Nightwing, Oracle) -4D each, Contact (Young Justice) -3D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Patron (Batman) -4D, Preparedness -4D, Wealth -6D; Age +1D, Dependent (Jack Drake, Mrs. McIlvaine, Dana Winters) +1D each, Employed (student) +4D, Enemy (Rogues Gallery) +5D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 27

BODY POINTS: 35

EQUIPMENT: Costume (AV 20 against projectiles, 12 against heat and fire), nightvision lenses (immune to darkness penalties), Batarang (BDV 2D, max range *Physique/lifting* roll x 10 in yards), decel monofilament cord jumplines and grapnels (max range: 200 feet of cable; +2 success to any climbing roll), gas capsules (break upon contact and release a knockout gas; the target must make a Difficult willpower roll or fall unconscious for

two hours), rebreather (provides oxygen for up to two hours), bo staff (BDV 4D), "R" insignia shuriken (BDV 1D, max range: *Physique/lifting* x 5 in yards), slingshot (max range: *Physique/lifting* roll x 10 in yards), radio link earpiece, various other items concealed in costume and utility belt.

BACKGROUND: Tim Drake has spent most of his adolescence studying to be worthy of the name "Robin." Tim trains hard and takes his role seriously. He is already a martial arts expert, able to use his skills to defeat much larger opponents. He has worked as Batman's partner for over two years, facing all manner of threats and problems. He has dealt with the full spectrum of experiences, from epic events like earthquakes all the way down to personal problems like helping his friend the Spoiler cope with her unexpected pregnancy. Even his near-death experience from when he battled "the Clench" has not deterred him from the path of the hero. Tim meets each dilemma that life throws his way with patience, intelligence, and maturity.

Tim now faces a new kind of challenge. For the first time, Tim is adventuring with heroes his age instead of having to adjust to adult teammates. All in all, he would probably have an easier time fitting in with the JLA than with Young Justice. Tim does realize, however, that his demeanor and experience make him the perfect leader for Young Justice. So far, things have gone "reasonably" well.

STRATEGY & TACTICS: In battle, Tim spends most of his time directing the actions of his teammates. The value of his tactical advice is considerable, allowing this neophyte team to operate with maximum efficiency. His martial arts prowess allows him to contribute directly, but Tim only rarely bites off more than he can chew—he picks his targets in battle, and lets his stronger teammates go toe to toe with super-powered foes. Robin also endeavors to stay off camera and out of the media. He's an urban myth, and he wants to stay that way.



SECRET

REAL NAME: Unknown, but given the name "Suzie"

OCCUPATION: Spirit, adventurer

BASE OF OPERATIONS: Happy Harbor, Rhode Island

HEIGHT: 4'8"

WEIGHT: Not applicable

EYES: Blue

HAIR: Light brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Dodge 3D, sneak 4D

Coordination 2D: Thievery (breaking and entering) 5D

Physique 0D: Flying 2D

Knowledge 2D

Perception 3D: Hide 4D, know-how (powers) 4D each, shadowing 4D

Presence 2D: Charm 3D, intimidation 4D, persuasion 3D, willpower 4D

ADVANTAGES/DISADVANTAGES:

Acute Sense of Direction -2D, Charismatic -3D, Contact -3D (Young Justice), Obscure Knowledge (the Abyss) -2D; Age +1D, Enemy (A.P.E.S., D.E.O.) +6D each, Enemy (Harm) +3D, Nightmares +4D, Sworn Enemy (A.P.E.S., Harm) +3D each.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +0

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 16

BODY POINTS: 25

NATURAL ABILITIES: Spirit form (is immaterial unless a successful Super-Heroic *willpower* roll is made [roll must be made each round to stay solid and counts as an action], does not need to eat or drink).

POWERS: Dimensional Travel (the Abyss) 7D (limitation: Others-Only [Secret can make a Heroic *willpower* roll to keep those she has transported just outside of the Abyss, so she can bring them back when she needs, effectively teleporting them, although this is a very harrowing trip for those involved]), Air Manipulation (smoke) 15D (limitations: Duration Change (Permanent), Self-Only [she may only use this power to manipulate her smoke-like form]).

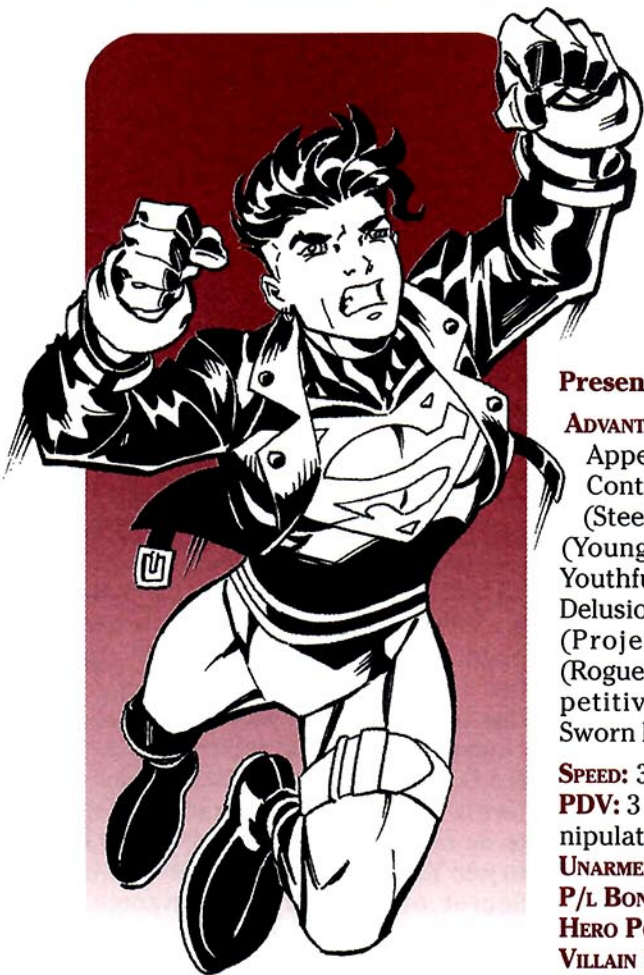
BACKGROUND: Secret remembers very little of her life. The only thing she remembers clearly is how it ended. She was taking a bath when her brother Billy, the villain Harm, murdered her by pushing a radio into the bathtub, electrocuting her. Secret's next memories are of the D.E.O. orphanage facility; she had apparently

returned from the Abyss as a ghost. She was studied here until they decided she was too physically dangerous—and more importantly that she knew too much. Secret escaped on the way to the Wabe facility, a location designed to "dispose" of problem children. Robin, Impulse, and Superboy managed to capture her, but the boys sympathized with her plight and instead decided to help her. Robin arranged circumstances so that it appeared she was killed by accident when she was returned to the D.E.O. All three boys lied to their mentors to protect her. Not knowing what to do or where to go, Secret decided to join Young Justice. Arrowette gave Secret one of her spare names, "Suzie," which just narrowly beat out Superboy's suggestion, Victoria. She found happiness being a part of Young Justice and has proved herself to be a loyal teammate.

STRATEGY & TACTICS: Secret manifests herself in a smoke-like gaseous form. She can change her shape and volume to create monsters to frighten people. She can also fly and use her vapors to obscure vision, although she has not demonstrated the ability to change her form into toxic fumes as the D.E.O. claimed.

An aspect of Secret's otherworldly nature is her ability to serve as a gateway to the Abyss. She was able to send the spirit of Despero to the Abyss by engulfing him.

Her gaseous form is unaffected by most attacks—so far only elemental attacks (fire, ice, and especially electricity) seem to hurt her. It is theorized that Secret's gaseous form has a violent, explosive reaction to potassium chloride. Young Justice's interference prevented the D.E.O. from ever testing that particular theory. The full extent of her abilities are unknown at this time.



SUPERBOY

REAL NAME: Kon-El

OCCUPATION: Project Cadmus field agent

BASE OF OPERATIONS: Project Cadmus

HEIGHT: 5'7"

WEIGHT: 130 pounds

EYES: Blue

HAIR: Black

RACE: Human/Kryptonian clone **TECH**

LEVEL: Modern (1)

Reflexes 3D: *Brawling* 6D, *dodge* 6D, *piloting* 4D (self +2D)

Coordination 3D: *Thrown weapons* 5D

Physique 4D: *Flying* 6D, *lifting* 5D (17D with Telekinesis)

Knowledge 2D: *Computer ops* 3D, *security* (Project Cadmus) 4D

Perception 2D: *Know-how* (tactile telekinesis) 3D, *search* 3D, *surveillance* 3D

Presence 4D: *Charm* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (Superman) -6D, Contact (Steel, Supergirl) -5D each, Contact (Young Justice) -3D, Courage -2D, Youthful Appearance -2D; Age +1D, Delusions of Grandeur +3D, Employed (Project Cadmus) +4D, Enemy (Rogues Gallery) +5D, Extremely competitive +2D, Impulsiveness +1D, Sworn Enemy (Amanda Spence) +2D.

SPEED: 30

PDV: 3 (7 while flying with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +2 (+8 with Telekinesis)

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 24

BODY POINTS: 39

POWERS: Telekinesis 12D (improves *lifting* skill—use *Legendary* column of “*Lifting Difficulties & Modifiers*” chart, pages 64–65 of the *Metropolis Sourcebook*; limitation: Limited Range [touch]), Invulnerability 7D (limitation: Linked to Telekinesis), Longevity 15D, Speed Manipulation (super-mobility) 4D (limitation: Linked to Telekinesis). All powers also have the limitation: Vulnerability (kryptonite).

EQUIPMENT: Leather jacket, sunglasses.

BACKGROUND: Superboy was one of several clones created by Project Cadmus to replace the deceased Superman. Being the most human clone (based mostly on the DNA of Project Director Westfield), his relative lack of Kryptonian DNA made him more viable than other cloning attempts and thus was the only clone to survive. Despite this, Superboy's powers are as close to replicating Superman's as possible including a weakness to kryptonite. Still genetically unstable, he caught a disease that only affected

clones. Superboy was saved when his friend Roxy Leech donated her genetic material that resolidified his form. The downside of this process was that it stranded him at the physical age of 16 for the rest of his life.

Searching for some meaning in his life, Superboy traveled the world seeking fame and fortune. From sunny Hawaii to the mysterious Command D bunker, he saw a lot, finally starting to develop his own hero identity instead of trying to be what he can never be, the new Superman. His crowning achievement was when Superman gave him the name Kon-El, the name of one of Superman's ancestors on Krypton.

Superboy is having a blast being the powerhouse of Young Justice. He has chafed under Robin's leadership, but being part of a team is bringing out the best in him. Superboy has put the needs of his friends and teammates over his own personal safety on a consistent basis. Superboy has not truly become a team player, but if he can control his ego, he has the potential to be great.

STRATEGY & TACTICS: Superboy is prone to rush headlong into battle without any coherent plan. His massive power generally is enough to make this tactic effective, but Superboy would be in serious trouble if he battled an opponent more powerful than himself using this strategy.



WONDER GIRL

REAL NAME: Cassie Sandsmark
OCCUPATION: Student, hero
BASE OF OPERATIONS: Gateway City
HEIGHT: 5'3"
WEIGHT: 105 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling 4D, dodge 4D, piloting 3D (self +1D)*

Coordination 2D: *Thrown weapons 3D*

Physique 2D (10D): *Flying 3D (11D), lifting 3D (11D)*

Knowledge 3D: *Scholar 4D (archeology +1D)*

Perception 2D: *Surveillance 3D*

Presence 2D: *Bluff 3D, charm 4D, disguise 3D, intimidation 3D, persuasion 4D, willpower 3D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Young Justice) -3D, Courage -2D; Age +1D, Dependent (Helena Sandsmark) +1D, Employed (student) +4D, Secret Identity +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1 (+5)

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 16

BODY POINTS: 35

POWERS: Superattribute: Physique 8D, Flight 5D, Invulnerability (blunt attacks) 4D.

EQUIPMENT: Black wig, leather jacket, goggles.

BACKGROUND: Cassie started her superhero career by assisting Wonder Woman in her battle against the proto-matrix reconstruction of Doomsday. Later, she so impressed the god Zeus that he bestowed upon her powers like her hero, Wonder Woman.

She enjoys a good relationship with her mother, Helen, who is the curator of the Gateway City Museum. Helen worries for Cassie's safety but has allowed her daughter to make her own decisions with regard to Young Justice. Wonder Woman has been less supportive. She told Cassie that being part of Young Justice might cause her to pick up "bad habits." Cassie decided to stay with the team, for better or for worse. She also decided to stick with her haphazard costume instead of switching over to Donna Troy's old costume. Cassie felt that she wasn't ready to use the costume because she didn't feel that she is a full-fledged super hero yet. This is

Cassie's personality in a nutshell—she desperately wants to be a super hero, but she lacks the self-confidence to believe that she is.

Since joining the team, Cassie has gathered quite a bit of experience. Wonder Girl fought Harm and was defeated, but later she made up for it by saving the pope. She has battled to free the metahumans from the D.E.O. facility known as the "Orphanage," earning the enmity of the D.E.O. for doing so. She has also clashed with the A.P.E.S. forces during the battle between Red Tornado and the state for custody of his former wife's daughter, Traya. She has had to fight servants of the death goddess Kali, little demons in Dante's disco inferno, and even survive a return of the recently resurrected villain, Harm. None of these things were more horrifying than babysitting the Madison twins (even with Arrowette's help).

Through it all, Cassie has made some strong friendships, most notably with Superboy and Arrowette. Although Cassie's romantic interest in Superboy was the reason she joined the team in the first place, the two have become good friends with nothing romantic happening between them yet. Cassie's friendship with Arrowette started on the wrong foot with Arrowette as a rival for Superboy's affections, but they became close friends once the initial tension past. Now Cassie struggles to help Arrowette cope with the death of Cissie's friend, Dr. Money, and the even more traumatic events that followed.

STRATEGY & TACTICS: Cassie is super-strong, can fly, and prefers the direct approach to super heroing. Find the bad guys, and then beat them up. With aspirations to be an archeologist someday, it's no surprise that she is a little old-fashioned.



ARROWETTE

REAL NAME: Cissie King-Jones

OCCUPATION: Student

BASE OF OPERATIONS: Elias School, Western Pennsylvania

HEIGHT: 5'7" **WEIGHT:** 107 pounds

EYES: Blue **HAIR:** Blonde

RACE: Human **TECH LEVEL:** Modern (1)

Reflexes 3D: Acrobatics 6D, climbing 4D, dodge 6D, martial arts 4D, sneak 4D

Coordination 3D: Missile weapons 4D (bow +6D), thrown weapons 5D

Physique 2D: Leap 3D, running 3D (sprint +1D)

Knowledge 3D

Perception 3D: Hide 4D, know-how (trick arrows) 4D, repair 4D (bows and trick arrows +1D), shadowing 4D, tracking 4D

Presence 2D: Bluff 4D, charm 5D, intimidation 5D, willpower 4D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Acute Balance -2D, Acute Senses (sight) -10D, Contact (Young Justice) -3D, Courage -2D, Double-Jointed -2D, Fast Reactions

-4D, Speed Draw (arrows) -1D; Dark Secret (almost committed murder) +1D, Dependent (Bonnie King, mother) +1D, Employed (student) +4D, Impulsiveness +1D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 1D

HERO POINTS: 2

CHARACTER POINTS: 20

PDV: 3

P/L BONUS: +1

VILLAIN POINTS: 1

BODY POINTS: 27

EQUIPMENT: Bow (range: 50/100/150), quiver of 15 trick arrows (5 Body Points each), mini-crossbow (range 15/30/60, quarrels: BDV 3D, 5 Body Points each), night vision goggles (immune to darkness penalties). Her arrows include:

Bola arrow: Wraps the target's arms or legs up in a cable weighted at the ends with two metal balls. The target must make a successful Very Difficult *Physique/lifting* roll to break free.

Choking gas arrow: This arrow clouds a 100-square-foot area for 20 minutes indoors (15 minutes or less outdoors, depending on the breeze); everyone within range must make a Heroic *Physique* or *willpower* roll or be incapacitated (choking) until the cloud clears (+4 to the difficulty of all actions).

Cryonic arrow: With a successful attack, the target is frozen in place by a covering of ice. The target remains immobilized unless he makes a Heroic *Physique/lifting* roll or the ice melts (about one hour at room temperature).

Explosive arrow: This high explosive-tipped arrow does a BDV 5Dx4 to all within a 40-foot radius of the explosion.

Flame arrow: The tip of this arrow is wrapped in a highly flammable cloth that, when lit, does 5D in damage and lights any flammable target it hits on fire.

Grappling hook arrow: Has a grappling hook in its tip. The hook can imbed itself into most materials, including cinder blocks. The 300 feet of cable (20 Body Points) attached to the hook can support up to 300 pounds and adds +1 success to any *climbing* roll.

Net arrow: Shoots a net that covers a 5-foot-square area; anyone entangled in the net must make a successful Difficult *Physique/lifting* roll to break free.

Normal arrow: BDV 5D (broadhead tip).

BACKGROUND: Arrowette's childhood was spent preparing her for her life's mission—to be a super hero. This

mission was assigned to her by her mother, the original Arrowette. Cissie began her career as an adventurer in a battle against the Spazz in Manchester, Alabama. Impulse and Max Mercury were on hand to help, but Mercury later pressed child endangerment charges against Bonnie. The charges stuck, and Cissie was remanded to the custody of the Elias School and Dr. Marcy Money. It looked as if Cissie's super hero career was over. Dr. Money inadvertently gave Cissie the idea that she could be a better hero than her mother. This thought seemed to inspire Cissie to resume her career as Arrowette.

Arrowette joined Young Justice during the team's first conflict with Harm. In that battle, Harm caught one of Cissie's arrows and threw it right back at her, seriously wounding her shoulder. The Super-Cycle rescued her and brought her back to Happy Harbor. The team's care for her prompted her to become a member.

Recently, the murder of Dr. Marcy Money turned Arrowette's world inside out. Blinded by rage, she hunted the doctor's murderer, following him and his accomplice into the Pennsylvania woods. After subduing the accomplice, she proceeded to re-enact Dr. Money's murder. But this time, the killer was on the receiving end. He begged for mercy and threw away his weapon. Cissie could have captured him, but instead she fired an arrow directly at his heart. The blow surely would have killed him if Superboy hadn't arrived in the nick of time, snatching the arrow out of the air. Soon thereafter, Cissie quit Young Justice and has abandoned her Arrowette persona. Cissie now has to do what her mother never allowed her to do—decide for herself what she is going to be.

STRATEGY & TACTICS: In combat, Arrowette relies on her arsenal of trick arrows to overpower opponents. Her uncanny skill with standard arrows allows her to use these without fear of accidentally killing her opponents. Cissie is a tough opponent, but she is more dangerous from a distance than she is up close. Tactically, Cissie tries to stay away from her opponents and nail them with arrows while more durable team members get in close to pound away.



RED TORNADO

FORMER ALIAS: John Smith

OCCUPATION: Mentor of Young Justice

BASE OF OPERATIONS: Happy Harbor, Rhode Island

HEIGHT: 6'1"

WEIGHT: 225 pounds

EYES: None

HAIR: None

RACE: Elemental force fused to a robotic body

TECH LEVEL: Modern (1)

Reflexes 5D: *Brawling 6D, dodge 7D, piloting 6D (self +3D)*

Coordination 5D: *Thrown weapons 6D*

Physique 7D: *Flying 8D*

Knowledge 4D: *Arcane lore 5D, computer ops 5D (self diagnostic +3D),*

navigation 6D, scholar 5D, science 5D (meteorology +2D) (ecology +5D)

Perception 5D: *Know-how (Air Manipulation) 8D, repair 7D (self +3D), surveillance 6D*

Presence 1D: *Command 3D (Young Justice +1D), intimidation 3D (Young Justice +1D), willpower 8D*

ADVANTAGES/DISADVANTAGES: Contact (JLA) -5D, Courage -2D, Hardiness -4D, Leadership Ability -2D, Self-Healing -4D; Dark Secret (his past as and current fusion with the Tornado Tyrant) +3D, Dependant (Traya) +2D, Enemy (Red Tornado's enemies) +2D, Fanatic (radical environmentalist) +3D, Moral Code (protect others from harm) +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3

HERO POINTS: 16

VILLAIN POINTS: 0

CHARACTER POINTS: 128

BODY POINTS: 104

NATURAL ABILITIES: Android package (see Chapter 16), Material Bonus (tempered steel) (AV 18, BDV +2).

POWERS: Air Manipulation 14D (enhancements: Mastery, Self-Invulnerability).

BACKGROUND: The essence of the Red Tornado was originally a sentient tornado called the "Tornado Tyrant" and a foe of Adam Strange. After deciding to become a force for good, the self-dubbed "Tornado Champion" unwittingly caused his Tornado Tyrant persona to split off and become its own being. It was only through the efforts of the JLA that the two personas were again combined. Sometime later, the Tornado Champion was accidentally fused with a robotic body built by JLA foe Dr. T. O. Morrow. Naming his cre-

ation Red Tornado, Morrow sent the robot to destroy the JLA, only to have it turn on him and join the League's ranks. During the "Crisis on Infinite Earths," Red Tornado's body was destroyed. The Tornado Champion's essence was then reawakened and discovered his destiny as the Earth's Air Elemental. In order to gain a better perspective on humanity and its crimes against the environment, he decided to recreate the Red Tornado's body. His new role soon overwhelmed him, and the two halves of his original personality again split. A weakened Champion was now stuck in the Red Tornado shell and the Tyrant was left to run amok. Eventually, the Tornado Champion was once again able to fuse both sides of his personality to the Red Tornado body. But, this time, the process left him completely inert.

The inactive Red Tornado was awakened under mysterious circumstances when Young Justice took residence in the JLA's "Secret Sanctuary" in Happy Harbor. He currently serves as the mentor to the fledgling super team, while maintaining his former ties to the JLA.

STRATEGY/TACTICS: Much like the Martian Manhunter, the JLA is the only real home Red Tornado has known. As the appointed mentor to Young Justice, his loyalty has been transferred to his charges, and so he takes his role quite seriously. While his powers lend themselves to large scale maneuvers, "Reddy" is very adept at controlling them to get precisely the effect he wants—be that a funnel capable of tearing roofs off houses or a localized gust meant to suck the air out of a room.



THE ACOLYTE

Reflexes 2D: *Brawling* 4D, *dodge* 5D, *driving* 4D, *riding* 4D

Coordination 2D: *Marksmanship* (eye beams) 6D

Physique 2D: *Resistance* 4D

Knowledge 3D: *Arcane lore* 10D, *computer ops* 5D, *languages* 10D, *research* 5D

Perception 3D

Presence 4D: *Charm* 6D, *command* 5D, *disguise* 8D, *persuasion* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Acting ability -3D, Charismatic -3D, Courage -2D, Leadership Ability -2D, Obscure Knowledge -2D, Thousand Faces -2D, Wealth -6D; Delusions of Grandeur

+3D, Fanatic (replacing God with a new god) +3D, Sworn Enemy (God) +10D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 30

BODY POINTS: 30

POWERS: Longevity 15D, Energy Manipulation (eye beam) 12D.

EQUIPMENT: Uses wealth to construct whatever equipment, bases, and devices are needed to rule the world. Also has a van with a complete makeup studio in it.

BACKGROUND: The Acolyte has been alive throughout humankind's history. His purpose in life is a grand one—he wants to replace God with a rotating group of new gods. He has tried to help many beings that shared in this desire, including the Shambler in Darkness, Dahok, Kali, Vlad Tepis, and Jack the Ripper.

In all cases, he failed to overthrow God, whom he describes as a lunatic. The motivation for the Acolyte's hatred of God is unknown, but he seems to have philosophical differences with the current regime, cosmically speaking.

Whatever the reason, the Acolyte uses his hidden resources, technical skills, mystic knowledge, and convincing disguises to help bring a new god to humankind.

In his most recent attempt, the Acolyte tried to summon the dark goddess Kali, but Young Justice managed to uncover his nefarious plan, which involved hypnotizing the world's children and making them kill their parents. This mass bloodletting would have summoned Kali and brought about the end of the world. The Acolyte put up a terrific struggle—he even baked cookies—but in the end, good triumphed over evil. The Acolyte, once again defeated, began his search once again for a new dark god to serve.

STRATEGY & TACTICS: The Acolyte counts on his horde of minions to do all his dirty work. When that fails, he uses his eye beams to destroy any that would dare oppose whichever deity he happens to be serving at the time.



DESPERO

Reflexes 0D

Coordination 0D: *Marksmanship* (psychic blast) 10D

Physique 0D

Knowledge 3D

Perception 3D

Presence 4D: *Intimidation* 8D, *willpower* 13D

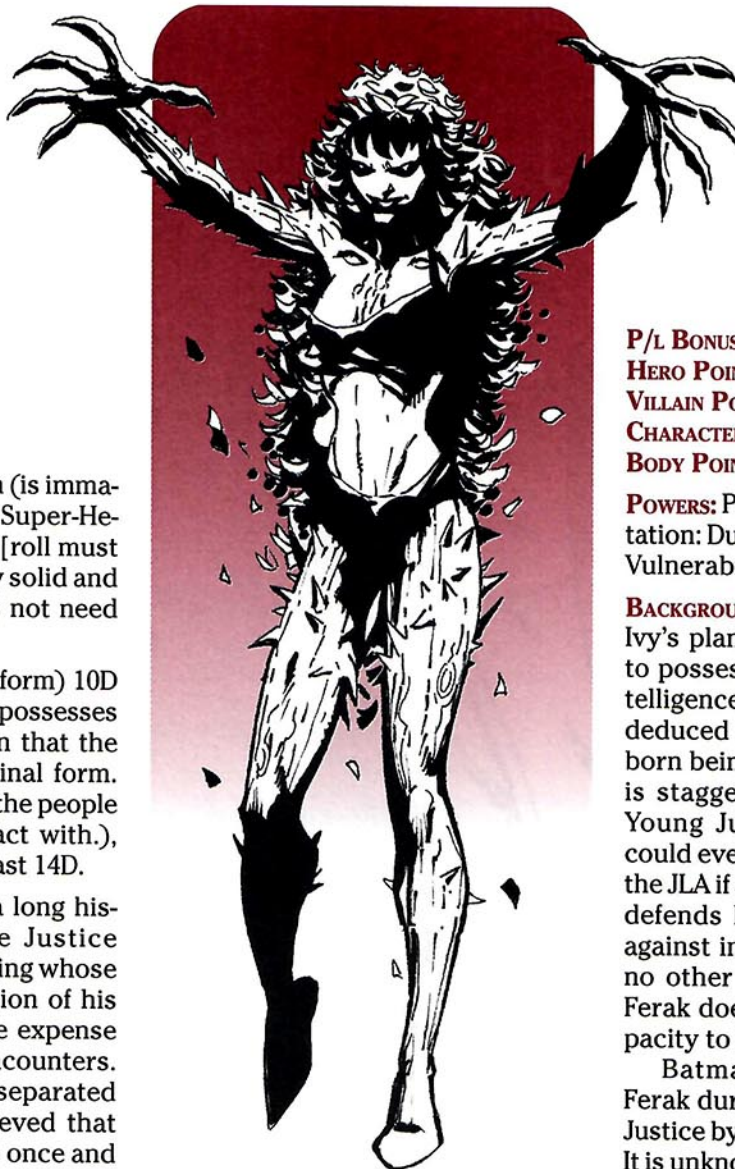
ADVANTAGES/DISADVANTAGES: Courage -2D, Hardiness -4D; Delusions of Grandeur +3D, Enemy (JLA) +6D, Obsessive Tendencies +2D, Sworn Enemy (JLA) +6D.

SPEED: 30

PDV: 1 (5)

UNARMED BDV: 3D (6D)

P/L BONUS: 0 (+6)



HERO POINTS: 0
VILLAIN POINTS: 32
CHARACTER POINTS: 256
BODY POINTS: 107

NATURAL ABILITIES: Spirit form (is immaterial unless a successful Super-Heroic *willpower* roll is made [roll must be made each round to stay solid and counts as an action], does not need to eat or drink).

POWERS: Illusion (Despero's form) 10D (limitation: When Despero possesses a body, he casts an illusion that the body has become his original form. This illusion only works for the people he makes direct eye contact with.), Possession 15D, Psychic Blast 14D.

BACKGROUND: Despero has a long history of conflict with the Justice League. He is a truly evil being whose only goal is the maximization of his own personal power at the expense of every living thing he encounters. Recently, he has become separated from his body. It was believed that Supergirl defeated Despero once and for all, but he returned to terrorize Young Justice.

In his battle with Young Justice, Despero was transported by Secret to the Abyss. However, beings from the Abyss have returned to the mortal plane before (Harm, for example), so it is foolish to assume that Despero has been permanently eliminated.

STRATEGY & TACTICS: He uses his mental powers to possess innocent victims, using their helpless bodies to carry him around. His powers seem to work more effectively when he can look into his victim's eyes, but this might be coincidental.

FERAK

Reflexes 3D: *Brawling* 5D, *dodge* 5D, *melee weapons (vines)* 6D

Coordination 3D: *Marksmanship* 5D

Physique 5D: *Lifting* 10D

Knowledge 2D

Perception 2D: *Know-how (Plant Manipulation)* 10D, *surveillance* 4D

Presence 1D: *Willpower* 3D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Patron (Poison Ivy) -2D; Fanatic (protecting Poison Ivy) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +5
HERO POINTS: 0
VILLAIN POINTS: 1
CHARACTER POINTS: 8
BODY POINTS: 45

POWERS: Plant Manipulation 15D (limitation: Duration Change [Permanent], Vulnerability [herbicides] -9D).

BACKGROUND: Ferak is one of Poison Ivy's plant creations, but she seems to possess a surprising degree of intelligence. Considering that Batman deduced Ferak is essentially a "new-born being," and her future potential is staggering. If she can deal with Young Justice in her infancy, she could eventually threaten groups like the JLA if allowed to fully develop. She defends her home, Robinson Park, against intruders but seems to have no other goals or agendas. Indeed, Ferak does not seem to have the capacity to have any other goals.

Batman was forced to subdue Ferak during her conflict with Young Justice by dousing her with herbicide. It is unknown whether Ferak survived this attack. The world may have seen the last of her...unless Poison Ivy has the ability to generate more of these plant-like entities.

STRATEGY & TACTICS: In her battle with Young Justice, Ferak was able to spontaneously generate a tree in front of Impulse, who consequently came to an abrupt halt. Creativity of this level suggests more than mere instinct; Ferak has at least a rudimentary intelligence. She also displayed an impressive array of powers and tactics that allowed her to battle Superboy, Impulse, and Robin quite successfully. Mainly, she tries to use surrounding plants or her own tendrils to grapple and hold her opponents. This way, she can damage her opponents while simultaneously preventing them from hurting her.



FITE & MADD

Fite and Madd are the best field agents in A.P.E.S. (All-Purpose Enforcement Squad). Donald Fite is tall, soft spoken, and professional. Ishido Madd is short, loud, and angry. The two make a perfect team, and their current assignment is Young Justice. They have D.E.O. security clearance, but the D.E.O. seems unhappy with the time Fite & Madd are spending on Young Justice.

Young Justice initially ran into Fite and Madd when they were investigating a mysterious archaeological dig. The resulting conflict resulted in Young Justice discovering their Super-Cycle and raising the ire of Fite and Madd. Fite and Madd next captured the Young Justice member Se-

cret and imprisoned her in their hidden base within Mount Rushmore. Young Justice flew to the rescue, destroying Washington's nose, and ticking off Fite and Madd in the process.

Recently, Fite and Madd were part of a government campaign against underage super heroes. After the members of Young Justice cleared themselves of any wrongdoing, Fite and Madd were told to lay off the heroes. It remains to be seen when or where they will show up next.

STRATEGY & TACTICS: Basically, they just shoot their enemies. However, they only shoot them for their own protection and they almost always shoot to wound.

DONALD FITE

Reflexes 3D: Brawling 4D, dodge 4D, driving 4D, melee weapons 4D

Coordination 3D: Marksmanship 6D, thrown weapons 4D

Physique 3D: Leap 4D, running 4D

Knowledge 2D: Computer ops 4D, criminology 3D, demolitions 3D, security 4D (A.P.E.S. base +2D)

Perception 2D: Search 4D, shadowing 4D, streetwise 4D, surveillance 4D

Presence 2D: Command 6D, interrogation 5D, intimidation 5D, persuasion 3D, willpower 5D

ADVANTAGES/DISADVANTAGES: Contact (A.P.E.S., D.E.O., FBI, INTERPOL, CIA, Secret Service, Scotland Yard, SMERSH, etc.) -6D each, Courage -2D, Leadership Ability -2D; Employed (A.P.E.S.) +4D, Enemy (Young Justice) +5D, Extremely Competitive +2D, Obsessive Tendencies +2D, Sworn Enemy (Young Justice) +5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 2

CHARACTER POINTS: 24 **BODY POINTS:** 35

EQUIPMENT: Blaster cannon (BDV 6DX5).

ISHIDO MADD

Reflexes 3D: Brawling 4D, dodge 4D, driving 4D, melee weapons 4D

Coordination 3D: Marksmanship 6D, thrown weapons 4D

Physique 2D: Leap 4D, running 4D

Knowledge 2D: Computer ops 4D, criminology 3D, demolitions 3D, security 4D (A.P.E.S. base +2D)

Perception 2D: Search 4D, shadowing 4D, streetwise 4D, surveillance 4D

Presence 2D: Command 6D, interrogation 5D, intimidation 5D, persuasion 3D, willpower 5D

ADVANTAGES/DISADVANTAGES: Contact (A.P.E.S., D.E.O., FBI, INTERPOL, CIA, Secret Service, Scotland Yard, SMERSH, etc.) -6D each, Courage -2D, Leadership Ability -2D; Employed (A.P.E.S.) +4D, Enemy (Young Justice) +5D, Extremely Competitive +2D, Obsessive Tendencies +2D, Sworn Enemy (Young Justice) +5D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

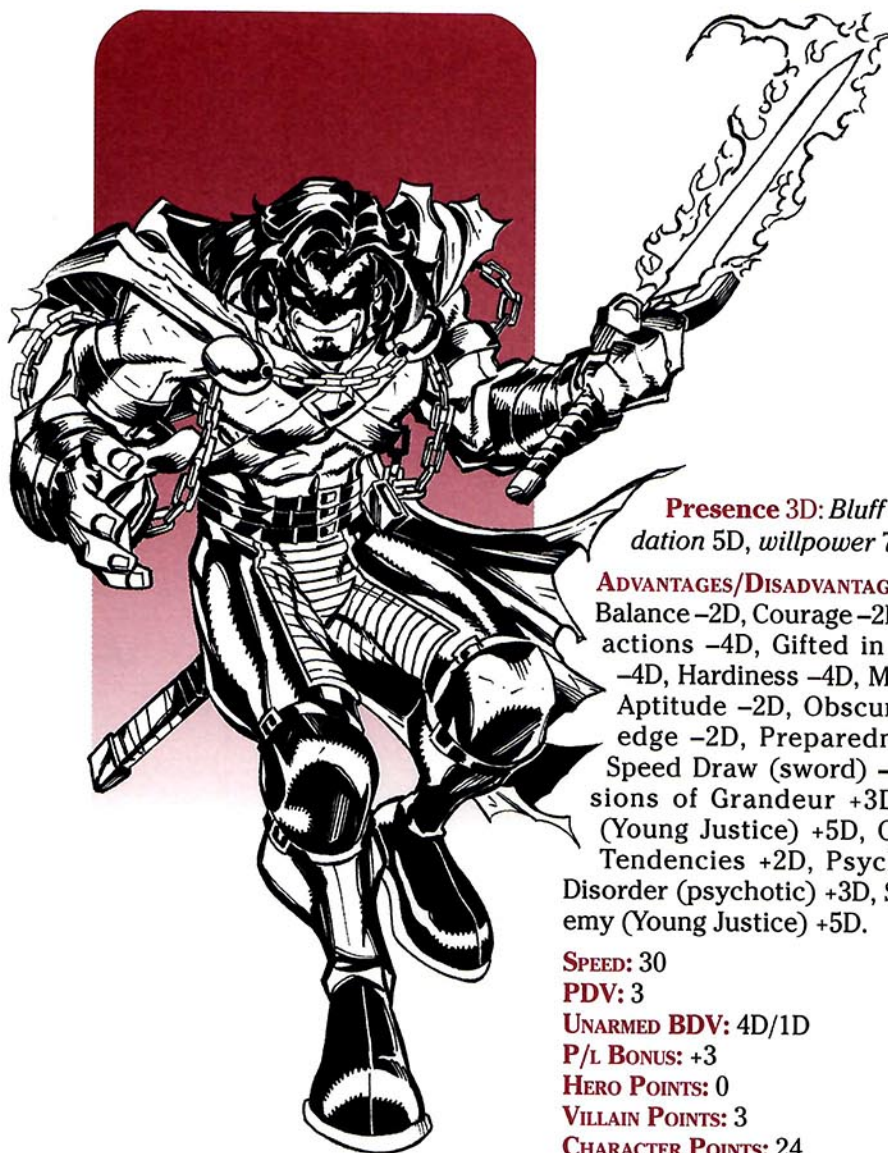
P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 2

CHARACTER POINTS: 24 **BODY POINTS:** 28

EQUIPMENT: Blaster pistol (BDV 5DX4).



HARM (BILLY)

Reflexes 4D: *Brawling 6D, dodge 5D, martial arts 5D, melee weapons 5D (sword +1D)*

Coordination 4D: *Catch 5D, lockpicking 6D, thievery 6D, thrown weapons 5D*

Physique 5D: *Lifting 7D, running 6D*

Knowledge 3D: *Arcane lore 5D, computer ops 7D, research 6D, scholar 5D, science 7D, security 7D*

Perception 3D: *Engineering 7D, know-how 7D (electronics +1D, mechanical devices +1D), repair 7D, surveillance 5D, survival 4D, tracking 5D*

Presence 3D: *Bluff 4D, intimidation 5D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Courage -2D, Fast Reactions -4D, Gifted in Learning -4D, Hardiness -4D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Preparedness -4D, Speed Draw (sword) -1D; Delusions of Grandeur +3D, Enemy (Young Justice) +5D, Obsessive Tendencies +2D, Psychological Disorder (psychotic) +3D, Sworn Enemy (Young Justice) +5D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 3

CHARACTER POINTS: 24

BODY POINTS: 48

NATURAL ABILITIES: Harm has been killed and subsequently escaped from the Abyss. The abilities of his new undead form have yet to be fully explored. However, he seems to have an incredible resistance to injury, and it is unclear whether or not he can be permanently destroyed since he is already dead.

If Harm is reduced to zero Body Points or less, he falls unconscious but does not die; instead, he remains in a coma-like state until he regains 1 or more Body Points (through normal natural healing rules), in which case he regains consciousness.

POWERS: Healing 10D (limitation: Self-Only; enhancement: Mastery [he does not need to spend Character Points to use]).

EQUIPMENT: Sword (BDV 4D, 7D while flaming; shoots hellfire that does 6Dx8 points in damage).

BACKGROUND: Billy is a bad seed. He always wanted to be the most reviled super villain of all time. There doesn't seem to be any particular reason for this desire—it's just what Harm wants. He sacrificed his sister, Secret, to gain power for himself. The details of this transaction are unknown at this time, but infernal powers seemed to be involved.

After battling Young Justice, Harm returned to his home where, after a brief confrontation, his father shot him dead in an act of desperation—he knew of no other way to stop his son. This seemed to be the end, but it was just the beginning of Harm's story. During the Day of Judgment saga, Harm returned from the Abyss, using Secret as a bridge between the two realms.

He now had a flaming sword and was still quite dead (which he proved by stabbing himself through the chest). Harm disappeared after an epic battle with Secret and has yet to resurface. His current whereabouts are unknown.

STRATEGY & TACTICS: Harm's real power lies in his sharp intellect. He collects information on his opponents, keeping careful notes in his Book of Blood. Once prepared, Harm uses tactics and equipment specifically designed to defeat that particular opponent. His methodology most closely resembles those employed by Prometheus against the Justice League, though the two villains have no relation to each other.



MATCH

Reflexes 3D: *Brawling* 6D, *dodge* 6D, *piloting* 4D (self +2D)

Coordination 3D: *Thrown weapons* 5D

Physique 4D: *Flying* 6D, *lifting* 5D (17D with Telekinesis)

Knowledge 4D: *Scholar* 6D

Perception 3D: *Know-how (telekinesis)* 6D

Presence 3D: *Command* 4D, *intimidation* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Fast Reactions -4D, Gifted in Learning -4D, Intimidating Grin -2D, Patron (the Agenda) -6D, Youthful Appearance -2D; Delusions of Grandeur +3D, Enemy (Superboy) +2D, Enemy (Young Justice) +5D, Extremely Com-

petitive +2D, Fanatic (loyal to the Agenda) +3D, Fugitive +1D, Sworn Enemy (Superboy) +2D

SPEED: 30

PDV: 3 (7 while flying with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +2 (+8)

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 18

BODY POINTS: 40

POWERS: Microwave Projection (eyes) 10D, Telekinesis 12D (improves *lifting* skill—use Legendary column of “*Lifting Difficulties & Modifiers*” chart), Invulnerability 7D (limitation: Linked to Telekinesis), Speed Manipulation (supermobility) 4D (limitation: Linked to Telekinesis).

EQUIPMENT: Teleportation device hidden in costume [Powers: Teleportation: Long Range 12D].

BACKGROUND: Match is the creation of the Agenda, a secretive, worldwide cabal of scientists whose true agenda still remains a mystery. Led by the immortal Contessa, Lex Luthor’s estranged wife, the Agenda first made their presence known when they cap-

tured Superboy and cloned Match from samples of Superboy’s DNA. Possessing more raw power and skill than Superboy, Match nearly defeated his genetic twin during their first encounter before Match was apparently buried in the Agenda’s original underground facility.

Recently, as part of the Agenda’s massive campaign against young heroes, Match infiltrated Young Justice disguised as Superboy. He nearly succeeded in his efforts to drive a rift between the team members before his ruse was exposed by the return of the real Kid of Steel.

STRATEGY/TACTICS: Cunning, methodical, and highly intelligent, Match possesses the raw knowledge and tactical training that Superboy lacks—a result of Match’s more complete gestation process. This has enabled him to rapidly apply his telekinetic powers in ways that Superboy may never be able to develop—such as project a blast of energy from his eyes, much like Superman’s heat vision. However, Match is hampered by his near-absolute loyalty to the Agenda and an inability to improvise.



PSYBA-RATS

There is precious little information available concerning the mysterious hackers-for-hire known as the Psyba-Rats. However, it is known that the team relies on Razorsharp for muscle, Hackington for computer infiltration, and Channelman for disabling security systems.

The Psyba-Rats took a contract to infiltrate the “Justice Cave” and gather information for an unknown client. That client turned out to be Blockbuster. Upon the discovering the less-than-righteous nature of their client, the Psyba-Rats abandoned the contract. The current whereabouts of the team are unknown.

STRATEGY & TACTICS: The Psyba-Rats depend on stealth and skill to acquire information without having to resort to combat. When pressed, the team depends on Razorsharp to do the fighting, while Channelman and Hackington use their computer skills to finish the job and make a hasty retreat.

CHANNELMAN

Reflexes 8D (for determining initiative only)

Coordination (not applicable)

Physique (not applicable)

Knowledge 4D: *Computer ops* 10D, *research (computer)* 11D, *security* 7D

Perception 2D: *Surveillance (electronic)* 5D, *tracking (electronic)* 5D

Presence 2D: *Bluff* 3D, *charm* 3D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Psyba-Rats) -3D.

SPEED: (depends upon the means of transportation between systems)

PDV: (equal to the PDV of the system he is inhabiting)

UNARMED BDV: 0

P/L BONUS: 0

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 8

BODY POINTS: (equal to the Body Points of the system he is inhabiting; he will attempt to escape the system if it looks like the system is about to be destroyed; he may be destroyed if the system is destroyed with him in it, although there may be copies of Channelman somewhere)

POWERS: Mechanical Manipulation (digital form, speak with machines) 15D (limitation: Duration Change [Permanent]; Channelman seems to be a highly advanced artificial intelligence that resides within computer systems; he is able to transfer himself to other systems via any normal means (modem, network, direct contact with other machines) and uses his ability to speak directly with the computer system along with his high *computer ops* skill to gather information for the Psyba-Rats).

HACKINGTON

Reflexes 2D: *Melee weapons* 3D (taser +1D)

Coordination 2D

Physique 2D

Knowledge 3D: *Computer ops* 10D (hacking +1D), *security* 6D

Perception 2D: *Repair* 5D

Presence 2D

ADVANTAGES/DISADVANTAGES: Contact (Psyba-Rats) -3D, Mechanical Aptitude -2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 8

BODY POINTS: 29

EQUIPMENT: Modified laptop computer (+2D to *computer ops (hacking)* rolls), taser (BDV 5Dx4; double the damage rolled for mechanical systems), wrist communicator (to keep in contact with Channelman).

RAZORSHARP

Reflexes 2D: *Brawling* 4D, *dodge* 3D, *melee weapons (blades)* 6D

Coordination 2D: *Catch* 8D

Physique 3D

Knowledge 3D: *Computer ops* 4D

Perception 2D

Presence 2D: *Charm* 3D, *persuasion* 4D, *willpower* 3D

ADVANTAGES/DISADVANTAGES: Contact (Psyba-Rats) -3D, Courage -2D, Leadership Ability -2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 8

BODY POINTS: 30

POWERS: Natural Weapons (arms morph into blades) 5D (uses *melee weapons* to stab and *catch* to slice objects out of the air).



ADVANTAGES/DISADVANTAGES: Courage -2D, Hardiness -4D; Delusions of Grandeur +3D, Enemy (Kalibak) +3D, Extremely Competitive +2D, Obsessive Tendencies +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D

P/L BONUS: +12

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 144

BODY POINTS: 140

NATURAL ABILITIES: Extremely long-lived, Immunity 10D, Invulnerability 8D.

POWERS: Natural Weapons: Extra Arms 10D (the die code represents his *brawling* skill with his extra arms; he gets one action per round per set of arms), Sustenance 15D, Fire Manipulation (fire blast) 5D, Ice Manipulation (ice blast) 5D.

EQUIPMENT: 2 clubs (BDV 5D).

BACKGROUND: Rip Roar is the ancient rival of Kalibak, son of Darkseid. The two engaged in a contest of sorts over 2,000 years ago: whoever could cause more death, pain, and suffering could serve at the right hand of Darkseid. Rip Roar stole the Super-Cycle from New Genesis and reprogrammed it to serve him. Together, the pair destroyed entire worlds. Kalibak realized Darkseid would choose Rip Roar over him, so he enlisted the aid of DeSaad, Darkseid's chief confidant. Together, the two sabotaged Rip Roar's Boom Tube, trapping him in a mountain on Earth. He remained

there until Young Justice reactivated the Super-Cycle.

The Super-Cycle was programmed to search out and free Rip Roar, which it reluctantly did. Rip Roar then battled Young Justice for possession of the Super-Cycle. However, the Super-Cycle chose to join the Young Justice team (especially Robin) instead of reuniting with Rip Roar. Rip Roar was so distracted by this that he didn't see the lava blast coming his way until it was too late. Once again entombed in stone, Rip Roar waits for a chance to break free and get his revenge on Young Justice.

STRATEGY & TACTICS: Rip Roar charges headlong into battle, swinging his clubs and fists with great skill. His elemental powers are used sparingly and are mainly for show. Although he tends to focus his powers through his clubs, it is unknown whether or not he must do this. Rip Roar can defeat most beings without any need of his special powers, which is just the way he likes it.

RIP ROAR

Reflexes 7D: *Brawling* 10D, *dodge* 9D, *melee weapons* 9D (*club* +2D), *piloting* (Super-Cycle) 8D

Coordination 7D

Physique 24D: *Leap* 26D

Knowledge 3D

Perception 3D: *Know-how* (fire attacks and ice attacks) 6D

Presence 3D: *Command* 4D (Super-Cycle +1D), *intimidation* 7D, *willpower* 7D

THE JUSTICE CAVE

YOUNG JUSTICE BASE & EQUIPMENT

Young Justice uses the old Justice League Secret Sanctuary as their headquarters, now known as “the Justice Cave” by many of the members of the team. The Secret Sanctuary has undergone some alterations since it was originally used by the JLA, the changes were made by Young Justice, others by previous occupants.

After the JLA abandoned the Secret Sanctuary for their satellite headquarters, they sealed up the cavern complex and moved any dangerous or valuable items and equipment to their satellite (and later, to the Watchtower on the Moon). For a time, the Secret Sanctuary was home to the team of superpowered misfits known as the Doom Patrol, but the JLA reclaimed control of the Sanctuary when the Doom Patrol vacated it. It also served as a temporary headquarters for members of the Legion of Super-Heroes when they were stranded in the twentieth century.

After a case involving all the adults on Earth (including most of its super heroes) becoming trapped on a parallel world, the Justice League turned the Secret Sanctuary over to the new super-hero group, Young Justice. Under the guidance of former Justice Leaguer Red Tornado, the members of Young Justice use the Sanctuary as their own headquarters, which they call “the Justice Cave.”

The Justice Cave has all the qualities of the original Secret Sanctuary, including construction, PDV, and Body Points (see the “Secret Sanctuary” section of the “Year One Base & Equipment” chapter for more details). The layout of the Justice Cave is largely the same as the original Secret Sanctuary, too, although the members of Young Justice often put the areas to different use than the Justice League originally did.

Level one of the base contains the **hangar** (1) where the team keeps their vehicles, like the Super-Cycle. The hangar has a sliding door concealed as a rock face along the slope of the mountain.

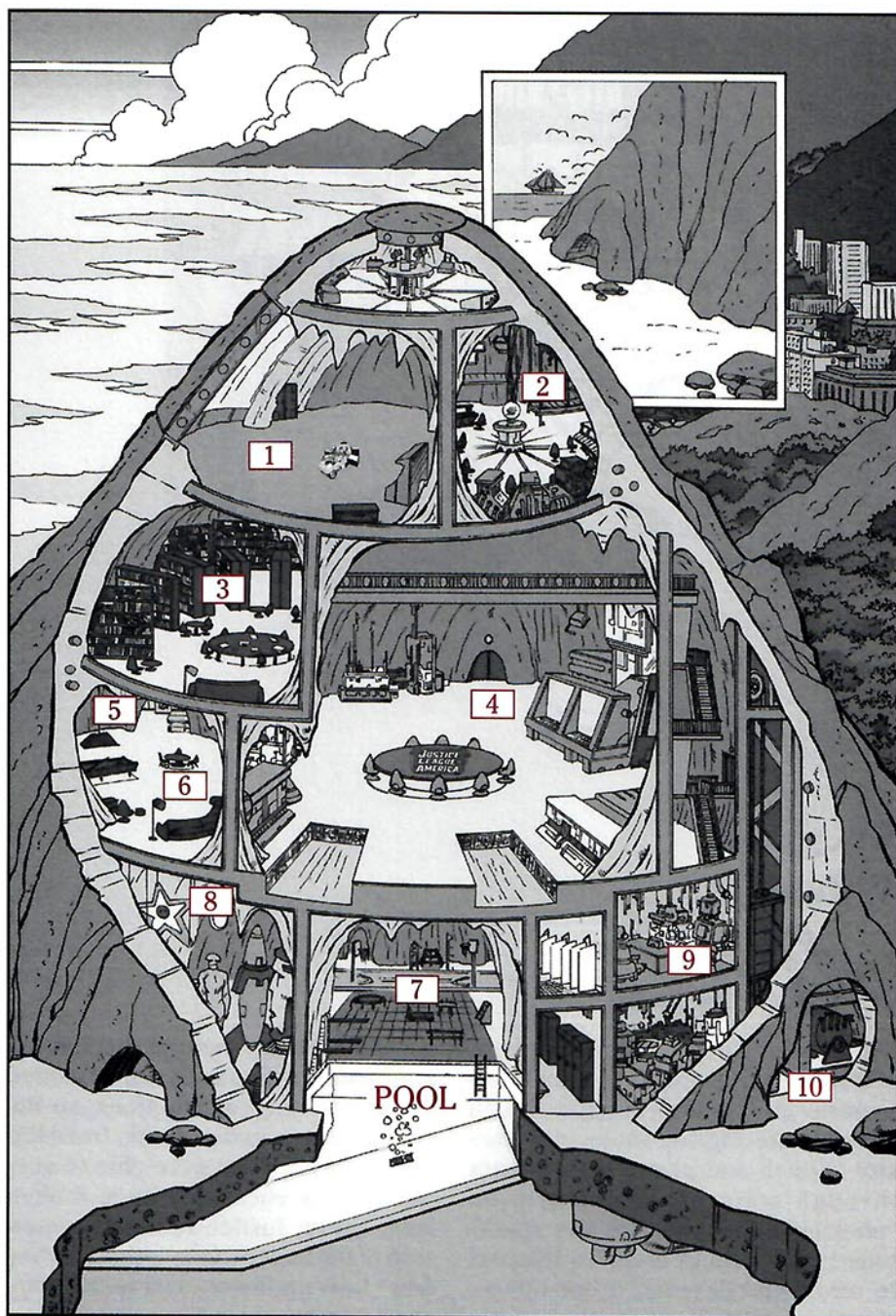
This level also contains the **monitor room** (2) with sophisticated communications equipment to track worldwide news and emergency bands, alerting Young Justice of any trouble.

Level two houses an extensive **library** (3) of reference and research materials originally compiled by the JLA and supplemented by Young Justice (mainly Robin). Robin has also upgraded the older library computer with a system capable of accessing the Internet and performing research more quickly and efficiently. The library provides a +7 success bonus for *scholar* and *research* skill rolls. The library computer is accessible from anywhere within the Justice Cave. Robin spends a great deal of his time here—in fact, he’s the only member of Young Justice who does.

Level three holds the team’s **meeting chamber** (4), including a circular meeting table surrounded by chairs bearing the symbols of JLA members. The members of Young Justice have each claimed the chair of their mentor (Superboy uses Superman’s chair, for example) or else have chosen another chair and taped or painted their own symbol over the original (Robin has his “R” symbol taped over the Bat-symbol on Batman’s chair, for example). The level also has the **kitchen** (5) filled mostly with junk food and various munchies (along with some nutritious food, per Red Tornado’s insistence). The **lounge** (6) next door has a wide-screen television and a vast collection of video games (most of which belong to Impulse). The members of Young Justice spend their free time hanging out here.

Level four has a sophisticated **gymnasium** (7) with exercise equipment designed to challenge and improve the abilities of the young heroes. Red Tornado helps train the members of the team here.

The gym’s swimming pool has a channel into an underwater grotto allowing access. Level four has a sophisticated **gymnasium** (7) with exercise equipment designed to chal-



allenge and improve the abilities of the young heroes. Red Tornado helps train the members of the team here.

The gym's swimming pool has a channel into an underwater grott allowing access to the Justice Cave from the ocean.

Level four also has the team's **souvenir room** (8). The room originally contained souvenirs of the JLA's cases (which were moved to the trophy room in the Watchtower). Since Young Justice hasn't accumulated too many trophies of their own, Superboy carved statues of the members of the

team to occupy the souvenir room and "stake their claim to it" (despite Robin's comment that the whole idea seemed rather egocentric). Lastly, this level has an extensive **laboratory** (9), used almost solely by Robin—Impulse is strictly forbidden to enter or touch *anything* in it.

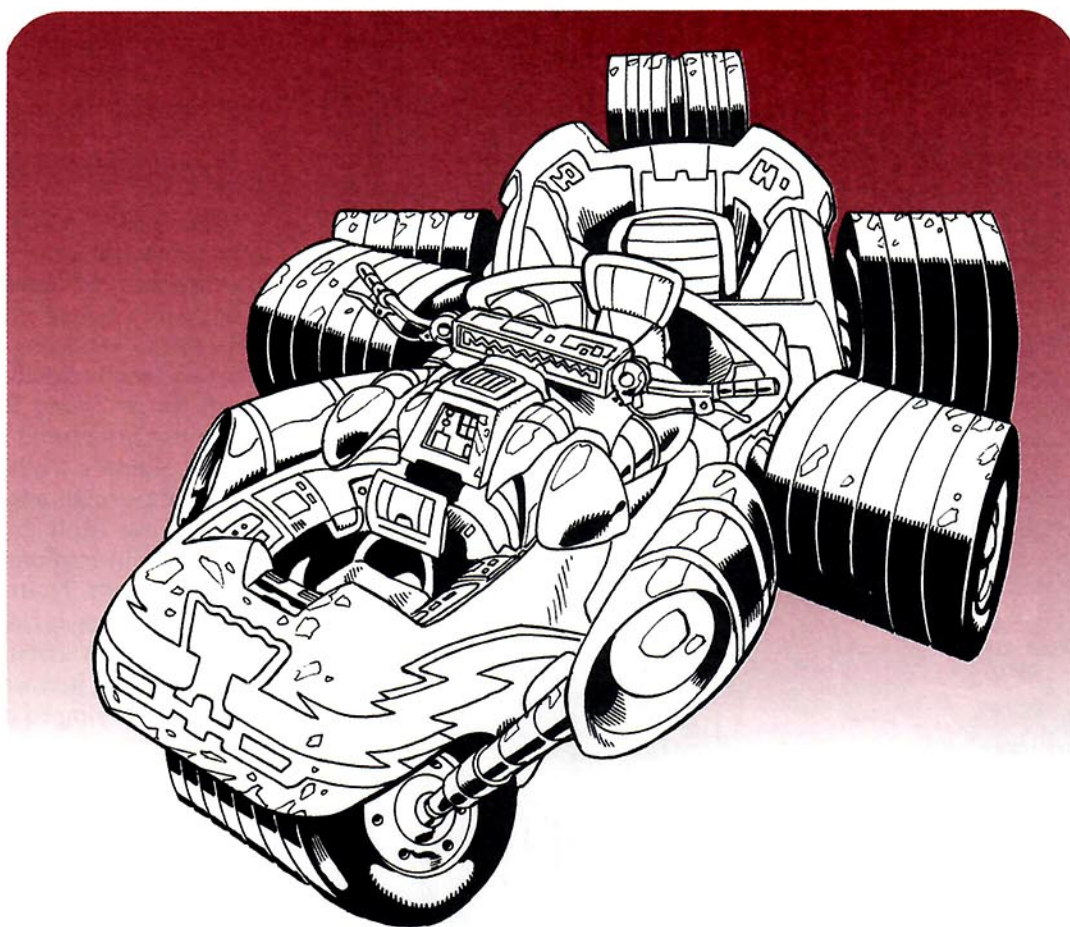
The lowermost level of the Justice Cave contains the base's main **power core** (10), along with backup power systems. The power core puts out more than enough energy to power the entire cave (no matter how many video games Impulse plays at once).

THE SECRETS OF THE JUSTICE CAVE

The Justice Cave is a headquarters with some serious history behind it. It's been used as a base by no less than four super teams (including Young Justice) and each team has left their mark. Since Young Justice isn't any more interested in cleaning up the Justice Cave than any group of teenagers is interested in cleaning their rooms, they haven't really explored their new home in depth. There may be all sorts of things lurking in dark and forgotten corners of the headquarters, just waiting to be found—or trying to *avoid* being found.

For example, there may be remnants of an old enemy of the JLA (even the Appellaxian aliens) or a lost or forgotten item from the souvenir room. There may be lingering effects from some experiment conducted by a member of the JLA, the Chief (leader of the Doom Patrol), or the Legion's Brainiac 5.1. Considering that some of those experiments involved things like time travel, nanotechnology, artificial intelligence, and incredibly sophisticated robots (including the Metal Men and a Mother Box), just about *anything* could happen. The Justice Cave has also been exposed to a range of unusual energies, including Green Lantern's power ring, powers of Doom Patrol members like Rebis and Lodestone, and Saturn Girl's enhanced telepathy, so their residue might result in something interesting happening.

Of course, Young Justice has Impulse—who is the most likely to find something unusual in the base when he's feeling bored and decides to look around the place at superspeed and the *least* likely to have the good sense to leave be whatever he finds.



THE SUPER-CYCLE

Type: mobile assault vehicle

Speed: 1,000 mph

Passive Defense Value: 8

Base Damage Value: as per powers

Fire Arc: forward

Range: as per powers

Ammunition: powered by Fourth World technology

Rate of Fire: 1

Enhancement Modifiers: *piloting 8D, marksmanship 10D, Knowledge 2D, Perception 3D, surveillance 4D, survival 4D, tracking 4D, Presence 2D, charm 3D, intimidation 4D, willpower 4D.*

Armor Value: 60

Body Points: 400

Additional Information: *Skill note:* the Enhancement Modifiers are used by the Super-Cycle and not added to the pilot's skill levels.

Powers: Density Manipulation (in-substantiality) 8D, Flight 12D, Projectiles (various types) 9D, Phasing (Teleportation: Long Range 5D).

BACKGROUND: The Super-Cycle is a form of transportation from the planet New Genesis. It is capable of flight at high speeds, altering the molecular density of itself and passengers to pass through solid objects, and even "phasing" itself through the space-time continuum in order to teleport to other places (even other dimensions).

The Super-Cycle in Young Justice's possession was originally stolen from New Genesis by Rip Roar, a warrior from the dark world of Apokolips. Before Rip Roar could return home with his prize, his Boom Tube was sabotaged by Desaad at the behest of Kalibak, Darkseid's son. The Boom Tube deposited Rip Roar inside a mountain on Earth, and it left the Super-Cycle buried deep beneath the ground. Fortunately for him, Rip Roar anticipated such treachery and programmed the Super-Cycle to seek out and rescue him.

When Young Justice discovered and freed the Super-Cycle, it fulfilled its programmed instructions, so the young heroes inadvertently freed Rip Roar as well. They were able to subdue him by encasing him in molten lava. Young Justice retained ownership of the Super-Cycle, although they don't fully understand its technology or operation.

The Super-Cycle's ability to travel almost anywhere (including possibly other dimensions and worlds like Apokolips and New Genesis) opens up a wide range of scenario hooks and opportunities for the Narrator. A joy ride in the Super-Cycle (or a failed *piloting* skill check while driving it) could lead the young heroes into all sorts of adventures. There's also the chance that Rip Roar (or other inhabitants of Apokolips) could steal the Super-Cycle back, or that someone from New Genesis could come to claim it.

RULE OPTIONS

MANIPULATION POWERS

The Manipulation class of powers represents some of the most earthshaking of all available powers, many of which incorporate several lesser powers. This chapter expands on the information presented in the *DC Universe Roleplaying Game* rulebook.

To reflect the encompassing nature of each Manipulation power, the hero gains a new subpower (called an “aspect”) as his dice in that power increases. Suggested progressions of aspect levels are included with each power.

The aspect levels of Manipulation powers were designed to simulate an ever-increasing understanding of how to use the domain of the power. However, Narrators and players are encouraged to rearrange or change the aspect levels to represent their character concepts better. If you do decide to adjust the Manipulation powers, be sure to write down the details on your character sheet so that everyone remembers what you’ve done.

When taking a specialization of a Manipulation power, you may need to devise an aspect progression chart for that specialization. Many specializations follow a similar pattern to the full power; others need their own charts.

The base amount of material that the power can affect per use depends on the die code, unless the power description specifies a different quantity. The “Area of Effect” chart lists the amounts.

The results of all Manipulation powers are permanent, though the hero must activate the power to produce an effect. Range and damage are

the same for these powers as they are for all other powers. Generally, the difficulty of creating an effect is an Easy *know-how* roll (with the appropriate specialization). The “Generic Manipulation Modifiers” chart suggests modifiers suitable for any occasion. Certain powers, such as Size Manipulation, Density Manipulation, and Magic Manipulation, have difficulties and modifiers based on other criteria.

Remember that characters can be affected by their own powers (either by purposely using them on themselves or through a reflection of the attack), unless they take the Self-Invulnerability enhancement.

Neither the Self-Only nor the Others-Only limitations may be taken for any Manipulation power. Where applicable, these can be taken as specializations of the power.

For details on gaining powers at hero creation, specializations, limitations, and enhancements, see pages 29–36 of the rulebook. For more information on using powers, acquiring and improving powers, and reading power descriptions, see pages 56–59 of the rulebook.

PHYSICAL MANIPULATION

These powers reflect forces that affect the physical nature of the body.

Density Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: none

Managing Skill: *know-how* (Density Manipulation)

AREA OF EFFECT

The heroes may shape the area of effect of their Manipulation powers in any way they wish. Before starting, the player might want to figure out the height, width, and depth of variously shaped areas that fit the maximum volume.

The character may affect any one thing within the area of effect, unless otherwise specified in the power’s description or aspect chart. Normal multi-action penalties apply for using the power on multiple targets, but the hero receives a +1 success to similar uses on multiple targets for every two dice in the power (rounded up).

The area of effect of a Manipulation power is also known as its effect volume.

Die Code

1D–4D
5D–9D
10D–14D
15D or more

Volume (cubic feet)

100 times the die code
1,000 times the die code
10,000 times the die code
100,000 times the die code

GENERAL MANIPULATION MODIFIERS

While many of the powers have associated difficulty and modifier charts, there will be times when nothing on those charts fits what the player wants to do. For those times, use the base difficulty of 2 and modify it according to the complexity of the effect that the hero wants to produce. The difficulty may never be below 2, unless the hero is quite familiar with generating the effect in question. In this case, the minimum difficulty for that effect is zero. The player rolls the hero's *know-how* skill (with relevant specialization) or another appropriate skill.

The examples given assume that the hero has the appropriate power and minimum die code to perform the action. If that's not true, tack on additional modifiers.

Complexity of Effect	Modifier
Slight (expand a pool of water, change skin color, light a match)	0
Significant (turn invisible, magnetically bend steel)	+2
Great (sonically shake a pop can out of its machine)	+4
Awesome (predict an earthquake a week ahead)	+6
Incredible (act as power source for mainframe computer)	+8
Situation	Modifier
Familiarity with effect* (per 10 times has produced effect)	-1
Extend range (for every 10 feet beyond base range)	+1
Increase volume (per die code beyond base die code)	+10
Produce an effect from a higher aspect level (per aspect level)	+10

*The Narrator might allow certain effects to become easier as the character's die code in the power increases. Include a -1 modifier to the difficulty for every 5D above when the character could first produce the effect, as appropriate.

Specializations: specific aspect, insubstantiality, self only, others only

Description: The hero can control the density of his own form and that of the people and objects around him. When the hero changes the density of any material, he does not change its size.

Every time the density of a being is doubled, *lifting* increases by +1D, *Reflexes*, *flying*, *leap*, *running*, and *swimming* decrease by -1D, and the target gains an Armor Value of 3. This Armor Value protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis). When *Reflexes* reaches zero, the being is immobilized.

Every time the current density of

an entire being is halved, the *Physique* (except *resistance*) decreases by -1D while *Reflexes*, *flying*, *leap*, *running*, and *swimming* increase by +1D. When *Physique* reaches zero, the being is immaterial and cannot be hurt by physical attacks (such as bullets, fists, or energy blasts).

When the hero attempts to change the density of an unwilling creature, the target may make a *willpower* roll against the hero's *willpower*. If the target succeeds, the hero may not change the creature.

Although the hero must concentrate to make the change, the effect is permanent. The base difficulty is Easy, modified by the number of items the hero wishes to affect and how much of each item he wants to

change. It takes one action to increase or decrease the entire starting density of the target by 25 percent. The percentage affected in one action increases by 5 percent per die in the power beyond 1D. The hero can also increase the rate by 5 percent for each additional +1 to the difficulty. Thus, at 3D, the hero's base rate is 35 percent of the target's starting density per round.

Density Manipulation Aspects

Die Code: Control of Power

1D: The hero can increase or decrease his own or others's density (the player must choose one when he gets this power).

5D: The hero can increase or decrease his own and others's density.

10D: The hero can selectively affect the density of items (only his left arm is intangible).

Size Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Concentration (cannot have the Duration Change limitation)

Range: normal

Base Damage Value: none

Managing Skill: *know-how* (*Size Manipulation*)

Specializations: specific aspect, self only, others only

Description: The hero can alter his own and others's size. Whenever the hero changes something's or someone's size, the mass changes in proportion to the size. Thus, if the target is shrunk to half its size, the mass is also reduced by half. Additionally, the *Physique* increases or decreases in the same proportion as the mass (round up to the nearest die code).

The hero can increase or decrease his own or another's size depending on the die code he has in this power. It takes one round to increase or decrease the starting size by one die code level; the power's die code only indicates the maximum amount of change the hero can make. The hero can speed up the process; doing so increases the difficulty by +1 for each additional die code level of change, up to the power's maximum. The base difficulty is Easy, modified by the number of items the hero wishes to affect, how much of each item he

wants to change, and how quickly he wants to do it. Although the hero must concentrate to make the change, the effect is permanent.

For example, a hero with 5D in the power could increase the size of an object up to 10 feet the first round; then by another 10 feet, for a total increase of 20 feet; and so on, up to a maximum increase of 50 feet by the fifth round. By adding +4 to the difficulty, the hero could make the object shoot up an additional 50 feet in one round.

When the hero attempts to change the size of an unwilling creature, the target may make a *willpower* roll against the hero's *willpower*. If the target succeeds, the power has no effect on the creature at this time.

Size Manipulation Aspects

Die Code: Control of Power

1D: The hero can increase or decrease his own or another's size (the player must choose one when he gets this power).

5D: The hero can increase or decrease his own and others's size.

10D: The hero selectively affects the size of items (such as making just his legs longer).

ELEMENTAL MANIPULATION

This subclass of Manipulation powers covers eight basic "elements." These powers, because of their related nature, have almost identical aspects, with the difference being in how each power manifests those aspects.

Elemental Manipulation Combat Option: Narrators who want to add more realism to their game can add this option to their rules: When attacking "opposites," characters with Elemental Manipulation powers may gain some benefit or be at a disadvantage. If the die code of the attacking Elemental Manipulation power is higher than the die code of the directly opposite Elemental Manipulation sheathe or form, then the defender receives an Armor Value equal to the die code of his power. If the defender is using another Elemental Manipulation power, then he receives two times the die code in Armor

Value. If the die code of the attacker's power is equal to or lower than the defender's, then the defender gets the full Armor Value. For example, if a character with Water Manipulation at 15D blasts a character sheathed in fire through Fire Manipulation at 13D, then the fiery defender receives an

Armor Value of 13 against the watery blast. If the defending character had Fire Manipulation at 15D, then he would get his normal Armor Value of 45 against the water onslaught.

Element	Opposites
Air	Earth
Darkness	Light

SIZE CHART

This chart is for determining how much a character with Size Manipulation may grow or shrink. The "Grow" column is the maximum amount a hero using the power at that die code can add to the original height of the affected object. The "Shrink" column indicates the maximum factor a hero using the power at that die code can reduce the target. Thus, a hero with 1D in Size Manipulation can make a 1-foot-tall object grow up to 11 feet tall or shrink down to 6 inches.

Die Code	Grow	Shrink
1D	10 feet	1/2
2D	20 feet	1/4
3D	30 feet	1/10
4D	40 feet	1/20
5D	50 feet	1/50
6D	60 feet	1/100
7D	70 feet	1/200
8D	80 feet	1/1000
9D	90 feet	1/10000
10D	100 feet	1/100000
11D	110 feet	1/1000000
12D	120 feet	1/10000000
13D	130 feet	1/100000000
14D	140 feet	1/1000000000
15D	150 feet	1/10000000000

DENSITY MANIPULATION & SIZE MANIPULATION

Situation	Modifier
One item affected	0
Each additional object affected (per additional object)	+1
Entire item affected	0
Half of item affected (per item)	+1
Several parts, not directly connected, are affected (per part, per item)	+2

Earth	Air
Fire	Water
Ice	Plant
Light	Darkness
Plant	Ice
Water	Fire

General aspect levels for all Elemental Manipulation powers are listed before the descriptions of the powers. Examples of the aspect levels are listed under the specific descriptions. The examples are just a few effects that can be created using each Elemental Manipulation power. Feel free to take these as inspiration for designing your own effects. The base difficulty is 2 for effects created at 5D, 7D, 9D, and 11D, unless otherwise stated herein. If no other modifiers are given, Narrators should use the "General Modifiers" sidebar (in this chapter), along with the "Choosing Difficulties" section in the rulebook (pages 199–200), to determine appropriate final difficulties.

Duration: The duration for this class of powers is Semipermanent, except where the aspect specifies otherwise.

Range: The range is normal, as described in the "Reading the Power Description" section.

Base Damage Value: The Base Damage Value is usually normal, as described on page 59 of the rulebook. See the aspects chart, however, for restrictions and other options.

Managing Skill: The managing skill depends on either the hero's *know-how* skill (specialized with the appropriate Elemental Manipulation power) or which aspect the hero uses. The aspect chart lists additional skills.

Specializations: specific aspect, specific feature or component of an element

Elemental Manipulation Aspects Die Code: Control of Power

1D: The hero can survive in the element. The duration of this aspect is Semipermanent.

3D: The hero can project the element from her body or sheathe a body part in it. The hero uses the *marksmanship* skill to aim the projection or *brawling* or *martial arts* to use

MANIPULATION CREATION & MOVEMENT MODIFIERS

Use these modifiers to determine the difficulty of creating and moving elements, energy, and matter with the appropriate Manipulation power. The Narrator may also use these modifiers for relevant uses of other Manipulation powers. Note that "element" in this table refers to element, energy, matter, or whatever is appropriate for the power in question.

Situation	Modifier
Increase element (initial amount)	0
Decrease element (initial amount)	0
Additional increase/decrease (per additional one-quarter, up to amount for base die code)	+2
Additional increase (per die code beyond base die code)*	+10
Shift/move element (at base Speed of 3 times die code in feet per round)	0
Increase element's Speed (per additional die in code in feet per round)	+1

*Note: This additional increase equals the difference between the amount affected by the new die code and the amount affected by the original die code. The total amount affected for this roll cannot be more than the amount that can be affected by the new die code.

the sheath. The projection is about the width of the user (maximum) and is directed at one target.

5D: The hero can affect one aspect of the element per action, or shift (or move) it, if some of it is already present in the same area. One effect is to create barriers from existing material (the "Creating Manipulation Constructs" sidebar has more details). Note that the Narrator may further increase the base difficulty if little of the needed element is available.

7D: The hero can increase, decrease, or spontaneously create the element. The material appears near her in a specified location when her turn comes up in the next round. The amount depends on the die code of the power; the initial amount is one-quarter of what is listed in the "Area of Effect" chart. The base difficulty is 2, with an adjustment depending on how much the hero wants to affect the material. The hero cannot increase an existing amount of element more than its starting size plus the amount from the "Area of Effect" chart. The hero cannot decrease an existing amount

of element to less than zero.

Too much of an element in a small space (relatively speaking) causes increased pressure on the container, possibly forcing it to burst. If the element fills the space completely, each additional one-quarter increase (based on the filled amount) gives 1 success. Compare the total number of successes for the increased pressure to the Defense Value of the container; if the success total is greater than the Defense Value, the container bursts. The success total is cumulative for all rounds in which the contained material increases.

9D: The hero can use the element for transportation. When used as transportation, the element does not do damage to or otherwise affect the surrounding area. It disappears within three rounds after the hero has used it. The hero can travel for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers and *flying* for increasing altitude. The maximum altitude he can reach with the element is 5,000 times the die code in the power.

His elemental transportation default (“gliding”) Speed equals his walking Speed. He uses *flying* and the Human column on the Speed Manipulation chart for increasing speed, with every two dice (rounded down) in the power providing one automatic success.

The hero can extend his field to help others fly. (For all Elemental Manipulation powers except Light Manipulation, the target must be within arm’s length of the hero. For Light Manipulation, the target person should be within line of sight.) If the hero is moving at his gliding Speed, then the difficulty is a *know-how* (with the appropriate Elemental Manipulation specialization) roll at 1 for one person, increased by +1 for each additional person. When the hero uses *flying*, the difficulty of the roll increases by +1 per additional person. The ability of the target person to fly lasts while that person is in range.

11D: The hero can affect several aspects of the element per action. Some of the possible results of using this aspect include:

➤ Form creations out of the element. see the “Creating Manipulation Constructs” sidebar for more information.

➤ Trap a target in the element. (Fire Manipulation cannot create this effect.) The difficulty equals the target’s Defense Total plus +3. The attacker uses *marksmanship* to create the bonds and hit the target. To break free, the target rolls his *Physique* or *lifting* against the success total used to create the bonds. Attempts to get free count as actions. When the hero encases his target’s feet, legs, or entire body in the element, the movement of the target is impaired or stopped. The difficulty to move equals the die code in the power; the target rolls against the difficulty with his *Physique*, *running*, or *swimming* (as appropriate for the situation) to break free. Flying characters who are totally encased in the element fall to the ground and take falling damage; otherwise, the flying character’s ability to fly is not hampered.

➤ Create a column or bubble of material that can lift up a target. The

column starts at a volume equal to 5 percent of the base amount that the hero can affect with his power (see the “Area of Effect” chart at the beginning of this chapter). If he chooses, the hero can increase the size at a rate of 1 percent of the base amount per round that the hero concentrates on keeping the column, up to the maximum the hero can affect. It has a *lifting* score of two times the die code. The difficulty to create the column is a *marksmanship* roll at +2 to the difficulty (though for very large objects, the Narrator should further increase the difficulty). Subsequent rolls to continue lifting anything are rolls of the material’s *lifting* score. Use the appropriate column (based on the die code of the power) of the “*Lifting Difficulties & Modifiers*” chart in the *Metropolis Sourcebook* (pages 64–65) or in the *DC Universe Roleplaying Game* rulebook (page 208).

➤ Whip up a violent, swirling elemental storm. The difficulty to create the storm is 2, increased by the size of the storm. Use the details in the 7D aspect to determine size. To all targets in its area of effect:

- The storm does the die code in damage (except to the target of the storm, if there is one; see below).
- All difficulties (except attacks) increase by the one-half of the die code (rounded down).
- The difficulty of all sight-based attacks increases by one-third of the die code (rounded up).
- All talking is prevented.

As an additional action performed at the same time the storm is created, the character can pick on one person or object with *marksmanship*. On a successful attack against an animate target, the target makes a *Physique* or *lifting* roll against the Effect Value of the attack. If the target fails this roll or is inanimate, he is hurled in a random direction a number of feet equal to two times the die code. Upon impact, the target takes damage equal to the die code of the power plus the Effect Value of the *marksmanship* roll. The maximum weight the storm can lift is 50 times the die code of the power in pounds.

For superb rolls, the Narrator may opt to allow the Effect Value to be distributed among one or more of the storm’s characteristics. Additionally, if there’s little of desired element readily available, the Narrator should require that the hero create a sufficient amount of the element before making the storm.

13D: The hero can sheathe himself in the element. This gives him an Armor Value of three times the die code of the power against most attacks, though the Narrator may choose to use the Elemental Manipulation combat option described earlier. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

15D: The hero can transform himself into the element (change into a form of fire instead of one covered by fire). He can move unrestrictedly through his element. He can survive in the element indefinitely without the need to breathe (though he needs to get other nutrients).

The elemental form is humanoid in shape, but he can change his shape (the base difficulty is 2, modified by the Narrator based on the complexity of the desired shape). He also ignores all wound level and massive damage modifiers (if using these combat options).

If the hero is reduced to zero Body Points, he can make a Very Difficult *willpower* roll to transfer his “essence” into the closest source of his elemental substance (lightbulb, match, fountain). Once there, he reforms his body at one half of his Body Points (his old elemental form dissipates). If there is none of the same elemental substance within a one-mile radius or he fails the roll, the hero falls unconscious and reverts to his normal physical form—with 1 percent of his original Body Points. However, he remains unconscious until he receives medical aid or gains back Body Points by resting.

Air Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate air, including currents and volume. Note that aliens who breathe

an element other than the oxygen-nitrogen mix found on Earth can choose to affect their own atmospheric mix. While they can affect winds anywhere, any “air” they create will be composed of their preferred atmosphere.

Die Code: Sample Effect

1D: Breathe in thin or thick atmosphere. Add one-half of die code, rounded up, to all attempts to be blown over.

3D: Create a blast of wind. This blast can do up to three times the die code in damage, blow over a target (causing the target to lose up to one-half of the die code, rounded up, in turns getting up), or send the target backward a distance equal to 10 times the Effect Value. To send a target backward increases the difficulty by +1. The character can also generate a whirlwind around a body part that adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Change direction of wind. Increase or decrease wind’s speed (the base difficulty is 1 for a change equal to the die code power in miles per hour, increased by +1 for each additional 10 miles per hour). Create barriers from existing wind; see the “Creating Manipulation Constructs” sidebar for more details.

7D: Increase or decrease amount of air in an area, including generating a bubble of air that allows people within it to breathe. Decreasing air enough can create a vacuum, while increasing the air can make it difficult to breath (+1 per doubling of air to all difficulties for all affected by the increased air).

9D: Ride on a stream of air or whirlwind.

11D: Create tornadoes and hurricanes. Use wind to pick things up. Trap targets in wind. See the aspect chart for more information about any of these. Create Manipulation constructs from air or wind. See the “Creating Manipulation Constructs” sidebar for more details.

13D: Sheathe himself in air.

15D: Transform into an air elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although

mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against air-based and wind-related attacks.

Darkness Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate shadows and deepen or create darkness.

Die Code: Sample Effect

1D: Ignore darkness difficulty modifiers.

3D: Create a suffocating blast of darkness, which does three times the die code in damage. Coat body part in semi-solid darkness, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Deepen, shift, or alter the form of existing shadows. Shadows deepened with this power can effectively blind opponents who rely on light for seeing; however, X-ray Vision and Sonar Sense still work fine. Create shadows that automatically respond to sudden changes in brightness (*know-how* (Darkness Manipulation) success total becomes the difficulty for all light-based attacks intent on blinding).

7D: Extend or create shadows. Shadows generated at this level initially have no specific shape and resemble pools of darkness. However, the character may change the shape of a shadow pool, as a separate action.

9D: Step into one set of shadows and out of another. The distance between shadows must be 10 feet times the die code in the power or less; in sight; and in a straight line.

11D: Create darkness storms. Use shadows to pick things up. Trap targets in bonds of semi-solid darkness. See the aspect chart for more information about any of these. Create shadow Manipulation constructs and barriers. See the “Creating Manipulation Constructs” sidebar for more details.

13D: Sheathe himself in darkness.

15D: Transform into an elemental of darkness. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the

mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against darkness- and shadow-related attacks.

Earth Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate any land (including dirt, rocks, sand, and similar materials).

Die Code: Sample Effect

1D: Move easily on sand or rocky ground. Sense and predict seismic activity; the difficulty is 1, +1 for each additional day in the future, to determine the Richter scale value. The higher the Effect Value, the more accurate the assessment.

3D: Shoot rocks or spray of stones or sand, which does three times the die code in damage. Encase body part in stone, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Shift earth and similar materials. One possible effect is causing the ground to shake; add the die code of the power to difficulties for all *Reflex*, *Coordination*, and *Physique* (except *resistance*) rolls. Tremendous amounts of movement could cause fissures and earthquakes. The hero can cause an earthquake of up to his die code of the power on the Richter scale. For example, a hero with 7D in Earth Manipulation could create an earthquake of 7.0 on the Richter scale. The difficulty starts at 2 for areas prone to earthquakes, and increases based on the stability of the region (with areas in the center of continental plates being the most stable). Make boulders roll. Create barriers from existing material; see the “Creating Manipulation Constructs” sidebar for more details.

7D: Increase or decrease earth, dirt, rock, and similar materials. Cause more of these materials to appear.

9D: Ride a wave of earth and rock; tunnel through the ground. The tunneling difficulty depends on the substance: sand, soil, lightly rocky earth—0; soft rock (limestone, clay)—1; hard rock (granite, shale)—3. The tunnel collapses behind the hero; add +1 to

the base difficulty to create a stable tunnel while the hero's Speed is slowed by one-half (rounded up).

11D: Whip up dirt or dust storms. Use earth or sand to pick things up. Trap targets in earth. See the aspect chart for more information about any of these. Create Manipulation constructs from earth and similar materials. See the "Creating Manipulation Constructs" sidebar for more details.

13D: Sheathe himself in earth.

15D: Transform into an earth elemental. The hero receives an Armor Value equal to three times the die code in the power against most attacks. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

Fire Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate fire and the heat it generates.

Die Code: Sample Effect

1D: Immune to fire. Recognize the source of a fire; the difficulty is 1 against *scholar*, with high Effect Values offering more details about the fire in question.

3D: Send out a fireball, which does three times the die code in damage. Coat body part in fire, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Make any existing fire hotter or shift. Increase temperatures. Create barriers from existing fire; see the "Creating Manipulation Constructs" sidebar for more details.

Temperature Situation	Modifier
Increase temperature (at base rate of 25° F per round)	0
Increase temperature base rate (per additional 10° F)	+1

Increasing temperature notes: As the temperature goes up, most humans can't take the heat. Starting at 115° F, everyone affected by the heat must make a *Physique* or *willpower* roll against a difficulty of 2, increased by +1 for each additional 100° F or

faint. At 100° F, the intense heat also does 3 points of damage per 100° F per round. Starting at 200° F, the difficulties of all actions of the people within the area of effect increase by +1, with a further +1 per additional 100° F. Note that characters with medical problems are more susceptible to the heat, succumbing to the effects starting at least 15° F lower than anyone else.

7D: Make fires smaller or larger or create new ones. New fires have a Base Damage Value equal to one-third of the die code of the power, rounded down. This damage occurs every round until the fire is put out.

9D: Fly with a trail of fire behind them.

11D: Generate firestorms. Use fire to pick things up; however, the fire does 1 point of damage per round to the material its lifting, unless that material is fire proof. See the aspect chart for more information about storms. Create Manipulation constructs from fire. See the "Creating Manipulation Constructs" sidebar for more details about Manipulation constructs.

13D: Sheathe himself in fire. The sheath automatically does the die code in damage to objects he touches or anyone foolish enough to strike the character with fists or other body parts. However, these are not set on fire.

15D: Transform into a fire elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against flame- and heat-based attacks.

Ice Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate ice, snow, and the cold they generate.

Die Code: Sample Effect

1D: Immune to cold and affects of icy surfaces (doesn't slip).

3D: Shoot out ice shards or an ice blast, which does three times the die code in damage. Coat body part in ice, which adds a value equal to two times

the die code of the power to the Base Damage Value rolled for the attack. Create barriers from existing material; see the "Creating Manipulation Constructs" sidebar for more details.

5D: Shift ice or snow. Lower temperatures. Victims of ice or extreme colds take damage each round they are in contact with them; the damage equals the one-third of die code in the power, rounded down.

Temperature Situation	Modifier
Decrease temperature (at base rate of -25° F per round)	0
Increase temperature base rate (per additional -10° F)	+1

7D: Increase or decrease amount of snow or ice available. Generate ice slicks, icicles, snow banks, and so on.

When the hero coats the floor in ice, everyone on it (except the hero) must make a *Physique* or *running* roll against a difficulty of 1. When moving rapidly on slick surfaces (that is, attempting to increase their movement rate), victims add +1 to this roll. If they fail, then they fall and sprawl out on the ice. It takes a number of rounds equal to the difference between the roll and the difficulty for the fallen person to find his footing and get up.

9D: Travel on an ice sheet or ice wave.

11D: Whip up ice or snow storms. Use ice or a snow swirl to pick things up. Trap targets in ice. See the aspect chart for more information about any of these. Create Manipulation constructs from snow or ice. See the "Creating Manipulation Constructs" sidebar for more details.

13D: Sheathe himself in ice. The sheath automatically does the die code in damage to anyone foolish enough to strike the character with fists or other body parts.

15D: Transform into an ice elemental. The hero receives an Armor Value equal to three times the die code in the power against most attacks. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

Light Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate the frequency, intensity, direction, and coherence of visual, ultraviolet, and infrared light. Invisibility is typically a specialization of this power.

Die Code: Sample Effect

1D: See in the visible, ultraviolet, and infrared spectra.

3D: Create laser beams, which do three times the die code in damage. Encase body part in semi-solid light, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Bend light to become invisible to the eye, though the character can still be smelled, felt, and heard. Create holograms consisting of simple shapes and a single color. Make existing light (such as from lightbulbs) glow brighter or dimmer or generate a flash effect that could blind opponents. The difficulty to blind a target with a flash equals the target's *Reflexes* or *dodge*. Targets that do not use light to see or who have X-ray Vision or Sonar Sense are unaffected by the bright light or flash.

7D: Create light without needing a light source. Expand existing light to reach more parts of a space, even seeming to go around corners or behind objects.

9D: Fly with a trail of light behind them (but the character does not become light).

11D: Create a flash effect that could blind opponents; the difficulty to blind a target equals the target's *Reflexes* or *dodge*. Generate a dazzling light storm. Use semi-solid light to pick things up. Trap targets in bonds of semi-solid light. See the aspect chart for more information about lifting, as well as making storms and bonds. Produce protective barriers and hard-light holograms (essentially, Light Manipulation constructs). See the "Creating Manipulation Constructs" sidebar for more details.

13D: Sheathe himself in semi-solid light.

15D: Transform into a light elemental. The hero gains no Armor

Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against light-based attacks.

Plant Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate any type of vegetation.

Die Code: Sample Effect

1D: Walk through plants without tripping or leaving tracks. Recognize edible and poisonous plants; the difficulty is 1 against *scholar*, with high Effect Values indicating that the hero understands more details about the plant in question.

3D: Shoot razor-sharp leaves or sticks, which do three times the die code in damage. Wrap body part in plant matter, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Make nonsentient plants (such as bushes or vines) hinder passage, trip victims, or hide items. Cause a nonsentient plant to wither more quickly. Withering plants die at a rate of 1 day per die code, +1 to the base difficulty of 2 for each additional day. Create barriers from existing material; see the "Creating Manipulation Constructs" sidebar for more details.

7D: Make plant material spontaneously appear. For a base difficulty of zero, the material is a random combination of native, nontoxic plants; with a minimum increase of +1 to the difficulty, the character can pick the type of plant. The more toxic and/or more exotic to the locale, the greater the difficulty should be.

The hero can also make nonsentient plants, including seeds, mature more quickly. Maturing plants grow at a rate equal to a number of inches or feet (as appropriate for the plant) equal to the die code of the power, +1 to the base difficulty of 2 for each additional inch or foot. Plants can become larger than normal.

9D: Travel on a wave of nontoxic, nonsentient plants. The actual com-

position of the wave varies by location. Choosing the type of plant means the character must first spend one action creating the wave. The base difficulty is 1, modified based on how exotic to the locale the desired plant is.

11D: Cause nonsentient plants to entangle victims. Grow plants with specific functions (such as edible fruit, large leaves, vines, etc.). Create Manipulation constructs from plants or trap targets in plants. See the "Creating Manipulation Constructs" sidebar for more details about Manipulation constructs, and the aspect chart for more information about traps.

13D: Sheathe himself in nontoxic, nonsentient plants.

15D: Transform into a plant elemental. The hero receives an Armor Value equal to three times the die code in the power against most attacks. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

Water Manipulation

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can manipulate water in its liquid form.

Die Code: Sample Effect

1D: Breathe underwater. Understand currents; the difficulty is 1 against *scholar*, with high Effect Values revealing additional details about the current in question.

3D: Shoot a blast of water, which does three times the die code in damage. Encase body part in water, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Shift an existing pool or portion of a body of water. Create barriers from existing material; see the "Creating Manipulation Constructs" sidebar for more details.

7D: Make pools of water appear, or increase the amount of water in an area.

9D: Surf on a wave of water.

11D: Create Manipulation constructs from water or trap targets in water. See the "Creating Manipulation

CREATING MANIPULATION CONSTRUCTS

Manipulation construct is a catchall term for any complex "object" a hero creates with his Manipulation power. The creator decides on the form and characteristics of the Manipulation construct. Not all Manipulation powers lend themselves to Manipulation construct creation, but many do, such as the Elemental Manipulation powers (naturally), Energy Manipulation, Matter Manipulation, and so on.

The starting size of any Manipulation construct is 1 percent of the base amount that the hero can affect with his power (see the "Area of Effect" chart at the beginning of this chapter). The base difficulty is 2, modified depending on how many characteristics are included and how much they differ from the base, with a minimum difficulty of 2.

Manipulation constructs without Body Points can be destroyed with any blow that has an Effect Value of 1 or greater. Manipulation constructs with Body Points will last as long as they have Body Points remaining. However, regardless of whether they have Body Points, a Manipulation construct's length of existence depends also on the power's duration: If the power has the Semipermanent duration, the Manipulation construct lasts until destroyed or for a number of rounds equal to the die code of the power before it fades, melts, or whatever else is appropriate, whichever comes first. If the power has the Activated duration, the Manipulation construct lasts until destroyed or as long as the power is activated, whichever comes first. If the power has the Concentration duration, the Manipulation construct lasts until destroyed or as long as its creator is concentrating on it, whichever comes first.

For Manipulation constructs that can move or have skills, the creator is automatically telepathically linked with his creation. It will unquestionably obey his mental commands. The creation roll can be reduced by -2 making a Manipulation construct that has no telepathic link and responds to the creator's verbal commands only. (This modifier may not reduce the creation difficulty below 2.)

For high creation rolls, the Narrator may choose to allow the Effect Value to be distributed among one or more of the construct's characteristics.

The actual look of the Manipulation construct is up to the player and the Narrator. As guidelines, the player should consider the character concept and the age in which the character lives. Heroes from the 1960s grew up on television and movies that were vastly different from ones in the late twentieth century. Likewise, a character with an artistic bent would be more inclined to give their creation a flashier look than a more straight forward-thinking hero would.

One popular Manipulation construct is the barrier. To create a standard, one-shot barrier is a difficulty of 3 against the creator's *know-how* (Manipulation) skill. The barrier has an Armor Value equal to three times the die code of the creator's power. Its size is 1 percent of the base amount that the hero can affect with his power. Thus, with 11D, a hero could make a barrier that is 1 foot thick, 100 feet wide, and 11 feet tall (for example) with an Armor Value of 33.

Note that, unless the hero specializes in creating Manipulation constructs, for die codes between 5D and 11D, the Narrator should further increase the base difficulty if there is little of the needed element available.

To include powers in the creations, the characters need to take other powers or have other powers and/or Mimicry Linked to their Manipulation power.

Generally, each creation of a construct counts as one

action. Nonetheless, if the construct is composed of numerous similar items and all parts work together for a single effect (such as a swarm of angry hornets intent on stinging target), the Narrator can allow the player to generate them with a single roll. Furthermore, the hero must always use the parts of this complex creation together. For example, each hornet may not sting a separate target.

The Narrator should feel free to go beyond the suggestions on the table and increase or limit the types of characteristics that can be included in each Manipulation construct created, as appropriate for the character or adventure.

Feature	Modifier
Body Points (base amount: two times the die code of the power)	+1
Increase Body Points (per 10 points)	+1
Movement (to move at a number of feet per round equal to three times the die code of the power)	+1
Increase Speed (per 5 feet per round)	+1
Lifting (base value: two times die code of the power—use appropriate column, based on die code of the power, on the "Lifting Difficulties & Modifiers" chart in the <i>Metropolis Sourcebook</i> , pages 64–65, or page 208 of the <i>DC Universe Roleplaying Game</i> rulebook; other skills equal to their creators')	+1
Increase lifting (per +1D)	+1
Skill enhancement modifier* (per skill; per +1D of creator's skill improved)	+1
Include hero's power (per power; must already have power separately; see next modifier for Linked powers)	+2
Include Linked power (for powers Linked to Manipulation power)	+1
Defense Value (for inanimate objects; one-quarter of the die code in the power, rounded down)	+1
Passive Defense Value (based on creator's <i>Reflexes</i> or <i>dodge</i> plus any enhancement modifiers)	0
Increase Defense Value/PDV (per +1)	+1
Base Damage Value (three times the die code in the power, regardless of how it's administered; no <i>Physique/lifting</i> bonus is added unless the Manipulation construct has the <i>lifting</i> skill)	+1
Increase BDV (per additional amount equal to the die code in the power)	+1
Armor Value (three times the die code in the power; the Manipulation construct does not gain this Armor Value, though someone behind it would get it)	+1
Increase size (per additional 1% of base amount, up to amount for base die code)	+1
Additional size increase (per die code beyond base die code)	+10

*Note: The Narrator may restrict the number or types of skills modified.

Constructs” sidebar for more details about Manipulation constructs, and the aspect chart for more information about traps.

13D: Sheathe himself in water.

15D: Transform into a water elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against water-based attacks.

FORCE MANIPULATION

This subclass of Manipulation powers deals with the raw forces of nature.

Electricity Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: normal; also see aspects chart

Managing Skill: *know-how (Electricity Manipulation)*; see also aspects chart

Specializations: specific aspect

Description: The hero can manipulate electricity.

Electricity Manipulation Aspects

Die Code: Control of Power

1D: The hero is immune to electrical shocks. The duration of this aspect is Permanent.

3D: The hero can shoot a bolt of or sheath a body part in electricity. The hero must use the *brawling*, *martial arts*, or *marksmanship* skill to attack, as appropriate. The projection is about the width of the user (maximum) and is aimed at one target.

He can also create controlled electrical discharges that disrupt electrical systems. If the hero doesn't want to destroy the machine or seriously harm a creature, he can create a field of static electricity. The difficulty is +2 to the *marksmanship* to hit the system at a distance, or a Moderate *know-how (Electricity Manipulation)* roll if the hero is touching the ma-

chine or creature. The field interrupts the proper flow of electricity to machines, causing them to short. (One machine is affected for every 3D in the power; +1 to the difficulty for each additional machine.) To living creatures, the static electricity field does an amount of damage equal to the die code of the power, plus the Effect Value of the skill roll. For exceptional rolls or at higher die codes in the power, the Narrator may allow the hero to have more control over the results, such as increasing the number of machines affected or causing shock in living creatures.

6D: The hero can manipulate the flow of electricity in his general area (20 feet by 20 feet).

There are a number of applications of this aspect: The hero can recharge or act as a power source for electrical devices; the difficulty for this is 2, increased depending on the delicacy of the device. The hero can cause brown-outs, which remove power from the system and cause it to stop functioning. This doesn't harm the system, and the normal flow of power resumes (assuming the machine is turned on) once the effect has been removed. The difficulty is 2 for one device; +1 for each additional device. The hero can also now create static electricity fields (as described in the 3D aspect) at a difficulty of +1 to the *marksmanship* difficulty, or an Easy *know-how (Electricity Manipulation)* roll.

9D: The hero can use electricity as a means of transportation as long as there are wires, machines, or another electrical conductor for him to flow into. He uses *piloting (self)* for maneuvers. His traveling Speed is limited to the speed that the electricity flows through the wires or other devices.

Alternatively, the hero can ride a bolt of electricity. The hero must be near a large enough power source to generate the bolt. The hero can travel for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers and *flying* for increasing altitude. The maximum altitude he can reach with the element is 5,000 times the die code in the power.

His transportation default (“gliding”) Speed equals his walking Speed. He uses *flying* and the Human column

on the Speed Manipulation chart for increasing speed, with every two dice (rounded down) in the power providing one automatic success.

12D: The hero can use his power to travel without conductors. Essentially, he becomes a streak of lightning that leaps from one location to another. The jumping does not harm equipment, and the distance between electrical systems must be one mile times the die code in the power or less; in sight; and in a straight line. He uses *piloting (self)* for maneuvers, but his traveling Speed now equals the speed of light, and he cannot alter this rate.

15D: The hero can call down a lightning bolt from the sky (weather permitting). The lightning bolt does five times the die code in power in damage to whatever it strikes, unless the target is properly insulated. He can also sheath himself in electricity, giving him an Armor Value equal to three times the die code in the power. This armor only protects against mental attacks with a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

Gravity Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Gravity Manipulation)*

Specializations: specific aspect

Description: The hero can control gravity. He can make objects weigh more or less, although the amount of material in them stays the same. He can also cause an object to float, though not move (unless pushed), by lessening the planet's gravitational pull on it.

The area of effect equal the amount listed in the “Effect Volume” chart.

To determine how much an item weighs in the new gravitational pull, multiply the weight by the number of g affecting the item. For example, a man weighing 200 pounds in 1 g weighs 400 pounds in a 2-g field and nothing in a zero-g environment.

Characters accustomed to 1-g environments react differently when gravity changes. In environments with gravities less than 1 g, all *Reflexes* and *Coordination* difficulties are increased by +1 and *Physique* difficulties (except *resistance* actions) are lowered by -1. The distance characters can throw objects increases by a number of feet equal to one divided by the number of g's. Thus, an object in a 0.01-g environment can travel an additional 100 feet or until it leaves the field or is stopped by something—this also means that objects in zero-g fields can travel forever in a straight line, unless they exit the field or something stops them. In environments with gravities greater than 1 g, all *Reflexes*, *Coordination*, and *Physique* (except *resistance*) difficulties increase by a factor equal to the number of g's, rounded down. Thus, in a 1.25-g field, the difficulty modifier is +1, while in 2.5 g, the difficulty modifier is +2.

For those with the Jump power, the distance increased is in yards. For those with Flight, the distance increased is multiplied by 1,000 feet. However, in this instance, the additional distance only lasts as long as the individual remains in the modified gravity field.

Objects in zero-g fields float when moved.

In environments with gravities greater than 1 g, all *Reflexes*, *Coordination*, and *Physique* (except *resistance*) difficulties increase by a factor equal to the number of g, rounded down. Thus, in a 1.25-g field, the difficulty modifier is +1, while in 2.5 g, the difficulty modifier is +2. The distance objects can be thrown is reduced as well. The number of success used to determine distance is reduced by the number of g, rounded down. The distance is then figured as normal. If the adjusted total is zero or less, then the object is dropped in front of the character. (As a general rule, unless an object already has a range listing, its ranges are [x 5 feet]: PHYS-2/PHYS-1/PHYS, where PHYS refers to a *Physique* or *lifting* roll. The Narrator should adjust this depending on the aerodynamics, size, and weight of the object. Naturally, the player can't throw anything she can't lift.)

Characters who become exceptionally heavy may have difficulty keeping upright. In gravities of 2 g or higher, the character must make a *lifting* roll against his new weight (see the "Lifting Difficulties & Modifiers" chart on pages 64–65 of the *Metropolis Sourcebook* or page 208 of the rulebook for difficulties). This counts as an action, but he does not include the gravity modifier in this instance only. If the character fails the roll, on subsequent rounds, he takes damage equal to the current g, rounded up. If the current g is 3.25 g, then he takes 4 points of damage until the gravity is lowered to 1 g or less.

Objects in gravities higher than 2 g may collapse under the increased weight; they take damage equal to the current g, rounded up.

Falling damage is determined differently when the gravity varies from 1 g. Multiply the amount of damage the character would have taken by the number of g, rounding up. For example, a character falling 30 feet would take 6D of damage in a 1-g environment. If that environment is increased to 1.75

g, then he takes 11D of damage; while in 0.25 g, he takes 2D of damage. This also means that a character can't fall in zero g; rather, the character is injured from being pushed into objects (damage is determined normally, except that the Effect Value is not included in the Damage Total).

Gravity can affect how much damage a dropped or thrown object will do. Multiply the amount of damage that the object does by the number of g, just like damage is determined when falling. In zero g, figure the damage normally, but do not add the Effect Value to the Damage Total.

The base rate of gravity change is 0.25 g per die code in the power. The base difficulty to cause any effect is 1, increased by +1 for each additional 1 g. It takes one action to increase or decrease gravity.

Gravity Manipulation Aspects Die Code: Control of Power

1D: The hero can control the effects of gravity on himself or others (the player must choose one). He instinctively knows how to move under various gravities, so takes no *Reflexes*

WEIGHT CHART

This chart offers some examples of what various items weigh at 1 g (standard Earth gravity). You can use it as a baseline with Gravity Manipulation and for determining *lifting* difficulties.

Item	Weight in 1 g
Stop sign	60 pounds
1 cubic foot of water (about 7.5 gallons)	62.425 pounds
Human child	80 pounds
Mailbox	100 pounds
Human adult female	140 pounds
Human adult male	170 pounds
Streetlight	300 pounds
Car	3,500 pounds
Pickup truck	5,000 pounds
Small plane	12,000 pounds
Small yacht	30,000 pounds
City bus	50,000 pounds
M1A1 Abrams tank	135,000 pounds
Commercial jet	700,000 pounds
Ticonderoga-class destroyer	18,932,000 pounds
Ocean cruise ship	140,000,000 pounds
Empire State Building	730,000,000 pounds

or *Coordination* penalties under low gravity. If the hero affects others, he can also selectively control gravity to generate a beam of force that does three times the die code in damage to the target. The projection is about the width of the user (maximum) and is aimed at one target. The hero uses *marksmanship* to aim to beam, at +1 to the difficulty.

3D: The hero can survive in high-gravity environments. While he still takes the high-gravity modifiers, he doesn't worry about becoming too heavy to move. (Of course, if the hero can effect himself, he can act to negate the high gravity.)

5D: The hero can control the effects of gravity on himself and others.

10D: The hero is attuned to gravitational fields around him and senses changes in them. The duration of this aspect is Permanent.

Magnetic Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Magnetic Manipulation*); see aspects chart

Specializations: specific aspect

Description: The hero can manipulate magnetic forces.

Magnetic Manipulation Aspects

Die Code: Control of Power

1D: The hero can move objects that are susceptible to magnetic forces. Use the "Lifting Difficulties & Modifiers" chart on pages 64–65 of the *Metropolis Sourcebook* or page 208 of the *DC Universe Roleplaying Game* rulebook to determine the difficulty. The player must meet or beat this number with a roll of his Magnetic Manipulation power. (Use the die code of the power to determine which column to use.)

3D: The hero can bend or twist material affected by magnetism. Roll this power versus the Defense Value of the material to see if the item reshapes. The Narrator may also call for a *know-how* (*Magnetic Manipulation*) roll to find out if the item bends into the desired shape.

6D: The hero can fly by using his power. The hero can stay aloft for a number of hours equal to the die code of the power, and his base altitude is 5,000 times the die code in feet. To do stunts he must use the *piloting* (*self*) skill. To increase his altitude, he uses *flying*.

His transportation default ("gliding") Speed equals his walking Speed. He uses *flying* and the Human column on the Speed Manipulation chart for increasing speed, with every two dice (rounded down) in the power providing one automatic success.

9D: The hero can significantly alter the shapes of objects or combine them into new forms (take metal filings and make them into a pair of handcuffs). As with simple manipulations, the player must make two rolls. One roll is with the power against the Defense Value of the materials to see if the hero can affect the shapes. The other roll is with *know-how* (*Magnetic Manipulation*) to determine if the final form is what the hero expects. If the first roll fails, the hero cannot attempt the second roll.

12D: The hero can shape magnetic forces. He can create bonds of pure magnetism. The difficulty equals the target's Defense Total plus +1. The attacker uses *marksmanship* to create the bonds and hit the target. To break free, the target must make a *Physique* or *lifting* roll against the number of successes (generated with this power) used to create the bonds. Attempts to get free count as actions. He can shape a bubble of protection with an Armor Value equal to three times the die code of the power. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis). He can make a cushion of magnetic force under objects—even those not ordinarily affected by magnetic forces—and move them at a Speed equal to two times the die code in feet.

15D: The hero can focus the force of magnetism: He can send a beam of magnetic force at a target no more than the die code in feet away. The beam has a Base Damage Value equal to three times the die code of the power. The projection is about the width of the user (maximum) and is

aimed at one target. The target may be of any material. Alternatively, he can send a pulse with a maximum radius of 100 times the die code in miles. This pulse does 10 times the die code in damage to any electrically powered device if it is in operation; otherwise, it has no effect. (The hero must choose the effect before sending out the pulse or it has the first effect.)

Sonic Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Sonic Manipulation*); see aspects chart

Specializations: specific aspect, specific sounds

Description: The hero can manipulate sound.

Sonic Manipulation Aspects

Die Code: Control of Power

1D: The hero can project a deafening beam of sound. The Base Damage Value of the beam is three times the die code of the power. The target is rendered deaf for a number of rounds equal to the die code of the power (–1 to initiative, and +4 to any sound-based skill difficulties, such as *artist* (*musical instrument*) rolls). The hero uses the *marksmanship* skill to aim the beam.

3D: The hero can harm objects by using sonic vibrations. The hero rolls the power versus the Defense Value of the object. If he succeeds, the object takes up to three times the die code of the power in damage. If it is reduced to zero Body Points, it shatters.

The hero can also amplify sounds. The difficulty is 2 to increase a sound by 10 decibels, and +1 for each additional 10 decibels thereafter. Normal speaking is about 30 decibels, rush hour traffic is about 70 decibels, and 140 decibels will render a human deaf, possibly permanently.

5D: The hero can disrupt the equilibrium of a being by manipulating her inner ear. The hero rolls his power versus the *Physique* of the target. If the hero succeeds at this roll, the target falls down (and takes falling damage if high enough).

9D: The hero can mimic sounds he has heard. The difficulty for a listener to detect the falsity of the sound equals the success total used to generate it. The Narrator should increase or decrease the success total depending on the complexity of the sound and the listener's familiarity with it.

12D: The hero can use finely tuned sonic vibrations for specific effects (shaking a can of soda pop out of a machine, vibrating open a lock, cleaning off an object). The player rolls *know-how* (*Sonic Manipulation*) against a difficulty based on the complexity of the action and set by the Narrator.

15D: The hero can create tremors and earthquakes through intense sonic vibrations. The hero can cause an earthquake of up to his die code of the power minus 10 on the Richter scale. For example, a hero with 15D in Sonic Manipulation could cause an earthquake of 5.0 on the Richter scale.

Speed Manipulation

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent, except where noted in the description

Range: normal for adding/removing Speed Force only; not applicable otherwise

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Speed Manipulation*), *willpower*

Specializations: specific aspect, specific actions involving speed or the Speed Force

Description: The hero can move and perform actions at superspeeds. The source of this power may be external (for humans, who tap into the Speed Force) or internal (for some non-humans).

When the hero reaches 5D, 10D, or 15D in the power (after hero creation), he feels a calling from the Speed Force. (Although, he doesn't necessarily recognize it as such; the call also represents the urge of speedsters to go faster.) He must make a *willpower* roll as stated in the "Speed Manipulation Aspects" chart or succumb to its call. (Naturally, the player can use Character Points to improve the *willpower* roll.) If the hero fails the *willpower* roll, he must use his Speed

Manipulation and all of his Character Points in an attempt to attain the speed of light. (This is 186,283 miles per second, which means 45 or more successes for 5D in the power, 35 or more for 10D, 25 or more for 15D.) If this attempt fails, the hero doesn't hear another calling by the Speed Force until the next peak.

Every time the hero attains the speed of light, he must make a successful Heroic *willpower* roll. If he fails, one of two affects occurs. The Speed Force absorbs the speedster (and the character is no longer playable). Alternatively, the speedster is bounced into the future to a time determined by the Narrator (as has happened to Max Mercury on a couple of occasions). If the roll is a success, the hero may operate at that speed or faster with no ill effects until the hero drops below the speed of light. Once below the speed of light again, the hero must make the roll the next time he reaches or breaks that barrier.

The number of actions listed in each die code level is not cumulative, and a hero cannot specialize in a number of actions (only in superactions). The die code of the power is added to the Passive Defense Value of the hero when he's moving; thus the power provides some extra protection.

Running and flying difficulties are based on the "Speed Manipulation" chart on page 117, instead of being figured in the usual way. Speed Manipulation can also be used with *swimming*, but the resulting movement rate is half of what is listed in the chart. The die code in Speed Manipulation determines which column the character rolls on.

The speed of sound is about 1,088 feet per second. However, although many speedsters regularly attain or surpass this speed, they rarely generate sonic booms.

As with all other Manipulation powers, this power may not have the Self-Only or Others-Only limitations.

Speed Manipulation Aspects

Die Code: Control of Power

1D: The hero receives a permanent +2 bonus to initiative. He also gains the Invulnerability power with a specialization in heat-generating and friction sources. (See the Invul-

nerability description for details on this power.) This aspect has the same die code as his Speed Manipulation power. The Invulnerability (heat) works only when he is moving. If the hero has the full Invulnerability power, that power substitutes for this part of the aspect.

3D: The hero can perform up to twice the die code in actions each round.

5D: The Speed Force calls the hero. He must make a successful Difficult *willpower* roll or succumb to its call as detailed in the description.

6D: The hero can vibrate through solid objects. The difficulty of this aspect is the Defense Value of the material through which the hero wishes to vibrate. The player rolls the die code of the power to determine the success.

9D: The hero receives an additional permanent +1 bonus to initiative. The hero can also perform up to five times the die code in actions each round. For example, at 9D, the hero may perform up to 45 actions in each round.

10D: The Speed Force calls the hero. He must make a successful Very Difficult *willpower* roll or succumb to its call as outlined in the description.

12D: The hero receives an additional permanent +1 bonus to his initiative.

15D: The hero can perform up to 8 times the die code in actions each round. Using his *know-how* (*Speed Manipulation*), the hero can manipulate speed for a variety of effects. Some examples: He can accelerate an object by giving it some of the Speed Force, and decelerate it by taking some of the Speed Force away. He can cover himself in a suit formed of solidified Speed Force (which has an Armor Value of the die code. This armor protects against mental attacks only if they have a physical component, such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis). However, at this level, if he vibrates through solid objects, he does the die code in damage to that object (regardless of his intent to harm it).

The Speed Force calls the hero. He must make a successful Heroic *willpower* roll or succumb to its call as presented in the description.

Speed Manipulation Sample Effects

Characters using Speed Manipulation can manipulate the Speed Force to produce a variety of effects that of-

ten mimic the Air Manipulation power. The difficulties of all of these suggestions are geared toward characters of 11D or greater. Those with Speed Manipulation of 5D or less need to in-

crease the difficulty by +10, while those with Speed Manipulation powers of 6D to 10D have a difficulty modifier of +2.

Some possible effects include:

➤ Catch small items (such as bul-

HANDLING SPEED MANIPULATION

Speedsters provide a unique challenge to Narrators. How can a Narrator deal with a character who can do so much in so little time?

Two main types of situations occur in an adventure: combat and noncombat. Speedsters can be problems in both situations—if you let them.

In combat situations, multiple attacks are the biggest problem for Narrators who have players with Speed Manipulation-empowered characters. If speedsters want to attack someone numerous times with their Speed Manipulation, the Narrator has some options for addressing this issue. She can have the player determine success and damage for a fraction of the total actions the character gets for the die code. Then the Narrator multiplies the result by a suitable modifier. For example, if the speedster can perform 150 actions, the Narrator would have the player determine the success of five attacks, add together the Damage Totals, and multiply the result by 30. Alternatively, the Narrator may opt to say that an excessive number of punches to a villain would leave him battered and bruised. This is considered an abuse of power by the speedster, who gains a Villain Point and now is hunted by the police.

Now let's say that two speedsters are pitted against each other. If one speedster was standing still and attempting to hit another moving speedster, then the attacking speedster would roll his combat skill versus the other speedster's Passive Defense Value plus Speed Manipulation die code. But if the attacker was moving alongside the other speedster, which is usually the case, the powers will typically cancel each other out.

If two characters with Speed Manipulation are fighting each other while moving at superspeeds, the increase to their Passive Defense Values are negated unless one character has a higher Speed Manipulation die code than the other. In this case, the difference between the two die codes is added to the Passive Defense Value of the speedster with the higher die code.

For example, Flash is trying to catch Impulse (Bart's been bad.... again). If Wally was standing still and Bart was running, then Wally would have to use his *brawling* of 4D to hit Bart's PDV of 11 (which includes his Speed Manipulation). Now if Wally started running at the same time, he would have to beat Bart's PDV of 2, because he is moving at the same rate or faster than Bart.

When Wally was standing still, a moving Bart would have to hit Wally's PDV of 3, but when Wally started running, Bart would have to hit Wally's PDV of 12 (PDV 3 + 18 [Wally's die code] - 9 [Bart's die code]).

If Bart were fighting his archenemy Inertia, who also has 9D in Speed Manipulation, when they were both running, they would both use their base PDVs because their Speed Manipulation die codes cancel each other out.

In the case of noncombat situations, Narrators have sev-

eral options as well: Eliminate the Wait option and give players a time limit of about 60 seconds (real time) to figure out what they want their characters to do. This adds a touch of realism to the game by simulating the faster thinking processes of speedsters. It also forces players to use all of their actions on their turn or lose them. After trying to come up with numerous actions each round in only a few seconds for a couple of rounds, players tend to be more reasonable in what they decided to do.

Alternatively, the Narrator could have the player roll for only the most important actions and let the player automatically do the rest. Additionally, the Narrator should require that certain actions (such as reading an entire encyclopedia or sorting a stack of data chips) count as several actions. More importantly, actually understanding what the speedster has read at that speed could result in a higher *scholar* difficulty.

Depending on the item, Speed Manipulation can be used to shorten the time it takes to make an item. However, Speed Manipulation (except at high levels or using certain specializations) won't make a bacteria culture mature faster or make paint dry quicker. However, it would take the character less time to design, research, and put the parts of an item together. For simplicity, Narrators can say that the amount of time it would take a normal human to do a certain task is divided by the actions multiplier for someone with Speed Manipulation. Thus, someone with 3D in Speed Manipulation has an actions multiplier of 2 (he can do twice as many actions in a round at that level), so he can create an item in half the time of a normal person. Narrators should adjust this as appropriate for the situation.

Furthermore, the Narrator may give the character a success bonus equal to one-half of die code (rounded down) to certain tasks. This bonus only counts with a series of similar tasks, each with the same difficulty, in which failure at one stage has no effect on the difficulty of the next stage. These include mindless, repetitive tasks or activities in which the character needs to guess the correct combination in a limited amount of time. Some examples of this include: inputting codes into a keypad that is not linked to a security system, or putting chips or blocks into their correct spots or in a particular order, or searching through a stack of cards or books for a particular, simple image, phrase, or similar piece of information.

The option for repetitive tasks is different from doing an activity faster. In those cases, there are only one or two difficulties to roll against, and the Narrator should follow the option for reducing time spent on the project instead of allowing the bonus.

Remember the Flash can do many actions at once (as he has shown in the past), but he chooses not to. In the end, it's up to the Narrator to decide what players can and can't do with their superspeed.

lets) out of the air, if the hero is already moving at superspeeds. This adds +3 to *catch* difficulties.

➤ Walk on water, which adds +4 to *running* rolls.

➤ Walk on walls and other solid surfaces, which adds +2 to *running* rolls.

➤ Spin arms or fingers exceptionally fast and generate a blast of wind. A *marksmanship* roll is needed to hit the target. This blast can blow over a target (causing the target to lose up to one-half of the power's die code, rounded up, in turns getting up) or send the target backward a distance equal to 10 times the Effect Value. To send a target backward increases the difficulty by +1.

➤ Vibrate a body part to produce a more potent close combat attack. This adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

➤ Create a cushion of wind by twirling arms or fingers rapidly that can lift up a target. The column starts at a volume equal to 5 percent of the base amount that the hero can affect with his power (see the "Area of Effect" chart at the beginning of this chapter). If he chooses, the hero can increase the size at a rate of 1 percent of the base amount per round that the hero concentrates on keeping the column, up to the maximum the hero can affect.

The difficulty to create the cushion is a *marksmanship* roll at +4 to the difficulty (though for very large objects, the Narrator should further increase the difficulty).

➤ Whip up a violent, swirling air storm or water spout (as appropriate for the conditions) by running in circles. The

difficulty to create the storm is a *know-how* (*Speed Manipulation*) roll of 3, increased by the size of the storm. The amount depends on the die code of the power; the initial amount is one-quarter of the amount listed in the "Area of Effect" chart.

To all targets in the storm's area of effect:

- The storm does the die code in damage (except to the target of the storm, if there is one; see below).
- All difficulties (except attacks) increase by the one-half of the die code (rounded down).
- The difficulty of all sight-based attacks increases by one-third of the die code (rounded up).
- All talking is prevented.

For superb rolls, the Narrator may opt to allow the Effect Value to be dis-

tributed among one or more of the storm's characteristics.

Alternatively, the character can choose to focus the storm by running in circles around one person or object with *marksmanship* at +3 to the difficulty (though for very large objects, the Narrator should further increase the difficulty). This allows the speedster to lift up the target and hold it in the air or throw it.

If the speedster intends to continue suspending the target, subsequent rolls are rolls of the storm's *lifting* score. (The storm's *lifting* score is two times the die code in the power.) Use the appropriate column (based on the die code of the power) of the "Lifting Difficulties & Modifiers" chart in the *Metropolis Sourcebook* (pages 64–65) or in the *DC Universe Roleplaying Game* rulebook (page 208).

SPEED MANIPULATION

Human (1D–5D)	Difficulty		Result		
	Metahuman (6D–10D)	Superhuman (11D–15D)	Feet/round	Miles/round	Miles/hour
1	—	—	367	0.07	50
2	—	—	550	0.10	75
3	—	—	733	0.14	100
4	—	—	1,100	0.21	150
5	—	—	1,467	0.28	200
6	—	—	2,200	0.42	300
7	—	—	3,667	0.69	500
8	—	—	5,133	0.97	700
9	—	—	7,333	1	1,000
10	—	—	11,000	2	1,500
11	1	—	14,667	3	2,000
12	2	—	22,000	4	3,000
13	3	—	33,000	6	4,500
14	4	—	44,000	8	6,000
15	5	—	73,333	14	10,000
16	6	—	110,000	21	15,000
17	7	—	146,667	28	20,000
18	8	—	198,000	38	27,000
19	9	—	264,000	50	40,000
20	10	—	396,000	75	60,000
21	11	1	660,000	125	85,000
22	12	2	924,000	175	125,000
23	13	3	1,320,000	250	175,000
24	14	4	1,980,000	375	250,000
25	15	5	2,640,000	500	375,000
26	16	6	3,960,000	750	550,000
27	17	7	5,280,000	1,000	775,000
28	18	8	7,920,000	1,500	1,000,000
29	19	9	10,560,000	2,000	1,500,000
30	20	10	13,200,000	2,500	2,000,000

If the speedster decides to throw the target, then, on a successful attack against an animate target, the target makes a *Physique* or *lifting* roll against the Effect Value of the attack. If the target fails this roll or is inanimate, he is hurled in a random direction a number of feet equal to two times the die code. Upon impact, the target takes damage equal to the die code of the power plus the Effect Value of the *marksmanship* roll. The maximum weight the storm can throw is 50 times the die code of the power in pounds.

Weather Manipulation

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Weather Manipulation*); see also aspects chart

Specializations: specific aspect; specific type of weather

Description: The hero can manipulate the weather patterns of a planet. The effect of any change lasts for the die code in hours. The radius of the effect is 10 times the die code in feet.

Weather Manipulation Aspects

Die Code: Control of Power

1D: The hero can cause minor changes in the outdoor weather. The hero may change the temperature by 10 degrees Fahrenheit, the air pressure by one pound per square inch, and the humidity by 10 percent for each die in this power.

3D: The hero can project wind or lightning from her body. The Base Damage Value is equal to three times the die code of the power. The hero must use the *marksmanship* skill to aim the projection. The projection is about the width of the user (maximum) and is aimed at one target.

6D: The hero can use her power for transportation purposes. The hero can travel for up to the die code in hours before having to rest. To do stunts, she must use the *piloting (self)* skill. The base altitude she can reach with the element is 5,000 times the die code in the

power, with the maximum being 55 miles above Earth's surface. (This is the top of the mesosphere; beyond this, the air becomes too thin to be used for creating weather.) She uses *flying* for increasing altitude. The default ("gliding") Speed equals her walking Speed. She uses *flying* and the Human column on the Speed Manipulation chart for increasing speed, with every two dice (rounded down) in the power providing one automatic success.

9D: The hero can cause major changes in the outdoor weather. The hero may change the temperature by 40 degrees Fahrenheit, the air pressure by 10 pounds per square inch, and the humidity by 40 percent for each die in this power.

12D: The hero can create weather indoors at the same rate as she does outdoors.

15D: The hero can cause massive weather changes anywhere. The difficulty is based on the amount of change the hero is attempting to initiate. She may change the temperature by 70 degrees Fahrenheit, the air

pressure by 20 pounds per square inch, and the humidity by 70 percent for each die in this power.

UNIVERSE MANIPULATION

This subclass of Manipulation powers allows the hero to reshape the fabric of the universe itself. The Narrator must approve the use of any of these powers.

Energy Manipulation

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: normal; also see aspects chart

Managing Skill: *know-how* (*Energy Manipulation*); see aspects chart

Specializations: specific aspect, specific type of energy

Description: The hero can manipulate the electromagnetic spectrum. This includes gamma rays, X-rays, ultraviolet radiation, visible

WEATHER MANIPULATION EFFECTS EXAMPLES

Use these descriptions to determine current weather and what the character must do to get the desired effect.

Cold Snap: The temperature is 30° F or lower. The victim takes 1D in damage at 30 degrees, and an additional 1D in damage for each 10° lower.

Fair Weather: The air pressure is between 30.10 and 30.20, with low relative humidity. The temperature remains constant or changes very slowly over several hours.

Fog: The humidity is 100 percent. The atmospheric pressure is less than 30.80 pounds per square inch. The temperature is over 40° F. Sight-based difficulties are increased by +3.

Heat Wave: The temperature is at least 50 degrees above normal. Relative humidity is less than 100 percent. See the Fire Manipulation aspect chart at 5D for suggestions on how this affects its victims.

Precipitation: The relative humidity is 100 percent. Air pressure is 30.00 or below. If it's raining, the temperature is above 32° F. If it's snowing, the temperature needs to be below 32° F. For freezing rain, sleet, the water droplets start out as rain, but as they fall to the ground, they pass through one or more layers of freezing air. Add +1 to the difficulty to create freezing rain, +2 for sleet, +3 for small hail (1 point of damage per round), +4 for large hail (2 points of damage per round).

Wind Storm: Any sudden change in pressure in a small area will cause winds as the air from the higher pressure area rushes into the lower pressure area—the greater the change, the greater the storm. A steady drop in temperature from highs of around 80° F adds rain and lightning to the violence. See the 11D aspect under the Elemental Manipulation description for some ideas of what a wind storm can do.

light, infrared radiation, microwaves, and radio waves. Essentially, the hero gains all of the aspects of the Light Manipulation power—and more.

Energy Manipulation Aspects

Die Code: Control of Power

1D: The hero can see with or sense any part of the electromagnetic spectrum. He ignores all darkness and blindness modifiers.

3D: The hero can project a beam of or sheath a body part in energy. The hero must use *brawling*, *martial arts*, or *marksmanship* to make the attack, as appropriate. The projection is about the width of the user (maximum) and is aimed at one target.

5D: The hero can affect one aspect of one form of electromagnetic radiation per action, if some of it is already present in the same area. This could be its frequency, coherency, direction, or intensity. The hero could, for example: Bend light to become invisible to the eye, though the character can still be smelled, felt, and heard. Create holograms consisting of simple shapes and a single color. Generate a flash effect that could blind opponents; the difficulty to blind a target equals the target's *Reflexes* or *dodge*. Targets that do not use light to see or who have X-ray Vision or Sonar Sense are unaffected by the flash.

7D: The hero can shift or create energy or affect several aspects of one form of electromagnetic radiation per action. Affecting more than one form of electromagnetic radiation in a single action increases the difficulty by +5 per form. Use the 7D aspect of Elemental Manipulation for difficulties and modifiers related to shifting and creating energy. As one example, the hero could create hard-light holograms (essentially, Energy Manipulation constructs; see the "Creating Manipulation Constructs" sidebar for more details on how to generate this effect). The hero can mimic Electricity Manipulation and Magnetic Manipulation aspects at +2 and Sonic Manipulation aspects at +3 to the difficulties listed or implied in the respective power descriptions.

9D: The hero can use energy for transportation, either by flying with a trail of energy behind them or by becoming energy. (This energy is not

harmful to the hero or his environment.) He may move using this power for a number of hours equal to the die code before he must rest. To perform stunts, he uses the *piloting (self)* skill. He uses *flying* to increase his flying altitude (the base altitude equals 5,000 times the die code of the power).

When traveling with a trail of energy behind them, the hero's default ("gliding") Speed equals his walking Speed. He uses *flying* and the Human column on the Speed Manipulation chart for increasing speed, with each die in the power providing one automatic success.

The hero can extend his energy field to help others fly. If the hero is moving at his gliding Speed, then the difficulty is a *know-how (Energy Manipulation)* roll at 1 for one person, increased by +1 for each additional person. When the hero uses *flying*, the difficulty of the roll increases by +1 per additional person. The ability of the target person to fly lasts while that person is within line of sight.

When traveling as an energy streak, the hero's flying Speed equals the speed of light, and he cannot alter this rate. Additionally, he cannot make any other actions while flying. Likewise, as energy, he can pass through solid objects, but that also means he cannot make any ramming attacks and he cannot carry anything.

11D: The hero can sheathe himself in one form of electromagnetic radiation. The Armor Value of the sheathe equals three times the die code of the power; this armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

13D: The hero can affect one or more aspects of one or more forms of electromagnetic radiation per action. This is similar to the 7D aspect level, except that there is no increase in difficulty for using more than one type.

15D: The hero can become energy. In this form, he can disrupt energy; absorb and use it to power an energy discharge; and create fields of various types of energy. The hero can regulate or absorb the flow of 100 times the die code of the power in megawatts.

Magic Manipulation

Base Cost: 25

Specialization Base Cost: 8

Duration: Activated (cannot be Permanent)

Range: normal

Base Damage Value: depends on spell cast

Managing Skill: *arcane lore* or *know-how (Magic Manipulation)*

Specializations: specific class of powers, specific power, self only, others only

Description: The hero can manipulate magical energy.

This version of Magic Manipulation is only one of many ways a magic user can manifest her powers. Players and Narrators should be certain to adjust this power's manifestation to suit their particular character concepts.

There is no limit to the number of spells a hero may cast (and thus no limit to the number of effects that the hero can have out there), but the character may only cast one per round. If the Narrator agrees, the player could take a multi-action penalty to cast more than one spell in each round. Alternatively, the Narrator could require you to take time to design a spell that allows the character to produce multiple effects in one action.

At die codes lower than 10D, the hero may use only spells designed by other magicians. Heroes with higher die codes may think of and use spells on the fly. To cast a spell designed by someone else, the hero must meet or beat the creation difficulty number.

To create a spell, the hero must first have at least 10D in the power. Then she decides on the effect, which must mimic one or more specializations (or aspects) of one of the powers listed in this chapter. The difficulty is then based on the power type of the effect, the number of aspects involved, and the duration. The Narrator uses the accompanying difficulty and modifier chart to determine the difficulty number. (The Narrator may include additional modifiers as conditions warrant.) No roll is necessary to see if the spell can be created, but it takes one round (or more, for exceptionally complex formulas) to create a spell.

There are several aspects to creating spells. The caster needs to decide the power class and aspect of the power the desired effect mimics, the number of rounds needed to cast the spell, and so on. See the chart below

for difficulties and modifiers for casting spells.

Only those with arcane lore and Magic Manipulation may cast spells inscribed on scrolls or tomes, but anyone may use a magic-imbued item.

MAGIC MANIPULATION DIFFICULTIES & MODIFIERS

Power Class

Effect Mimics

	Difficulty
Physical	3
Mental	4
Transportation	5
Protection	6
Manipulation	7

Specifics

	Modifier*
One aspect/effect of power	0
Additional aspects/effects (per additional aspect beyond first)	+1
Base rounds to cast (typically 1 round; may be higher for more complex or dangerous spells)	0
Additional rounds to cast (per additional round beyond first; may not reduce difficulty below 1)	-1
Use number of focuses dictated by die code (examples: a simple vocal phrase; a single, simple gesture; a few handy components; spellbook or scroll)	0
Use additional focus (per additional focus; can be combined to create a complex focus, such as a speech, a song, a dance, several gestures, several handy components)	-1
Additional focus used (per additional focus used beyond first)	-1
Duration (base: die code in hours; hero can rely on or use the effects of the spell again for this length of time without recasting it)	0
Extended duration (per additional hour beyond base)	+5
Reduced duration (per hour less than base, to a minimum of 1 round)	-1
Infuse an object with a spell (per use of the spell by activating the object)	+1
Object requires activation to use spell (per type of activation required; examples: a simple vocal phrase; a single, simple gesture)	-1
Inscribe a spell on a scroll or in a spell book	+1

*Note: The minimum difficulty of casting a spell is 1.

Magic Manipulation Aspects

Die Code: Control of Power

1D: The hero can cast spells from tomes or scrolls created by other magicians, but she must use one other focus.

5D: The hero can memorize spells others have created or cast them from written formulas. In either case, she must use one additional focus when actually casting the spell (but, if memorized, does not need to have the book or scroll with her).

10D: The hero doesn't need to memorize spells or use any foci when casting the spell; she can create effects merely by thinking of the desired outcome. However, when creating effects, the hero must use them immediately; they cannot be inscribed.

15D: Though the hero may create effects immediately, she can also inscribe spell formulas into tomes for later use and create magical items without using pre-existing spells.

Matter Manipulation

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: know-how (Matter Manipulation)

Specializations: specific aspect, specific material, chameleon

Description: The hero can manipulate the different types of inorganic and simple organic matter and himself as gasses, solids, or liquids. This includes, but is not limited to, those covered by the Elemental Manipulation powers, except Light Manipulation, Darkness Manipulation, and Plant Manipulation.

Matter Manipulation Aspects

Die Code: Control of Power

1D: The hero can alter the shape of matter in simple ways (creating a hole in a wall by relocating the material's molecules into other parts of the wall), as well as increase or decrease the amount present. The hero cannot increase an existing amount of element more than its starting size plus the amount from the "Area of Effect" chart. The hero can-

not decrease an existing amount of element to less than nothing. Refer to the 7D aspect under Elemental Manipulation for suggested difficulties and modifiers.

3D: The hero can project matter from his body. He can only shoot out one type of matter in each action. The Narrator may require a *know-how* (Matter Manipulation) or *science* roll for generating complex or unusual types of matter; this roll counts as an action. Alternatively, the Narrator can opt to increase to the *marksmanship* difficulty. The Base Damage Value of the projection generally equals three times the die code of the power, but the Narrator may opt for a higher or lower Damage Value depending on the material being projected. The hero uses *marksmanship* to aim. The projection is about the width of the user (maximum) and is aimed at one target.

Examples: Spray out poison or acid. The difficulty to shoot out poison or acid is +2 to the *marksmanship* difficulty. The poison does the die code in damage per round until the victim makes a successful resistance roll against a difficulty equal to two times the die code of the power. The acid does the die code in damage per round until the victim washes off the acid.

Another possibility is an antidote spray. The difficulty to generate it is +2 to the *marksmanship* difficulty, or a Difficult *know-how* (Matter Manipulation) roll. (The Narrator may decide to lower the difficulty if the hero has a sample of the compound the antidote is supposed to work on.) The antidote adds a success bonus equal to the die code of the power to any *resistance* roll; the Narrator may opt to include additional points for exceptional generation rolls. The antidote lasts for a number of hours equal to the Effect Value of the roll before evaporating or breaking down, though the effect of the antidote is permanent.

5D: The hero can change one type of matter into another (though not himself). The difficulty depends on how far apart the original form of the matter is from its new form, as well as how much of the original object is being changed. Use the "General Modifiers" chart to determine the dif-

ficulties. The matter's change is permanent. See the 10D aspect of this power for some ideas of effects that the change can have.

The hero can also cause matter to break down, if it isn't already in its simplest form. The rate of break down is one day per die code, +1 to the base difficulty of 2 for each additional day.

7D: The hero can use matter for transportation. The matter used must be of a single, simple design (such as dirt, fire, liquid silver) and it disappears a few rounds after the hero has passed. The hero can travel for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers and *flying* for increasing speed. The maximum altitude he can reach is 5,000 times the die code in the power.

His transportation default ("gliding") Speed equals his walking Speed. He uses *flying* and the Human column on the Speed Manipulation chart for increasing speed, with every two dice (rounded down) in the power providing one automatic success.

The hero can also tunnel through matter. When tunneling, use the suggested difficulties listed under the 9D aspect of Earth Manipulation. Increase the difficulty further for harder or more complex matter.

10D: The hero can change the makeup of his physical form into another type of matter, from a simple skin color alteration to transforming into a steel golem. He gains its ordinary (nonmagical) strengths and weaknesses without losing his mobility or ability to think or communicate. For example, he can change his body into steel or rock for more protection, or he can transform into a liquid or gas and slip into otherwise inaccessible places. Depending on the material, the Narrator may allow him to ignore all wound level and massive damage modifiers (if using these combat options) when in a different form.

For solid materials, the hero receives an Armor Value equal to the die code in the power plus two times the Defense Value of the material (see page 198 of the rulebook for some suggestions). This armor protects against mental attacks only if they have a physical compo-

nent (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis). For example, if a hero with 10D in Matter Manipulation changes himself into steel, his Armor Value would be 22 (10 + [2 x 6]).

For gasses and liquids, the hero's body remains complete; he won't lose anything to evaporation. He can spread his body out over an area equal to his original volume, and then he can draw himself back together. He gets no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind and energy attacks are harmful).

This effect lasts until the hero changes to his normal form or is rendered unconscious. If knocked unconscious, the hero reverts to human form, with 1 percent of his original Body Points; however, he remains unconscious until he receives medical aid or he gains back Body Points by resting.

13D: The hero can spontaneously create matter. The material appears near her in a specified location when her turn comes up in the next round. The amount depends on the die code of the power; the initial amount is one-quarter of what is listed in the "Area of Effect" chart. The base difficulty is 2, adjusted depending on how much the hero wants to affect the material.

15D: The hero can reshape and alter matter into complex forms (changing a huge boulder into a swing set). Use the "General Modifiers" chart and "Creating Manipulation Constructs" sidebar for some suggested difficulties and modifiers.

Mechanical Manipulation

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *know-how* (Mechanical Manipulation)

Specializations: specific aspect, specific machines, specific type of machine

Description: The hero can manipulate any mechanically constructed device, from cars and trucks to computer systems and satellites.

Mechanical Manipulation Aspects Die Code: Control of Power

1D: The hero can understand the language of machines and communicate directly with them without any hook-up to the machine.

5D: The hero can control the functions of any machine. He may control up to his die code of machines at one time. If the hero attempts to control more machines than his die code, he must make a *know-how* (*Mechanical Manipulation*) roll every round or fall unconscious, losing control of all the machines. Add +2 to the base difficulty of zero for each additional machine.

10D: The hero can combine different machines to make a new, "patchwork" machine. He can combine up to 1,000 times his die code in pounds of machinery. The player rolls *know-how* (*Mechanical Manipulation*) against a difficulty set by the Narrator. The difficulty depends on the ability to function and the complexity of the new machine. The new form of the character is bound to the characteristics of the machines it is created from.

12D: The hero can project his consciousness into any machine. If his physical form is destroyed, he must make a Heroic *Physique* roll or his

mind perishes with his body. If the roll is successful, the hero's mind lives on in the machine and can transfer itself between machines through any normal means of data transmission (modem, electrical output, and similar methods).

15D: The hero can reshape any mechanical construct into a new form. The new form may be a replica of the hero's old body, except with, for example, a plasma cannon for a left hand, or an entirely new design. The difficulty depends on the complexity of the new form and the available components. The hero uses *know-how* (*Mechanical Manipulation*) to determine success.

Reality Manipulation

Base Cost: 30

Specialization Base Cost: 9

Duration: Activated (cannot be Permanent)

Range: not applicable

Base Damage Value: depends on power used

Managing Skill: specific skill using, managing skill for the power using

Specializations: specific aspect, specific part of reality

Description: The hero can ma-

nipulate certain aspects of reality. Because this power is Activated, if the hero is knocked unconscious, he loses any changes he makes to himself, and he reverts to his original scores.

When the hero wants to use or boost a certain power or skill, he must take one round to do this; he can take no other actions. He can

Narrators should strictly regulate the use of this power because it can severely imbalance a game.

Reality Manipulation Aspects Die Code: Control of Power

5D: The hero may use any skill at the same die code as is in the power.

10D: The hero may double or halve any or all attributes.

15D: The hero may use any of the powers for any effect he wishes at the die code of the Reality Manipulation power. However, he still must obey the limitations inherent in any power he selects. For example, if he decides to take Speed Manipulation at 15D, he must immediately make an Extremely Difficult *willpower* roll or be absorbed by the Speed Force (and the player may no longer use him).

NEW DISADVANTAGES

Age (-24D, -12D, +1D, +9D, +18D): The hero is older or younger than the average starting hero (for humans, this is about 18 to 25 years old). This Disadvantage does not count toward the maximum number of Disadvantages a starting hero may have. Additionally, this Disadvantage, unlike other Disadvantages, may lower the total number of dice in the hero's Dice Pool.

The progression on the chart assumes that the character is human and doesn't have the Longevity power. Other races may have different maturity levels; the Narrator and the player should decide on this before creating the hero. Characters

with the Longevity power must decide whether the Longevity increases the time spent at each age level or kicks in at the character's maturity (usually 17 to 19 years old; the player must pick the maturity age). If the starting character is older than the maturity age, then the Longevity power starts at whatever the character's current age is.

The Age: Young Disadvantage cannot be bought off. As the hero moves to the next age level, the hero takes the bonuses, penalties, and Speed of the new level. When the hero reaches the age of 18, she loses the Age: Young Disadvantage, including all of its bonuses and penalties. If the hero has not used

all of her skill Character Points by this time, she also loses those.

Heroes younger than 21 have all kinds of restrictions placed on what they can do, where they can go, and what they can buy. Actual restrictions vary based on nation, state, and city, but typical constraints include not being allowed to go into bars, drive cars, or purchase alcohol, tobacco products, and over-the-counter drugs. In some places, the cities also have curfews set.

Furthermore, up until the age of 16, kids must worry about school if they don't have understanding tutors or parents. Characters can take the Employed Disadvantage to simulate

schooling requirements. (When taken with this package, the Employed Disadvantage does not count toward the maximum number of Disadvantages.)

The Age: Old Disadvantage can only be bought off by taking the Longevity power plus spending 20 Character Points per die code in each attribute lowered.

At the Narrator's discretion, characters who reach 60 years old automatically gain the Age: Old Disadvantage. As per the gaining Disadvantages rules in the *Narrator's Screen's* book, each hero also gains 27 Character Points while receiving -1D to all *Reflexes*, *Coordination*, and *Physique* attributes, but not lowering any attribute below 2D.

Childish Appearance (+1D):

The hero looks young for her age, which means that most people don't give her the respect they might give others who look older. All *intimidation* and *persuasion* rolls are at a +1 to the difficulty. All *charm* rolls get a +1 success bonus. These penalties and bonuses are cumulative with any other penalties or bonuses from other Advantages, Disadvantages, and powers.

Forgetful (+4D): The hero has trouble remembering details. She receives a +1 to the difficulties of all *Knowledge*-related rolls and relevant *Perception*-related rolls.

AGE DISADVANTAGE

Age	Max Attributes	Max Skill ¹	Disadv. Value	Speed	Skill CPs ²
Young: 1–6	2D	3D	-24D	25	240
Note: Cannot improve attributes until reach next age level; Narrator must approve all skills taken; cannot take Youthful Appearance or Childish Appearance; +4 to difficulty of all <i>intimidation</i> & <i>persuasion</i> rolls; +3 success bonus to all <i>charm</i> rolls.					
Young: 7–11	3D	5D	-12D	25	120
Note: Can improve attributes to max of 4D; Narrator must approve all skills taken; cannot take Youthful Appearance or Childish Appearance; +3 to difficulty of all <i>intimidation</i> & <i>persuasion</i> rolls; +2 success bonus to all <i>charm</i> rolls.					
Young: 12–17	4D	7D	+1D	30	0
Note: Can improve attributes to max of 5D; no skill restrictions; cannot take Youthful Appearance; +1 to difficulty of all <i>intimidation</i> & <i>persuasion</i> rolls; +1 success bonus to all <i>charm</i> rolls.					
Average: 18–59	5D	8D	Not applicable	30	—
Note: Typical starting character age for humans; use normal character creation.					
Old: 60–80 ³	4D (RCP) 5D (KPP)	15D	+9D	30	0
Note: Use normal character creation.					
Old: 80+ ³	3D (RCP) 5D (KPP)	18D	+18D	30	0

Note: Use normal character creation.

Notes

1. The maximum skill value is the starting skill value, which is determined before including Superattributes. After character creation, there are no restrictions on the maximum skill value. The minimum skill level for any attribute is 1D.
2. Skill CPs are skill Character Points. Skill CPs are extra Character Points that can be used only for improving attributes and gaining and improving skills and powers, if the hero is at the appropriate age level to do so. They cannot be used during hero creation or for any other reason. Once a character has run out of skill CPs, he can dip into his normal Character Points pool to make improvements.

Attributes cost 20 Character Points to improve, up to the maximum allowed for the race. Once the hero reaches the maximum die code for the attribute or 18 years old, attributes may no longer be improved without taking the Superattributes power.

3. These ages and maximum attribute values assume that the character has been taking reasonable care of herself. If this is not the case (and should thus be reflected in lower attribute values), the character should also have the appropriate Physically Limited or Forgetful Disadvantages. RCP refers to *Reflexes*, *Coordination*, and *Physique*. KPP refers to *Knowledge*, *Perception*, and *Presence*.

NEW DRAMATIC EFFECTS CARDS

On the next page, there are nine new Dramatic Effects cards for you to use. (You may want to photocopy them and affix them to cardboard or stiff paper for durability.)

Dramatic Effects cards can increase player involvement in adventures and encourage roleplaying. You can find more information about using Dramatic Effects cards on page 45 of the *Narrator's Book* (which comes with the *Narrator's Screen*).

ACTION/DIALOGUE:

"OUR TEAMMATE
NEEDS HELP!"

REWARD:

ACT FIRST IN THE
NEXT ROUND

30

ACTION/DIALOGUE:

"WE HAVE MORE
PRESSING MATTERS
TO ATTEND TO
THAN THIS."

REWARD:

NEGATE AN
OPPONENT'S
SUCCESSFUL
ACTION AGAINST
YOU

31

ACTION/DIALOGUE:

"WE'RE GOING TO
SEND YOU BACK
TO WHERE YOU
CAME FROM!"

REWARD:

+1 SUCCESS TO ANY
ONE COMBAT ROLL

32

ACTION/DIALOGUE:

COMFORT A TEAMMATE
WHO'S FAILED A ROLL
ATTEMPTED WITH
CHARACTER POINTS.

REWARD:

1 CHARACTER POINT

33

ACTION/DIALOGUE:

"ALERT EVERYONE!
WE HAVE A PLAN."

REWARD:

+1 SUCCESS TO ANY
ONE COORDINATED
ACTION ROLL

34

ACTION/DIALOGUE:

DESCRIBE IN DETAIL
AN ATTEMPT TO SNEAK,
BLEND INTO A CROWD,
OR MOVE SILENTLY.

REWARD:

+1 SUCCESS TO
ANY ONE SNEAK
OR HIDE ROLL

35

ACTION/DIALOGUE:

DEMAND A VILLAIN'S
SURRENDER AND SAY,
"I HAVE THE FIREPOWER
TO PROVE IT."

REWARD:

ACT FIRST IN THE
NEXT ROUND

36

ACTION/DIALOGUE:

STRIKE A DRAMATIC
POSE BEFORE
YOU CONFRONT
A VILLAIN.

REWARD:

1 CHARACTER POINT

37



COURAGE

WHEN PLAYED, THE
HERO GAINS +2 TO ANY
PHYSIQUE OR
PRESENCE SKILL OR
ATTRIBUTE ROLL.

ANDROID & ROBOT CREATION

Kathy Sutton, wife of the Red Tornado, looks into his face searching for some sign of humanity and the person she once loved. The mentor of Young Justice just stands there and unemotionally states it is time for him to leave. His adopted daughter, Traya, leaps up, throwing her young arms around her father. Setting the child down, Red Tornado simply turns and leaves.

In a whirlwind, Red Tornado returns to the Young Justice headquarters only to find the place overrun with several hundred three-foot-tall robots with blinking chest plates. In unison, the mass of electronic wonders turn their robotic heads to identify the latest arrival. The parameters of their mission are clear: destroy Red Tornado. If Red Tornado could feel the emotion of hope, this would be a time to hope for the return of the young super heroes of Young Justice.

This chapter describes some of the special rules involved in creating android characters like Red Tornado. The chapter also delves into the use and construction of Narrator- and hero-assisting robots, such as the chest-blinking robots or a headquarters's security robot.

ANDROIDS VERSUS ROBOTS

Okay, so you want to play a robot. Sorry, we can't have that. How about



an android? Let us explain before you get all huffy: A robot is a mechanical construct that's created to do work; it has no independent thought. An android, on the other hand, is a mechanical construct that can think, learn, and adapt. So you see, it's totally illogical for anyone to actually play a robot. Who would want to follow a programmed series of reactions?

Now, just because you can't play a robot doesn't mean that your Narrator can't have one in his game. This chapter helps you to create either type of mechanical construct.

ANDROID HERO CREATION

The *DC Universe Roleplaying Game* rulebook covers the guidelines needed for creating players' characters. Designing an android character is essentially no different. They may also want to look for new rule additions in the other *DC Universe* supplements, such as the *Metropolis Sourcebook*.

Choosing to play an android opens up options for several new skills, powers, Advantages, and Disadvantages for a hero. The hero creation process is centrally the same; thus, players need primarily to refer to the main rulebook in developing their android hero. However, some of the descriptions and effects should be modified as appropriate for a mechanical entity. The following sections focus on some of the specifics to help players create android super heroes.

DICE POOLS & POWER LEVELS

The Narrator picks the Power Level of the adventure. A new android hero starts with the listed Dice Pool to purchase attributes, skills, powers, and other characteristics, just like any other character. This initial Dice Pool can be expanded with Disadvantages and spent on Advantages.

ANDROID PACKAGE

When a player decides to take an android as a character, he must first

purchase the android package, which costs 15D. Disadvantages gained by taking the android package do not count toward the maximum allowed for the Power Level. Narrators should make sure that players roleplay the restrictions that are innate characteristics of androids, even reducing the adventure reward because of poor roleplaying if necessary.

The package gets him:

➤ A body with four limbs, a torso, and a head. These parts are made of a light rubber-like resin, with the internal components carefully packed inside. The player may put the limbs anywhere on the torso he desires. However, if the placement is anything other than normal humanoid-shaped, upgrades, Advantages, and Disadvantages need to be taken to account for the eccentricities.

➤ The android also automatically gets the Unattractive Appearance Disadvantage, which means the character has a -1 success penalty to any *Presence* or related skill roll except *animal handling*, *disguise*, *interrogation*, and *willpower*. (This Disadvantage can be removed by taking the Human Appearance Advantage.)

➤ Weight between 130 and 300 pounds.

➤ Height between five feet and six feet.

➤ Different minimums and maximums for attributes: The minimum for *Reflexes*, *Coordination*, and *Physique* is 0D. There is no maximum for *Reflexes*, *Coordination*, and *Physique*. The minimum for *Knowledge*, *Perception*, and *Presence* is 1D. There is no maximum for *Knowledge* and *Perception*. The maximum for *Presence* is 3D. (See the "Attributes" section later in this chapter for more information, including costs of attributes over 5D.)

➤ Energy source: This is an internal electrical battery that the android needs to recharge by plugging into a household circuit or similar power source for several hours each day.

➤ Base Speed of 30 feet per round for androids with at least 1D in *Physique*. Characters that have 0D in *Physique* cannot move without outside help (such as being carried or put on a wheeled or treaded cart and pushed around). If the android can move without help, then the android must have at least 1D in *Physique*, regardless of whether the movement is by wheels, treads, legs, jets, or some other means.

➤ Emotionless: Because the typical android does not have an organic brain, they not only are resistant to

strictly on logic. Difficulties of *streetwise* attempts are increased by +3, because androids generally lack the social abilities needed to survive on the streets. Androids may not lie—though they may choose to reveal only part of what they know or even not to say anything rather than tell the truth. Androids may not take the *martial arts* skill, because this requires a greater intuition than the standard mechanical creation has.

Furthermore, they get the Photographic Memory Advantage (see page 23 of the *Narrator's Screen's* book) and Hides Emotion Disadvantage (see page 25 of the rulebook).

The emotionless characteristic of the standard android package can be removed by taking the Emotions upgrade.

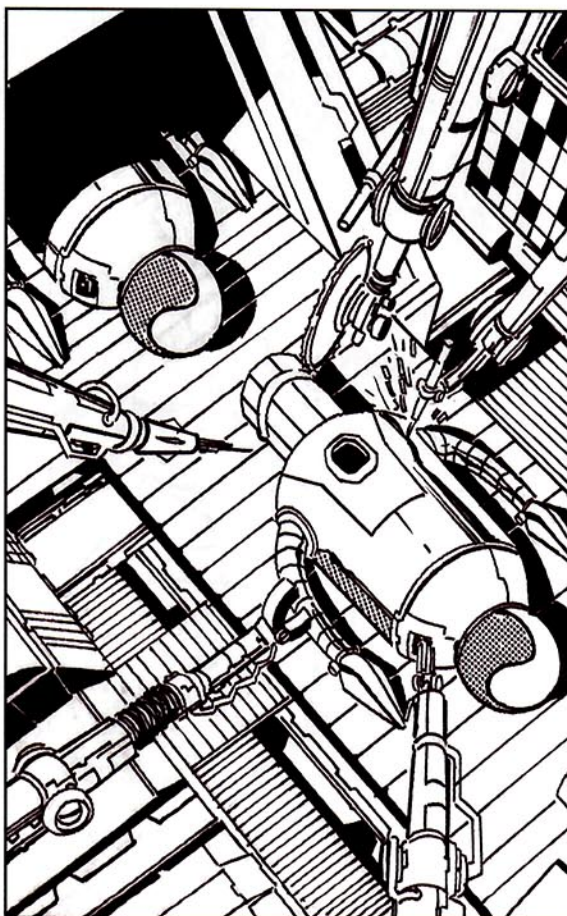
➤ Self-diagnostic system: The android has internal programs that allow him to check himself to see if he needs any repairs. He can also perform minor maintenance on himself (such as cleaning parts or replacing worn pieces).

➤ Never ages: The android will always have the same appearance, unless he makes changes to it. He needs to keep himself clean and have his systems checked regularly (about once a year) if he wants his components to last more than 100 years.

Android Upgrades

The player can decide to add upgrades to the base android package. The value in parentheses is added or subtracted from the package cost, but they cannot reduce the package cost to less than zero. These options have both Advantages and Disadvantages combined for a total cost, but they let you customize your android's form. Upgrades do not count toward the maximum number of Disadvantages a character may have. Upgrades may be purchased at hero creation or added on after. (After hero creation, the cost, in Character Points, is six times the listed die code, unless otherwise stated.)

Additional Actions (see description): The android can move faster



emotional-based activities, they can't use emotions or rely on intuition. Androids are immune to Mental powers that do not have a physical component (such as Empathy, Illusion, Mental Blast, Mind Control, Possession, and Telepathy). Similarly, they cannot use any Mental powers. Androids are unaffected by *bluff*, *charm*, and *intimidation* attempts or emotional appeals. However, androids may not take *charm* or *bluff*, and all uses of *persuasion* must be based

PERSONALIZING YOUR GAME

Naturally, Narrators and players should feel free to adjust the restrictions based on their individual campaigns. As with all rules in the *DC Universe Roleplaying Game*, the guidelines in this chapter were designed to reflect the DC Comics Universe. For example, you might decide to require android characters to take the Moral Code Disadvantage (instead of having it as an option).

However, if you do make any changes, be sure to note them and their reasons on your character sheet or campaign notes. This will help to smooth out the transition for a character to a new campaign with a new Narrator.

than normal. At hero creation, the cost is 8D for the first additional action, and 1D for each additional action thereafter. After hero creation, the rate is 40 Character Points per additional action.

Additional Limb (+4D per limb): The hero has additional limbs for manipulation. The cost is +4D per additional limb. These limbs may look like humanoid arms, tentacles, or some other kind of manipulator. The hero suffers +1 to difficulties for all *Presence* and *Presence*-related skill rolls except *animal handling*, *intimidation*, and *willpower*. The hero gains one additional action for every two additional limbs.

Attribute Improvement (+4D per attribute, per 1D): The android has had some key components improved which are reflected in increased attributes. The cost of +4D is to get +1D in one attribute. During hero creation, this upgrade needn't be taken; see the "Attributes" section later in this chapter for the cost of attributes during hero creation. After hero creation, the android may upgrade each attribute 1D per adventure. Note that, unlike a power, Attribute Improvement upgrades cannot be dampened by gadgets that nullify powers.

Emotions (-10D): The android is about as human as an artificial being can get. This could be a robot body with a human brain, highly sophisticated computer programming, or living brain waves imprinted on circuitry. The hero doesn't get the benefits from being emotionless (as described in the base android package), but she also can now take any skill or power without restrict.

Material Bonus (see description):

The hero is covered with something other than standard material. For every +1D spent on this upgrade, the hero receives an additional 3 points of Armor Value against physical attacks (bullets, fist, and so on), a greater unarmed Base Damage Value. However, all *repair* rolls are increased by +2. Additionally, for unusual constructions, the Narrator may require the android have the Unusual Energy Source upgrade. If the hero wants to dynamically adjust his weight, then he needs to take Density Manipulation.

Refer to the table below for specifics and some suggestions of construction material.

Unusual Body Points (see description): The android has more or less Body Points than normal for one of its size and material. The value is +1D for every 10 Body Points above the normal limit. The value is -1D for every 10 Body Points below the normal limit.

Unusual Energy Source (0 to -6D): The android gets his energy from a nonstandard source (which is kept in a storage unit that the android draws on as he uses it; thus he must be con-

nected to it at all times or he goes offline). This might be a fission or fusion microreactor, organic material conversion, solar energy, magic, or a power. The cost of obtaining an unusual energy source depends on several factors:

➤ The source is: common (0), rare in some locations and common in others (-2D), or difficult or expensive to obtain (-3D).

➤ The energy storage unit is: internal (0), external but easy to transport (-1D), or external and heavy or cumbersome to transport (-2D).

➤ The storage unit must be recharged: for several hours per day (0), for several hours each week (-1D), every hour (+1D).

If the android does not need to recharge through an external source, then he must take a power as the energy source. He may choose from any of the Elemental Manipulation or Force Manipulation powers or Energy Manipulation, Magic Manipulation, or Matter Manipulation for the power source. The hero needs only take the power source specialization, but to use the abilities of the power, she must take the full power.

The die code in the power, in addition to what it normally indicates, also describes how long the hero can remain active before needing to rest for several hours. If the hero is an area totally void of the focus of the power (darkness, plants, magnetism, energy, matter, magic, etc.) and the area is equal to or greater than that determined by the die code according to the chart on page 77 of the rulebook, he begins to gradually lose power.

MATERIAL BONUS

Material	AV	BDV bonus	Weight
hard wood	3	0	0
hard plastic	6	0	0
tin	9	+1	+10 pounds
brass, ceramic	12	+1	+20 pounds
concrete, iron	15	+1	+40 pounds
tempered steel	18	+2	+60 pounds
shale, quartz	21	+2	+80 pounds
granite	24	+2	+100 pounds
titanium	27	+3	+120 pounds
promethium metal	30	+3	+140 pounds

The hero's systems continue to function for a number of hours equal to the power's die code before the android shuts down.

Unusual Size (see description):

The hero is unusually small or unusually large. This is a permanent state for the android; to have the ability to grow and shrink at will, the mechanical being should be designed with the Size Manipulation power (possibly with the Density Manipulation power linked to it).

To increase size beyond the base height of six feet, it costs -1D for the each additional foot. The Narrator has the option to limit the maximum size of the android.

To decrease size, it costs -1D for each foot less than the base height of five feet, to a lower limit of one foot. Smaller than one foot costs +1D for each additional inch (to account for the greater intricacy of the android's hardware), to a lower limit of one inch. For androids smaller than this, the Narrator decides on the cost.

Androids much larger than the typical human will attract attention. *Charm*, *disguise*, and *shadowing* difficulties are increased by +2, while *intimidation* and *interrogation* difficulties are decreased by -2. The android also won't be able to comfortably use equipment, furniture, and buildings designed for normal humans. All *Reflexes*, *Coordination*, and *Physique* actions are at +2 to the difficulty (or more—or even impossible) when in confined spaces. Furthermore, bigger objects make better targets; use the scale option on page 196 of the rulebook to determine how much easier the android is to hit. However, the android gets an additional 4 Body Points for each additional foot beyond the base height of six feet.

Androids much smaller than the typical human must be cautious about getting stepped on. All *command*, *interrogation*, and *intimidation* difficulties are increased by +2, while *charm* and *shadowing* difficulties are

decreased by -1. It will be difficult or even impossible for the android to use equipment designed for larger beings. (The Narrator should use the generic modifiers described on page 200 of the rulebook to adjust the difficulty.) Likewise, smaller objects can be tougher to hit; use the scale option on page 196 of the rulebook to determine how much more difficult the android is to attack. The android also loses 4 Body Points from his starting total for each foot below the base height of five feet, to maximum loss of 16 starting Body Points.



Unusual Speed (see description):

The android can move faster or slower than normal. For every +1D spent in this upgrade, the base Speed increases by 15 feet per round. If he wants to move really fast, he needs to have the Speed Manipulation power or its Speed Manipulation (supermobility) specialization.

For -1D, the hero can reduce her speed to 15 feet per round. To be un-

able to move, the hero must have 0D in *Physique*.

ADVANTAGES & DISADVANTAGES

There are several new hero Advantages and Disadvantages. The die code for each entry represents the number of dice you add (for Disadvantages) or subtract (for Advantages) from your Dice Pool for the quirk or benefit.

The player and the Narrator should work together to decide on the

specifics of any Advantage or Disadvantage taken. Just about any Advantage or Disadvantage listed in any other *DC Universe Roleplaying Game* source can be taken. However, the player will need to tailor its manifestation for an android hero. Some Advantages and Disadvantages can be explained through equipment. For example, if the player decides to take the Advantage *Acute Sense* (smell), this would be described as an enhanced artificial sense of smell. Likewise, if a hero has the *Blackout* Disadvantage, the blackout could be interpreted as a circuit overheating during stressful periods. If the player can't come up with a sufficiently plausible explanation for how the Advantage or Disadvantage appears in the android character, the Narrator should not allow the hero to have that characteristic.

New Advantages

Human Appearance (-2D):

The hero has a polyresin "skin," synthetic hair (if desired), and glass or plastic eyes, giving the android a human-like appearance. The color of the skin, hair, and eyes can be any shade the player desires, as long as they are of normal range for a human. (This Advantage negates the *Unattractive Appearance* Disadvantage in the android package.)

Indomitable Programming (-3D):

The hero is unaffected by *command*, *interrogation*, *intimidation*, and *persuasion* attempts.

ANDROID ADVANTAGES & DISADVANTAGES

This list contains new Advantages and Disadvantages available only to androids.

Advantages

Human Appearance -2D
Indomitable Programming -3D
Resist Knockout -2D
Resist Harm -4D
System Failures -3D

Disadvantages

Bond to Creator +2D
Bug +1D or more
Curiosity +2D
Hate of Organics +1D to +3D
Manual Override +10D
Mission Superiority +2D
Moral Code +2D, +4D, +6D
No Limbs +5D, +7D
Secret Program +1D to +6D

Resist Knockout (-2D): The hero can take a lot of punishment. He cannot be rendered unconscious unless reduced to zero Body Points.

Resist Harm (-4D): The hero has no sensory nerve endings in his "skin." The hero ignores all massive damage and wound modifiers.

System Failures (-3D): Damage taken appears as failures in systems. When creating the hero, the player needs to draw a diagram of his character and distribute the Body Points among various systems. These can include the central processing unit, limbs, energy supply, integrated weapons, integrated gadgets, and so on. When the hero gets hurt, if a hit location wasn't determined through a called shot or with the "Hit Locations" chart on page 42 of the *Narrator's Screen* book, the player selects the area where the damage is taken. If the Body Points of one system drop to zero and there's still more damage to take, then Body Points are removed from the next system closest to the failed one. Additionally, the hero ignores all massive damage and wound modifiers. However, if the central processing unit (brain) or the energy supply fails, then the android ceases to function, regardless of the

status of his other systems.

New Disadvantages

Assistance with Maintenance (+1D to +5D): The android has no self-diagnostic system and needs help with performing routine maintenance. The value of this Disadvantage depends on who can assist and how easy it is to find that person. The assistant could be: Anyone (0), Someone with *Repair* or *Engineering* (+1D), or the Creator or Creator's Assistant (+2D). The ease of locating this person is: Easy (+1D), Difficult (+2D) (need advanced appointment, requires travel, etc.), or Nearly Impossible (+3D) (requires special travel arrangements or equipment to get to person; only can find person during certain, rare events).

Bond to Creator (+2D): The hero's creator's priorities take precedence over any mission the hero may have.

Bug (+1D or more): The hero has a bug in her programming or systems. Throughout each game session, the Narrator rolls one regular die. A success means that the android has no problems, while a failure indicates that something has happened. This Disadvantage has a couple of factors involved in it: the frequency of the bug appearing and the severity of the bug. Frequency levels include: Once per Adventure (0), When Use a Character Point or Hero Point (+1D*), When Roll a Critical Failure (+1D*). (*These two levels can be taken for the same bug.) Severity levels include: Loses Next Turn's Action (+1D per turn lost), Opposite Effect Occurs (+2D), Additional Effect Occurs (+1D per additional effect; player chooses effect), Additional Effect Occurs (+2D per additional effect; Narrator chooses effect).

Curiosity (+2D): The hero has an overriding sense of curiosity. He must investigate anything that looks suspicious or interesting, even if it conflicts with the mission. He must make a Difficult *willpower* roll to resist wandering off.

Hate of Organics (+1D to +3D): The hero has a hatred for organic lifeforms (specifically, humans). The level of the Disadvantage determines the strength of the hatred. At +1D, the

android dislikes working with humans, complaining and performing duties to the minimum of standards. At +2D, the android might actually refuse to perform certain, noncritical tasks (a *willpower* against *willpower* roll; if the android wins the roll, he can choose not to perform the requested task). At +3D, the hero must make a Very Difficult *willpower* roll to even consider working with a human.

Manual Override (+10D): Someone (perhaps the creator) has a code that, if used, would take away the hero's freewill. When the override is activated, the hero no longer can make decisions for himself; he is now controlled by someone else.

Mission Superiority (+2D): The mission of the group takes precedence over any sidetracks other members might suggest. Unless a task applies toward the completion of the mission, the hero will not cooperate.

Moral Code (+2D, +4D, +6D): The android follows a strict moral program. This might be an established set of human codes (such as bushido, the code of chivalry, or religious tenets), Asimov's Laws of Robotics (no robot may directly or indirectly injure a human being; a robot must obey orders from human beings, except when they conflict with the First Law; and a robot must protect itself, unless doing so would conflict with the First or Second Laws), reliance on pure logic, or something the player makes up.

The value of this Disadvantage depends on how easily it is for the hero to overcome the moral code. At +2D, whenever the hero is faced with a moral dilemma, the hero must make a Difficult *willpower* roll to proceed with the action that might go against the hero's moral code. At +4D, the hero will avoid all moral dilemmas, even if the alternative is more difficult. At +6D, the hero stops functioning when presented with a moral dilemma.

The Narrator can opt to allow other characters to take this Disadvantage.

No Limbs (+5D, +7D): The hero has no limbs. Any repairs, refuels, or anything needing extremities must be performed by an outside source. At +5D, the hero has wheels or jets to

move. At +7D, the hero cannot move without external help and the maximum she can have in *Reflexes*, *Coordination*, or *Physique* is 0D.

Secret Program (+1D to +6D): The hero has a program of unknown operation. Someone (who the android may or may not know) has a code to activate the program or a specific event triggers it. The program then overrides the hero's actions until it runs its course. The program can be anything from picking up the dry cleaning to assassination.

The factors involved in a secret program include the function of the program and who has the activation code or what triggers it. Function levels include: Mundane Task (+1D), Could Put Android in Harm (+2D), and Could Put Others in Harm (+3D). Levels of the code holder include: Friend (0) and Enemy or Unknown Person (+1D). Or, the even that triggers the program Happens Rarely (0), Happens Monthly (+1D), Happens Daily (+2D), and Happens Throughout the Day (+3D). The Narrator decides the actual result of the Secret Program. For example, Robotman has Secret Program at +3D, which is represented by his Y2K problem that turned his defensive systems offensive.

ATTRIBUTES

Humans have restrictions on how high or low attributes could be, but androids do not. The minimum for *Reflexes*, *Coordination*, and *Physique* is 0D. There is no maximum for *Reflexes*, *Coordination*, and *Physique*. The minimum for *Knowledge*, *Perception*, and *Presence* is 1D. There is no maximum for *Knowledge* and *Perception*. The maximum for *Presence* is 3D. For example, Kathryn creates an android that has no limbs and therefore would have a *Physique* of 0D. To balance the character, Kathryn increases the character's knowledge to 8D.

The cost of including attributes in an android character is 2D from the Dice Pool for 1D in an attribute, up to 5D; 3D for 1D for attributes of 6D to 10D; and 4D for 1D for attributes of 11D and up.

Androids who have 0D in an attribute can use no skills associated

with that attribute unless they purchase the skill and give the Narrator a good reason why the android can have that skill. Thus, Kathryn's android character with 0D in *Physique* cannot use the *lifting* skill. Unless Kathryn gives the android at least retractable tentacles, the android cannot have any dice in the *lifting* skill.

SKILLS

Skills represent for an android hero not only those aptitudes learned through experience and study, but also aptitudes gained during creation or programming. The android character gains and improves its skills and specializations through dice (at hero creation) or Character Points (after hero creation), just like other heroes.

The creator of an android often has a specific task for the creation. This is represented through the player's skill selection. For example, the android may have been designed for space exploration and would take several representative skills and specializations in *science* and *research*. Or if the android was developed for ambassador services, a garnishing of specific *languages*, along with *persuasion* and *willpower*, would be useful.

Willpower? Androids still need to have some *willpower* to resist *Presence*-based actions against them. They can still be swayed by logic, even if emotions don't work on them.

Remember that a character who takes the android package cannot take *bluff*, *charm*, or *martial arts* skills unless they also have the Emotions upgrade.

Androids can take skills even if they have 0D in the attribute. However, the player needs to explain how the android manifests the skill before the Narrator should allow that skill to be purchased. This also means that a character with 0D in the attribute cannot default to that attribute.

For androids with attributes of 6D or less, the maximum total for one skill plus one of its specializations is 8D (before adding the bonus from any Superattributes power). For androids with attributes of 7D or greater (not including the Superattributes power), the starting skill maximum is +1D over the attribute score. Maximums

should be checked for each skill and specialization combination.

It may be tempting to push the starting skill maximum for new android heroes, but a Narrator should let this happen judiciously. The starting boundary produces a well-rounded hero. The android characters need a chance to grow into the responsibility of higher skill values through several adventures, just like any other character.

Revised Skills & New Skill Specializations

The *resistance* skill is useful only to androids with organic components.

Some new *languages* specializations include binary, UNIX, or any other programming language.

Some new *repair* specializations include android, robotic, and self. Furthermore, the *repair* skill is used by and for androids and robots in the same way as the *medical* skill is used by and for organic beings.

Some new *computer ops* specializations include artificial intelligence programming, robotic programming, computer virus resistance, and computer virus creation.

POWERS

Players building android characters may want those incredible abilities beyond the average modern person. Purchasing a power for an android hero is done just like described in the "Hero Creation" chapter of the *DC Universe Roleplaying Game* rulebook.

Your artificial being may or may not have Mental powers, depending on how you describe your character. The answer is up to the Narrator and the player. The hero created could be so close to human that there is simulation or duplication of actual human mental facilities, which is represented by the Emotions upgrade. As such, the player may build her hero with Mental powers.

Another player may choose not to take the Emotions upgrade, because the player describes the hero's intelligence in terms of computer-programmed and reprogrammed reactions to environmental stimuli. This hero would not have access to Mental powers.

Most powers can be used in an android character without change except Healing and Resurrection. Healing and Resurrection may only be used on living beings, so, unless the android has organic components, these powers won't work on him. For an inorganic android to repair or restore itself, it must have the Mechanical Manipulation power or the repair specialization of that. (Use the "Healing Rate" chart on page 74 of the rulebook when using Mechanical Manipulation to figure out how many Body Points is repaired.)

At hero creation, the Narrator and player should work the specific manifestations of the hero's powers out. For one way of describing such powers in an artificial being, see the "Creating Devices, Gadgets, & Wonders" chapter of the *Metropolis Sourcebook*.

Power Limitations & Enhancements

As with Advantages and Disadvantages power enhancements and limitations can help you create a unique hero with a signature power. An android with the Superattributes: Physique is a strong, but ordinary, mechanical being, but an android with Superattributes: Physique and the Rechargeable and Uncontrollable limitations is an adventure waiting to occur. Yes, the hero has apparent weaknesses, but this can make for some interesting moments in game sessions. As an added bonus, the limitations can save on those precious dice in the Dice Pool.

TECH LEVEL

The Tech Level of a hero represents the maximum level of technology the character can comfortably use. Just because an android is a creation far beyond the capabilities of modern science does not mean the android understands or uses technology at that level. For example, a highly advanced alien race builds exploratory androids capable of melding with cultures found on other worlds. One of these androids lands on Earth and quickly assimilates the technological level found there, but he has no understanding of the technology used to create himself.

EXAMPLE ANDROID

Emma sits down to create a new character and decides to play an android. The Narrator has chosen Power Level 4 for the next set of super-hero adventures. Emma chooses to design a mechanical creation with artificial intelligence in a synthesized brain. Her character is trying to understand humanity and their emotions. Since the character doesn't have an organic mind, Emma decides the hero doesn't take the Emotions upgrade.

She further decides her hero is a lost creation of an evil scientist bent on seeking revenge against Martian Manhunter for some past wrong. Her character has begun to teach itself right from wrong and decides to leave its master, refusing to help in his malicious schemes.

P.I.T.A.C.

Reflexes 3D: *Brawling* 4D, *dodge* 5D

Coordination 2D: *Marksmanship* 5D

Physique 3D: *Flying* 4D, *lifting* 5D

Knowledge 2D: *Navigation* 3D, *research* 3D

Perception 3D: *Search* 4D, *shadowing* 5D

Presence 2D: *Command* 3D, *disguise* 3D

ADVANTAGES/DISADVANTAGES: Observant -2D; Dark Secret (created to spy on Martian Manhunter) +2D, Enemy (creator) +1D, Low Self-Esteem +3D, Secret Program (creator override, that could harm others) +4D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 38

NATURAL ABILITIES: Android package, Unusual Energy Source (chocolate, cream-filled cookies) -1D, Unusual Size (4 feet tall) -2D.

POWERS: Flight 3D, Natural Armor: Strengthened Skeleton 3D, Electricity Manipulation (electric projection) 2D

BACKGROUND: P.I.T.A.C., an enhanced spy android, was created simply to follow Martian Manhunter and report any findings back to its creator. The creator overdesigned the android for the task. As the android started becoming self-aware, she decided to assist the same humanity Martian Manhunter works to protect.

The Tech Level for synthetic beings starts at Modern (1). This can be raised or lowered through Advantages and Disadvantages. Specific rules for the most common use of Tech Levels (building items) are included in Chapter 13 of the rulebook.

OTHER DETAILS

There are a few other remaining details needed to be figured for your android hero: Speed, Passive Defense Value, Unarmed Base Damage Value, *Physique/lifting* bonus, Hero Points, Villain Points, Character Points, and Body Points. These are determined and adjusted in the same way other characters are created, though don't forget to include any upgrades that you added to the standard package. See

pages 36–38 in *DC Universe Roleplaying Game* rulebook for specifics.

You'll also need to think of a name and some background details for your character. Page 38 of the rulebook offers some suggestions on names, and the "Adding Depth to Characters" chapter in the *Narrator's Screen's* book delves into creating characters who are more than just a name and some numbers.

TIPS ON PLAYING AN ANDROID

Now that you have an android hero, let's discuss how to play this character. Look at the upgrades, Advantages, Disadvantages, skills, and powers that you took for the character. Then determine just how each of

these characteristics manifest in the android. Unlike most living creatures, androids are born fully grown. They often don't have childhood experiences to fall back on, instead relying on the extent of their programming. Thus, while they may seem intelligent, they are more prone to make social gaffes or are unfamiliar with colloquialisms.

You also need to decide how the android feels about humanity. Often, androids are on a quest of seeking humanity, whether it be an attempt to become human or just to understand humans. How proficient in human culture is the hero? Is she indistinguishable from a normal human? Or is she just on the android side of a robot? Androids without the Emotions upgrade should be played more like a stiff but adaptable computer, while androids with the Emotions upgrade and the Human Appearance Advantage can seem indistinguishable from a regular human.

However, the android may be bitter toward his creator or believe that humans are inferior beings. (This is represented by the Hate of Organics Disadvantage.) In either case, the android will always express disdain toward living creatures, if not outright refusal to work with them.

Another factor to consider is maintenance and upkeep. The android may be able to take care of himself, going into a certified robot repair technician or engineer occasionally for a thorough checkup (just like humans need to do). Alternatively, the android may require help in performing periodic maintenance. The assistant could be the creator, the creator's assistant, or someone assigned to care for the android. This includes care of the body and checking for any problems. Proper upkeep keeps an android running better and longer than without it.

The android's early days are equally important. When was the hero created and by whom? Why was the android created? Was he created as a super soldier or a lab assistant?

Was he created just for fun?

Another option to consider is the alien android. Perhaps the hero was sent as a scout, whether for conquest or simple information seeking.

Androids need goals, just like everyone else. The goal could be something assigned by the creator, or something the android pick up along the way. Maybe his goal is to find out what his mission is!



One common android background is the character who has no idea how it was made or even who put it together. The hero was apparently born yesterday but seems preprogrammed with intelligence. This character has a couple of options—to find his creator or understand the surrounding world (or both). Sure the android hero would understand and speak English in a literal manner, yet how would he react to “Hey dude! What’s up?” Maybe the android would look up and start discussing the cloud cover, skyscrapers, and birds!

ROBOT CREATION

Robots supply an invaluable resource to Narrators, and they are found throughout the DC Universe. They are nonsentient automatons with a programmed algorithm they must follow. They can be used for maintenance, security—just about anything. *Presence* skills have no effect on them.

In other words, these characters have no personality. They do what they are told, and only what they are told. They cannot be persuaded to do something outside their parameters. That doesn't mean they can't be reprogrammed...

The process of creating a robot—from a simple excavating robot to a full fledge battle mecha—is like any other gadget or wonder. Thus, use the “Creating Devices, Gadgets, & Wonders” chapter in the *Metropolis Sourcebook* to figure out costs and the “Equipment Creation” chapter of the *DC Universe Roleplaying Game* rulebook to determine the steps necessary to make the automaton. (This latter chapter is most useful after hero creation.)

Narrators don't need to concern themselves with the costs of each characteristic in the robot. Players, however, either have to spend dice during hero creation, or a combination of money and Character Points after hero creation to build a new assistant.

There are some aspects of the equipment creation chapter in the *Metropolis Sourcebook* that need expanding for robots. Use that chapter as your starting point, substituting the aspects discussed here where necessary.

The base package for a robot is the same as for an android, except that there is no package cost, the robot can be of any size and weight, it does not have attributes, and it does not have the Hides Emotions Disadvantage. See the “Android Package” section earlier in this chapter for other specifics of this package. This also

means that upgrades can be added in the same way as with an android.

Size: The robot can be of any size and weight, but very large and very small robots require greater resources. See the Unusual Size upgrade earlier in this chapter for restrictions that go along with unusual sizes.

Speed: The base Speed for mechanical creations is 30 feet per round. This can be increased an additional 15 feet per round for the cost of 1D or three Character Points. The Speed can also be enhanced with the purchase of powers or an appropriate movement skill.

Reducing the Speed lowers the cost by -1D or three Character Points for each 15 feet per round decrease down to a minimum Speed of zero. If the robot's Speed is zero, it can't move.

Movement may be provided by legs, wheels, treads, hoverjets, or something similar and appropriate for the medium the robot will most likely travel through or on. (Example mediums include water, space, and ground.)

Passive Defense Value: The Passive Defense Value for automatons either shows how quickly the robot can move out of harm's way or reflects the material strength of the robot. If the machine has the *dodge* skill, then the Passive Defense Value is calculated the same way it is for heroes (see page 38 of the *DC Universe Roleplaying Game* rulebook). In the case of nonmoving robots, then the Passive Defense Value depends on the type and strength of the material the equipment is made of. Check the "Inanimate Objects" chart (page 198 of the rulebook) for some material suggestions. The Passive Defense Value can be increased by 2 points for every 1D or three Character Points spent on the creation.

Enhancement Modifier/Skills: Robots don't give enhancement modifiers to their users. Instead, a robot is preprogrammed for each task it can do, which means that it's given skills to represent this programming. However, most robots don't have dice in attributes, though highly sophisticated robots might have the *Knowledge* and/or *Perception* attributes. (To give these to a robot costs 4D for 1D

in the attribute, or nine Character Points. Robots with these attributes can adapt to circumstances and make limited decisions not necessarily covered by their programming, that is, their listed skills. All skill attempts that default to the *Knowledge* or *Perception* attribute are at +2, instead of a hero's typical +1 penalty for defaulting to an attribute. This accounts for the robot being smart but not terribly creative.)

A robot can only attempt an action it has the skill for. Any action that requires a skill the mechanical construct does not have cannot be done. For example, a hero and a robot are challenged with picking a locked door. If neither has the *lockpicking* skill, the hero gets to attempt to roll her *Reflexes* with +1 to the difficulty of the task. The simply programmed robot would not be able to pick the lock at all, because it doesn't know how.

Additional Information: Put your concept of the robot—its functions, typical reactions, and limitations—in this section. This will help you remember just how useful the robot really is.

Advantages/Disadvantages: Robots differ from other devices, gadget, and wonders in that they can have Advantages and Disadvantages. Robots can be given any of the android Advantages and Disadvantages described in this chapter. Robots that are intended to function as human liaisons automatically get the Unattractive Appearance Disadvantage (though the value of the Disadvantage is not deducted from the total robot cost). The creator can negate this by purchasing the Human Appearance Advantage.

At the Narrator's discretion, the Narrator may allow other Advantages or Disadvantages to be included, such as Acute Balance, Acute Sense of Direction, Acute Senses, Fast Reactions, Obscure Knowledge, Observant, Speed Draw, or Uncoordinated. Naturally, the Narrator should review any Advantages or Disadvantages given and the reasons for including them.

Natural Abilities: List here the features of the base package for a robot, which is the same as for an android minus the Hides Emotions Disadvantage. (Reference the "Android Package" section earlier in this chapter its other

specifics.) Also describe here any upgrades that were added to the robot.

Powers: Although robots can certainly have powers like a character, try to resist explaining features in terms of powers instead of through Base Damage Value, skills, Armor Value, or other normal (and cheaper) characteristics.

Powers in robots function like powers in characters, with a few exceptions: Robots may not have any Mental Powers. Healing and Resurrection work as described in the *Metropolis Sourcebook* (page 71).

EXAMPLE ROBOT

The Narrator decides in the next adventure to have the players' characters confronted with several three-foot-tall chest-blinking robots. These little bots can jump and cling from wall to wall to surround their victims. Also the little guys should be fairly tough but not be overly offensive individually.

Chest-Blinking Robots

Size: 3 feet tall

Speed: 300 feet per round

Passive Defense Value: 2

Base Damage Value: 3D (+1 *Physique/lifting* bonus)

Skills: *brawling* 3D, *climbing* 2D, *dodge* 4D, *catch* 3D, *leap* 3D, *lifting* 3D, *running* 3D, *languages (English)* 2D, *navigation* 2D, *search* 3D, *surveillance* 2D, *tracking* 4D, *willpower* 6D

Body Points: 30

Additional Information: The CB-ots were created to threaten the members of super-hero teams—and their first target is the JLA and Young Justice. Their tactics are to single out individual members of these teams and use sheer mass of numbers to overtake the hero.

Advantages/Disadvantages: Resist Knockout -2D; Bond to Creator +2D, Mission Superiority +2D.

Natural Abilities: Android Package (minus the Hides Emotion Disadvantage), Unusual Size (3 feet tall) -3D.

Powers: Clinging: Metal 3D (limitation: Rechargeable -2D), Jumping 3D (limitation: Rechargeable -2D), Natural Armor: Plating 2D.

HANDLING HIGH-POWERED HEROES

All heroes are not created equal. That's a cold, hard fact, something that plagues many a team of heroes with a wide variety of relative super-power levels in its membership. After all, when you've got Superman, do you really need Plastic Man hanging around—other than for comic relief?

The answer, strangely enough, is yes.

In fact, all you have to do is pick up a copy of the latest issue of *JLA* to see why. Check out the lineup. You couldn't get a more disparate group of heroes together in one place. The only thing that binds them all together is that they're each the best there is at what they do—or at least close enough that it hardly matters.

A lot of novice Narrators make several mistakes handling campaigns with heroes with different super-power levels. This chapter points some of these pitfalls out to you and offers some solutions to help guide you around them.

THIS IS NOT THE "SUPERMAN & HIS FRIENDS" SHOW

Each player comes to the game with certain expectations, the most prevalent of which is that he's going to have fun. For that to take place, he has to have his character involved in the adventure as much as any other character. As Narrator, it's up to you to make sure that happens. Otherwise, the lower-powered heroes are going to feel like back-up singers to the highest-powered hero's lead. No one in the game wants to feel like that. They want

to be part of the main event.

Treat your team like an ensemble cast. Don't spend too much time focusing on one hero to the exclusion of the others. Give them all equal time.

There are a couple ways to make everyone feel like they're involved, that the contributions of their characters actually matter.

SPLIT THE TEAM

The easiest way to make sure that each member of the team feels like he's personally making a difference in the outcome of an adventure is to set up multiple simultaneous challenges for the team.

For instance, if the planet is being invaded by an alien armada that's attacking several major cities at once, you can split the team into relatively equal groups and send them each off to handle one part of the adventure on their own. This allows even the lowest-powered hero to step out of the shadows of the heavy hitters and shine on his own. After all, when you're the only hero around, there's no way for one of your buddies to show you up and make you as useful as a kickstand on a crutch.

There is, of course, a practical problem with this approach. Every time you split your team, you're essentially running an entirely separate game for each individual or subteam. No one likes waiting around to play while other people are having fun, so you need to make sure you keep them entertained. There are two ways to do this.

Private Sessions

If you can't keep everyone happy at once, then work on them each separately. Try to manage it so that the

team splits up at the end of a gaming session. Then schedule each individual or subteam for its own private session sometime between now and the next time you plan on getting the entire team together.

The advantages of this are that you can spend some serious quality time focusing on each hero or subteam one by one. You can really shine the spotlight on each player and let her feel like her hero's actually making a difference.

The downside is that it's a lot more effort for the Narrator. Instead of playing a game with several of your friends simultaneously, you're playing several games with a few of your friends at once. This requires a much greater commitment of time on your part, and it may end up being too much.

It all depends on the individuals involved, of course. Some players and Narrators thrive on this kind of individual attention. For others, the lure pales quickly.

The fact is that you don't have to split the team up every time you play the game. In fact, it's best if you don't. After all, how are the heroes going to ever gel together as a team if they rarely spend any time in each other's company?

Try splitting the team once and see if it works for you. If it doesn't, go back to playing as a single group. We've got some more ideas for you along that theme in just a bit.

Even if your team likes the split, make sure you emphasize that it's only a temporary thing, and keep the private sessions short. None of them should run longer than an evening's play, a few hours at most.

When each subteam has had its chance to do its thing, make sure to bring the entire team together for the grand finale at the end. It's during the adventure's climax that you want to teach your team the real value of teamwork.

Public Sessions

If you think you're up to it, once you split the team, don't send everybody home. Instead, tell them the fun is just beginning.

Start with the lowest-powered subteam and work your way up. Spend a bit of time with each group, and keep things moving. You're letting the other players see what's happening, and that means you've got an audience.

It's a lot harder to entertain a passive audience than actively participating players. For that reason, only work with one subteam for a short while before moving on to the next. Try to make the breaks at logical points, but avoid sticking with a single group for more than 15 minutes. Keep it shorter than that if you can.

Think of your game as a novel or a film that cuts back and forth between two or more scenes, always breaking off at just the right moment to keep you on the edge of your seat. It's even better if you can manage to work it so that each subadventure reaches its climax at about the same time. This way, the players can all achieve a sense of accomplishment at roughly the same time and not have to wait around too long for the others to finish up.

Encourage the others to cheer the active players on, but remind them that their heroes aren't actually there. Of course, by means of telecommunications headsets or something like the Martian Manhunter's telepathic link, the active heroes can certainly ask their distant friends for advice—or even get it without asking for it. This helps to keep everyone's attention focused on the game. Even the heroes that aren't actually at the scene that's currently being played out can feel like they can have some sort of impact.

This can get out of hand though. If it does, remind the passive players that they are only distant voices for the moment, like a football coach calling plays from the press box. It's not

up to them to actually make the plays happen. It's the time for the players on the field to shine.

If this reminder isn't enough, terminate communications. Reasons for this can range from the arbitrary (sunspot activity) to the deliberate (the Martian Manhunter is rendered unconscious). The active heroes can even switch the communications off themselves if they like. ("krrrkk I'm sorry, Superman, what was krzzk? Your signal is krzzk-ing up.")

Juggling the various scenes can prove difficult. If you find that you're losing your players' attentions, call for a break. If it's late, you can even call it a night and set up private sessions instead.

Make Everyone Feel Important

Either way you decide to handle splitting the team up, keep one thing in mind. At the end of each session, everyone should feel like he played an important part in the game and the advancement of the plot. The guy playing Green Arrow isn't really going to feel like he's done much to save the world if he's just been sent out to pick up Superman's dry cleaning.

On the other hand, Green Arrow's player is going to feel even more rotten if he ends up trying to face down a foe that would give Wonder Woman a run for her money. Chances are he'll have his head handed to him, and he might even have to be rescued. That's bound to make

him feel more like a liability than an asset, and that's no fun at all.

You need to set the level of the challenge to fit the hero's abilities. Challenges that are too tough frustrate players, while those that are too easy are boring. Since you've split the heroes apart for a while, take advantage of it. Divide the opposition along the same kind of lines and keep everyone at the level of challenge that's going to make them feel like heroes at the end of the day.

The stakes behind each subadventure should also be relatively the same, even if the level of opposition differs from subteam to subteam. Black Canary shouldn't spend her time rescuing cats from trees while Green Lantern tussles with Amazo. If she's saving the innocents caught in Amazo's wake while the heavy hitters take on the android itself, then she's doing something worthwhile.



MAKE THE HEROES WORK AS A TEAM

While splitting the team can work for a while, it's a rotten way to run an entire adventure, much less a campaign. The JLA is a team, after all, and that means working together, not apart.

Keeping the heroes together is a lot easier on the Narrator, too. Then you don't have to manage several dangling plotlines at once, hoping they'll all come to satisfying and resounding conclusions at roughly the same time. With the team together, there's just one plot and one group of people to work with.

This is where the problem of powerful heroes overshadowing weaker ones really crops up. Have no fear. We've got a solution for that, too.

Encourage a Multi-Pronged Confrontation

Not every adventure has to pit the heroes against a single, all-powerful foe. Take the Injustice Gang for example. This group of villains is made up of the archenemies of each JLA member. This means that in the climactic confrontation between the two sides, each hero has his villainous counterpart to face off against.

This is a little like running public sessions with a split team, except all of the combatants are usually in the same space together and can lend each other a hand when needed. This is where you can really encourage teamwork.

There Is No "I" in Teamwork

A common theme in many JLA adventures is that the team is greater than the sum of its parts. When facing off against an enemy, the team members can work together to be a lot more effective than each of them would be alone.

How this works is pretty obvious when the team stands against a single foe that could take any one of them apart. By sheer force of numbers, the team can often turn the tide.

Even so, when the heroes face off against a team of villains like the Injustice Gang, teamwork can often make the difference. Two or more heroes can work together to shut down one villain and then another until each has met his match.

Villains rarely work together well as a team. They rarely trust anyone enough to rely on them long enough to make their team more than a collection of individuals gathered under a name.

Teams just starting out might not have learned to work well together, but there's no better proving ground for these kinds of lessons than the battleground. Putting your heroes under that sort of pressure is often the best way to show them how they can truly become a team.

Of course, some heroes aren't as quick on the uptake as others. As Narrator, you should work to set up situations that show the value of teamwork—that illustrates the worth of each individual hero to the team. This goes back to the idea of making each hero feel like she's important.

Sure, Batman might not be the one who delivers the haymaker punch that finally takes out Amazo, but he's probably the one who came up with the plan to weaken the angry android to the point that Superman would have a chance for that punch to save the day. Alone, each hero might have been defeated. Together, they're nearly unstoppable.

HAVE MULTIPLE SOLUTIONS TO EACH PROBLEM

As Narrator, you're going to find that your players come up with many different ways to approach each challenge you present them with, some of which you could never have thought of on your own. It's up to you to try to anticipate this.

Every hero is going to attack a problem in her own unique manner. Some of them might not actually be all that effective, but you should encourage each hero to do her best and reward her efforts as much as is possible or realistic.

The best way to do this is to realize that there's more than one way to overcome a problem, and the best way is not always the most obvious one. There's a saying that when you've got a hammer, everything looks like a nail. That's true with heroes, too.

A player who's playing Superman, for instance, is probably going to try to solve most problems with brute

force. Lots of times, though, that's not the right way to handle it. In fact, massive force applied without thought for all the possible ramifications can actually cause more problems than it solves.

Let the Big Guns Screw Up

Sometimes it takes a fresh perspective to come up with the right answer, but the lower-powered players don't always have a chance to say something before the big guns charge on in. After all, the Huntress isn't going to have much of a chance of getting a word in before the Flash is off and running.

If the heavy hitters can handle every problem on their own—if they never need any help—the rest of the team is going to feel like the world's most powerful cheerleading squad. Let those top-level heroes make mistakes.

Think about it from the villain's point of view. If you're Lex Luthor, you're going to be a lot more concerned about Superman's interference in your plans than the possibility of Green Arrow stepping in. In his hubris, Luthor's bound to obsess about the top guns, believing the little guys aren't even worth worrying about. That leaves Luthor wide open against those so-called lesser heroes.

In a typical adventure of this sort, the villains launch an attack against the heroes that's been specifically designed to take care of the toughest heroes. In fact, the villains might even prevail over the heroes they've focused on, actually capturing them. Then it's up to the remaining heroes—those that haven't been perceived as a real threat—to work their way under the radar of the villains and ultimately save the day.

HOW TO CREATE OR ADJUST ADVENTURES FOR HIGH-POWERED TEAMS

The real problem with high-powered characters, of course, is not so much as keeping them from overshadowing the others as it is to pro-

vide them with challenges worthy of their abilities. Pitting Superman against a street gang is pretty pointless. He'd wipe the asphalt with them, and they'd be staring out at the world through bars before they even knew it.

Sure, every player wants his character to succeed in the game, but believe it or not, they don't want it to be easy. They want to play the role of a protagonist in a great story, and if it's basically over in under a minute, that's not much of a story.

So what's a Narrator faced with the world's greatest heroes to do? Simple. It's time to up the ante.

FACE THE GREATEST CHALLENGES

Heroes on the experience level of the JLA shouldn't be bothered with anything but the greatest challenges, the kinds of threats that would make lesser heroes shake in their Spandex and go running for help. When other heroes call for the cavalry, they're calling the JLA.

In fact, this can be a great way to get high-powered heroes involved in adventures. A low-powered hero who has found himself in a situation that's way over his head can contact them. After all, those low-level heroes spend a lot of time on the streets, and they're likely to stumble onto some super villain's latest master plot from time to time—at least as likely as a cop on the beat would, and probably a lot more likely to actually realize what it is they've encountered.

You need to set the level of the challenge to the level of your heroes. When designing adventures of your own, keep this foremost in mind.

Combat Challenges

When many Narrators first think of presenting their heroes with a challenge, they immediately start off with figuring out how to come up with villains that can rival their heroes in combat. That's easy enough to do, so we'll start with that first.

There are three ways to concoct combat challenges: many against few, one on one, and few against many.

Many against Few

Let's say you've already worked out an adventure, and in the first en-



counter, the heroes are attacked by a bunch of thugs. An easy rule of thumb for a battle like this—at least for low-power heroes—is to have one thug in the combat for each hero.

In the high-power game, though, the heroes are going to make quick work of these thugs. Unless you're playing this scene for comic relief, it's probably worth your time to make the whole encounter more challenging.

The easiest way to do this is to simply add more thugs. It's probably the best way to up the ante, especially if the scene is early on in the adventure and it's too soon to haul the main villain out for a climactic battle.

The theory here is that the thugs should be able to overwhelm the heroes by strength in numbers. At least,

that's probably what the thugs are thinking. Otherwise, they'd do an about-face and take off with their tails between their legs. The smart ones might do that anyhow, but these are common thugs, not criminal masterminds—they'll take on the heroes anyhow.

This kind of result works well against heroes like Batman, but it's still not going to have much of an effect on Green Lantern or Wonder Woman. It just means that they're going to take five minutes to round up all the thugs instead of two.

Of course, if you really mass the numbers against the heroes, they might start worrying about how to take out so many people at once without doing them serious bodily harm. Play

that angle up as much as possible; since it's all you've got against them.

One on One

There's nothing a group of heroes likes better than an even match. Think about those now-legendary battles between the JLA and their mirror-universe rivals (see the recent *Earth 2*) or the ones in which they're each matched up against their opposite, like when they faced off against the Injustice Gang.

A battle like this is fairly easy to keep balanced. All you do is pit each hero against a villain of a similar experience and superpower level. This can come off even better if the villain's abilities are of the same style as the

hero's. Dr. Fate should be set against magic-using villains, for instance, while Green Lantern would be best against someone like Sinestro.

This is a good chance for the heroes to show off some of their vaunted teamwork by helping each other defeat their respective archenemies in turn. Let them do this. Encourage them, in fact. That's what playing a team game is all about.

The neat thing about this kind of combat challenge is that it's easily scalable to however many heroes you have in your team. Just add a villain for any extra heroes or remove a villain if the heroes come up short in terms of numbers.

Few against Many

The most epic challenges for the world's greatest heroes seem to come when the heroes face off against a single, incredibly powerful villain. This is when the heroes can really let their teamwork shine.

Remember the many different times the JLA faced off against Amazo or Starro the Conqueror? Alone, none of the heroes might have been able to prevail against such a powerful foe. Even working together, it was a true challenge. That's the kind of opposition that makes for exciting gaming.

Going this route is easy. Just pick a really tough villain and let the heroes have at him.

The trick here is to make sure that the villain isn't too tough or weak for the heroes. If you're really unsure, take a few minutes to run a mock combat pitting the heroes against their foe, using their most obvious and powerful tactics. This can take a little bit of time, but the results you get from it can be worth it when the real battle occurs.

If the villain is too weak, do something to beef him up a bit. Give him some kind of powerful, new weapon he can knock the heroes around with. Or provide the villain with the means to exploit the heroes's respective weaknesses. If you need to, you can even give him a sidekick or a partner that can handle some of the lower-super-powered heroes while he goes toe to toe with the big bruisers.

If the villain's too strong, you've got two choices. In the first, you can weaken him through illness, exposure to one of his vul-



nerabilities, or removal of some of his resources. Maybe the villain's already been beat around by rival villains who have been vying for the ill-gotten gains he's after. Or maybe he's spent much of his energy trying to set up his latest plan, making him a bit easier to face off against than normal. Similarly, you could expose a weakness of his to the heroes.

In the second choice, you can give the heroes a bit of help in the form of Narrator characters—heroes that can lend a hand but who are under your control. If you choose this route, take special care to make sure that the Narrator character doesn't overshadow the heroes. Use Narrator characters to nudge the heroes toward success when things seem to be getting too rough.

There's nothing a group of players hates more than having their characters play second fiddle to a character under the Narrator's control. That's less like playing in a challenging and satisfying game and more like watching someone tell you a story.

Work Your Way up the Ladder

If you have a choice, you should work the heroes up from the first kind of challenge to the last. This gives them a chance to develop their teamwork slowly.

Remember that when you play this game, you're working with the players, not the heroes they represent. Even though the JLA has been working together as a team for years, your players are still wet behind the ears. You need to give them a chance to gel as a group of players as well as a team of heroes.

Start the heroes off against thugs that outnumber them. They should be able to handle this, although it can still be a challenge. Against these kinds of foes, the outcome is rarely in doubt—only how quickly the heroes manage to carry the day.

Then move them up to taking on villains at their own experience and superpower level. Against such a multi-pronged attack, the heroes should be able to stand their own ground. Again, the real question is how handily can they deal with the villains after being given help from their teammates.

After that, step them up to facing off against the toughest villains the DC Universe has to offer. Don't be afraid to bang them around a bit and send them packing. Real heroes will always find a way to succeed and often in ways that can surprise even the best Narrators.

Physical Challenges

While combat is a physical challenge in a way, there are other ways to test the heroes's mettle. Throw in some ordinary disasters taken to the extreme. Maybe they need to figure out how to save a sinking ship that's going down in the North Atlantic without damaging the fragile cargo, or how to stop a speeding train without killing any passengers on board. Or maybe they have to break into a vault before time runs out for the people trapped in it.

These kinds of challenges are distinguished by the fact that they don't directly involve a villain. Although, some may have been set up by a villain. For example, though the villain was defeated, he managed to trigger her doomsday device. Then it's up to the heroes to chase down that rocket or help evacuate the impact location.

The physical challenges could just as well be the result of some kind of natural disaster: a tidal wave, an earthquake, a tornado, whatever. Sometimes these can be so devastating—or potentially devastating—that nothing but the best of the best can handle them.

Mental Challenges

Of course, there are challenges that a hero can't solve only with the strength of his good right arm or his heat vision or her golden lasso. This is where heroes like Batman shine over the muscle boys every day.

In fact, brute force is often the absolute wrong way to overcome a challenge. Many villains are simple people. They understand the rule that might makes right and they expect the heroes to follow it as well. It's when a hero uses her brain instead that she can really throw a wrench into the villain's plans.

This is true even with villains like Lex Luthor, one of the most brilliant men on the planet. Luthor expects his antagonists—usually Superman, of

course—to rise to his challenges in the most direct, often physical, manner. It's when Superman manages to break free from those expectations—to think outside the box into which Luthor has cast him—that he surprises his archenemy and foils his nefarious plans.

Mental challenges are another way to equalize groups of heroes with different superpower levels. If you only present the heroes with combat or physical challenges, heroes like Superman and Wonder Woman get the best workout, while the intellectually-gifted heroes get more action as backups than stars.

A mental challenge is different. It usually takes the form of a puzzle or a mystery—or even of a hero taking the time to figure out what's really happening. And anyone is capable of it...even Plastic Man.

In fact, the heroes can often work on the problem together, making them focus on their teamwork. Even though they're the world's mightiest heroes, they really do need each other.

MAKE THEM WORK FOR IT

With physical challenges, you can usually let the dice do the talking without detracting too much from roleplaying. After all, a player can't really manifest Green Lantern's powers.

The temptation with mental challenges, of course, is to let the players rely on their characters's skills to get them around any obstacles without actually breaking a sweat on their own brow. After all, few of us have a mind as analytical as Batman's, so the player should get a little help from the dice, right?

In a sense that's true, and when a player's in a bind, let him roll some dice if he wants—but before that, you should make him work for it.

Remember that it's all about the challenge. If it's too tough, the players are going to be frustrated. If it's too easy, they'll get bored. It's up to you as the Narrator to figure out just who the heroes in your group are—as played by your players—and find that happy medium at which everyone at the table is entertained. That includes you.

Before you let a player roll some dice, make him take a stab at the problem himself. Have him describe to you

exactly what his hero is trying to do. Then base the difficulty of the roll—if one's even needed—on the description. The more detail the player provides, and the more he adds to the excitement of the adventure, the lower the difficulty. (The opposite is true, too!) What's more fun? When a player tells you, "Green Lantern uses his ring to create a giant hair dryer to blow the villains away from the hostages." Or, "I punch him. The dice roll says I hit him." (Requiring detailed descriptions for physical challenges works well for boosting the interest and involvement level, too.)

Similarly, it's better to have the hero roleplay actually going into the bars to shake down some scum for some vital info rather than just saying, "I use my *streetwise* skill to question some people. What do they tell me?"

PLAY FOR THE HIGHEST STAKES

There's one last thing that separates JLA adventures from those faced by the Legion of Substitute Heroes: The stakes they play for are real.

High-powered heroes don't usually waste their time stopping people from knocking over banks or prevent-

ing muggings. They could, for sure, but there are dozens of less-powerful heroes who can easily handle those calls to battle. Teams like the JLA deal with interplanetary or interdimensional invasions, disasters of global proportion, villains with the power to destroy the world—or at least one good-sized part of it.

Set high goals for your villains. That makes it all the more sweeter when they meet their end. After all, if the JLA brings down Luthor, it's not terribly satisfying if they find out that they've foiled a plot of his to counterfeit cartons of scout cookies. On the other hand, if they discover that Luthor's actually loaded the cookies with psychotropic drugs that will make the populace of the United States bend to his will, then they know they've been doing their job. As Narrator, you've got to make the reward for the heroes at the end of the adventure worth all of the risks that they've gone through to get there.

IT'S A HARD JOB

Being a Narrator can be tough, and you'll never know that more so than when you're working with a team of high-powered heroes. As difficult as it is, it's hardly a thankless job, though.

If you can manage to present your players with obstacles and villains that challenge them in many different ways, if you give each of them a chance to shine in their own right, if you make the results worthwhile for taking all those terrible risks, then you're going to find that there's a hero at the table on your side of the screen as well.



TIME AFTER TIME

This is an adventure for five to six Power Level 5 heroes. You can use heroes of lower Power Levels, but Narrators should either scale back the threats the heroes encounter or run one or more lower-level JLA members as Narrator's characters.

BACKGROUND

The Lord of Time. Extant. Timazo. They all share one thing in common: near absolute control over one of the most powerful of all elemental forces—time. Yet, continually, they have met defeat at the hands of the heroes of the Justice League.

That was before the Stranger came.

Claiming to be from a future far beyond any the three had traveled to, it was the Stranger who rescued both Timazo and the Lord of Time from being wiped out of existence. He was the one who got all three of them to look beyond their differences and forge an alliance—known as the Chronumverate. It was he who inspired them to put aside their egos and combine their efforts in eliminating the one obstacle that stood in their way: the JLA. Without the JLA to serve as a rallying point and proud example, the heroes of Earth would be unable to halt the great crises that have happened over the last decade. Then, with the heroes' resolve and ranks battered and depleted by their failures, they would prove to be no match for the combined might of the Chronumverate.

Learning from the mistakes the Lord of Time made when he last faced the JLA, the Chronumverate knew they needed the present-day JLA to become distracted with other missions before they could launch their offensive. Otherwise, the JLA would

only time travel themselves and undo whatever damage the trio had done. To further cloud their plans, rather than attack the JLA directly, the Chronumverate chose to work through agents. This way, the heroes of the alternate timeline that would be created by their tampering would be unprepared for them when they made their move.

When the JLA faced off against the Injustice League and the doomsday weapon Mageddon, the moment had come for them to strike. The temporal focal point for the Chronumverate's initial attack was the year the JLA was originally founded. Targeting a time shortly after the newly formed Justice League had defeated the android Amazo, the temporal trio sent a more



advanced version of the android to attack the team. Armed with the powers of the JLA of the present, the upgraded Amazo was able to defeat and murder the JLA of the past. The first domino in the Chronumverate's carefully plotted chain had fallen.

With the JLA founders dead, the Chronumverate could now work more openly as they turned their attention to Superman, Batman, and Wonder Woman. Timazo blew up the infant Kal-El's rocketship seconds after it escaped the destruction of Krypton. Extant advanced the earthquake that rocked Gotham, so that it destroyed the entire city and all of its inhabitants, including Thomas and Martha Wayne. The Lord of Time's futuristic arsenal proved to be too much for the Amazon nation. More dominos fell.

One last major obstacle remained—Hourman. But, even his nigh-omnipotent powers were not enough to overcome all three members of the Chronumverate. Imprisoned in a static time bubble and thereby rendered inert, the Hourman android sits unmoving in the trio's headquarters in the Lord of Time's Chrono-Cube located in Earth orbit.

Now, all the Chronumverate had to do was sit back and let history run its course.

The "Crisis on Infinite Earths" claimed the lives of more than half of Earth's heroes. Darkseid's anti-hero riots and the Manhunter cult's agenda culled their numbers even further as more heroes died, retired, or disappeared. This left the heroes woefully unprepared for the alien alliance led

by the Dominion. In short order, the Earth was conquered and annexed by the planet Thanagar. The remaining heroes were forced into hiding by the Thanagar's Wingman army—which again left the Earth vulnerable. Concerned only with the planet's strategic value, the Thanagarians watched with casual interest as the Sun Eater extinguished the sun, plunging the Earth into eternal night.

This was what the Chronumverate had been waiting for: a carefully tailored timeline missing most of its greatest heroes, an Earth with a populace on the brink of extinction, and a highly trained army accustomed to allying itself with power players. The Chronumverate was able to claim this fractured present as the first prize in their conquest of all of time and space

THE CHRONUMVERATE

While their complete stats are listed here, the heroes should never encounter this trio at full power. As for the group's enigmatic patron, the Stranger, and his true identity, look at the sidebar "The Stranger Revealed" later in this adventure.

THE LORD OF TIME

The first of the fourth dimensional villains, the Lord of Time is a fugitive from the future who is trained in warfare techniques not to be developed for centuries and armed with a constantly changing arsenal culled from the deadliest weapons of all time.

Reflexes 2D: *Brawling* 5D, *dodge* 5D, *martial arts* 6D, *melee weapons* 6D, *pilot* 5D (Chrono-Cube +4D)

Coordination 2D: *Marksmanship* 6D, *thievery* 6D

Physique 2D

Knowledge 4D: *Computer ops* 8D, *navigation* 5D (*time stream* +6D), *research* 8D, *scholar (time)* 10D, *science* 7D (*temporal physics* +2D), *security* 8D

Perception 3D: *Engineering* 4D (*temporal mechanics* +7D), *repair* 4D, *search* 4D, *surveillance* 4D (*electronic* +4D)

Presence 3D: *Intimidation* 5D, *persuasion* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Leadership Ability -2D, Mechanical Aptitude -2D, Patron (the Stranger, exceptional resources) -4D, Preparedness -4D, Center of Conversation +2D, Delusions of Grandeur +3D, Enemy (JLA) +6D.

SPEED: 30

UNARMED BDV: 3D/1D

HERO POINTS: 0

CHARACTER POINTS: 224

POWERS: Longevity 1D.

PDV: 3 (5 while in battle armor)

P/L BONUS: +1

VILLAIN POINTS: 28

BODY POINTS: 35

EQUIPMENT:

Temporal Battle Armor

Speed: same as wearer's

Passive Defense Value: same as wearer's, adjusted by Enhancement Modifier

Base Damage Value: same as wearer's

Fire Arc: forward

Range: as per powers

Ammunition: internal power cells

Rate of Fire: 1

Enhancement Modifiers: *dodge* +5D, *piloting (self)* +2D, *flying* 5D, *marksmanship* +4D.

Armor Value: 35

Body Points: 350

Additional Information: Powers: Temporal Manipulation 26D (limitation: maximum total of all weapons' BDVs equals the power's die code), Flight 10D, Natural Armor: Plating 12D.

The Lord of Time's battle armor contains various pieces of futuristic offensive weaponry. In order to change/create a weapon, the Lord of Time must first make a successful Difficult *know-how (futuristic weaponry)* skill roll to locate the weapon, then a successful Difficult roll with his Temporal Manipulation die code to retrieve it. Total maximum BDV for all weapons currently in use is equal to his current Temporal Manipulation die code (for example, he could have a BDV 2D weapon, a BDV 6D weapon, a BDV 8D weapon, and a BDV 10D weapon at the same time. To add another weapon, he would have to discard all or part of his current arsenal).

EXTANT

Hank Hall was once known as the hero Hawk. But the death of his partner, Dove, at the hands of his future self, unhinged Hall and pushed him down the path to become

within a matter of hours.

It was the perfect plan...except for one tiny glitch.

Our heroes.

OUT OF TIME

The adventure can begin in one of two ways:

➤ The heroes either return to Earth after an off-planet, other-dimensional, or other time-travel adventure, or...

➤ They can simply go to sleep one night and wake up to find the world not the way they left it the night before.

The former works the best if this adventure is being used as part of an ongoing campaign, while the latter is the simplest way to get things started.

Once they've returned or awakened and gone outside, read the following paragraphs aloud:

The first thing you notice is that it's cold...bitterly cold. So cold that your fingers and toes are already numb. Snowdrifts as tall as a human line the empty streets. Harsh winds bite at your exposed skin with an edge that could pierce armor.

At first you think the oppressive darkness could be the cause of the cold. Maybe it's the dead of winter, and you just lost track of time. But it's neither. It's the middle of July. And a digital clock whose dim lights barely cut through the blackness says that it's 12:00...12:00 P.M.

When you look up at the sky and see an empty void where the Sun

should be, you realize that something is very wrong.

The streets of the city are hauntingly empty. Even the familiar lights in windows are disturbingly absent. All that is visible is the vague flicker of candlelight from a few isolated windows, and the occasional flash of a human-shaped shadow.

Suddenly, your eyes are drawn to a bright flare of light in the distance. Floating about 20 feet above street level, the roaming spotlight begins to make its way towards your position. As it draws closer, you can just make out the rough shapes of five apparently winged figures—all with very big guns.

The heroes have a choice at this point: remain in the open or hide out

ing Extant. As Extant, Hall was responsible for the death of several members of the JSA during the Zero Hour crisis.

Reflexes 3D (9D): Acrobatics 6D (12D), brawling 9D (15D), dodge 9D (15D), martial arts 6D (12D), melee weapons 6D (12D), sneak 6D (12D)

Coordination 3D (9D): Catch 6D (12D), Marksmanship (energy blast) 7D (13D), thrown weapons 7D (13D)

Physique 4D (18D): Leap 6D (20D), lifting 7D (21D), running 6D (20D)

Knowledge 2D: Arcane lore 5D, computer ops 3D, demolitions 5D, scholar 4D (time +6D, Hypertime +2D), security 3D

Perception 2D: Hide 6D, streetwise 5D, surveillance 6D, survival 4D, tracking 3D

Presence 3D: Bluff 5D, intimidation 8D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Hardiness -4D, Patron (the Stranger, exceptional resources) -4D; Argumentative +2D, Dark Secret (future self was responsible for Dove's death) +3D, Enemy (original JSA survivors) +4D, Fanatic +3D, Fugitive +2D.

SPEED: 30

UNARMED BDV: 5D (7D)/1D

HERO POINTS: 4

CHARACTER POINTS: 208

PDV: 5 (8)

P/L BONUS: +3 (+10)

VILLAIN POINTS: 22

BODY POINTS: 43 (112)

POWERS: Microwave Projection (hands) 13D, Superattributes: Physique 14D, Superattributes: Reflexes, Coordination 6D each, Healing 8D (limitation: Self-Only), Invulnerability 8D, Temporal Manipulation 28D.

TIMAZO

Originally an Amazo robot revived by Hourman that was able to duplicate half of Hourman's near-infinite powers, Timazo was thought to have been erased from all of time, but it was saved from its fate by the Stranger.

Reflexes 3D (10D): Brawling 6D (13D), dodge 5D (12D), melee weapons 4D (11D), piloting (self) 6D (13D)

Coordination 3D (10D): Marksmanship 4D (11D), thrown weapons 4D (11D)

Physique 4D (32D): Flying 6D (34D), leap 5D (33D)

Knowledge 2D

Perception 3D: Know-how (copied powers) 10D each, survival 4D

Presence 4D: Intimidation 6D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Courage -2D, Intimidating Grin -2D, Patron (the Stranger, exceptional resources) -4D; Delusions of Grandeur +3D, Obsessive Tendencies +2D.

SPEED: 30

UNARMED BDV: 4D (6D)

HERO POINTS: 0

CHARACTER POINTS: 96

PDV: 3 (6)

P/L BONUS: +2 (+16)

VILLAIN POINTS: 12

BODY POINTS: 44 (173)

NATURAL ABILITIES: Android package (see Chapter 16).

POWERS: Longevity 3D, Microwave Projection (eyes) 12D, Mimicry 20D (enhancement: Mastery [allows him to copy powers longer, copy natural abilities, and add additional Body Points with a Physique increase]), Shapechanging 15D, Superattributes: Reflexes, Coordination 7D each, Superattributes: Physique 28D, Supersenses (nightvision) 2D, Mind Control 3D, Telepathy 10D, Speak with Animals (aquatic) 6D, Flight 13D, Invulnerability 10D, Density Manipulation 10D [enhancement: Mastery; limitation: Self-Only -2D], Invisibility (Light Manipulation (invisibility) 8D [enhancement: Mastery; limitation: Self-Only -2D]), Sonic Manipulation (scream) 8D, Speed Manipulation 12D, Matter Manipulation (absorption/dispersion) 5D [limitation: Self-Only, linked to Shapechanging], Temporal Manipulation 20D.

EQUIPMENT: Green Lantern battery and power ring (see page 20 for details).

of sight until they can get a better idea of who or what they're dealing with. Either way, the figures the heroes spotted turn out to be a phalanx of Thanagarian wingmen (stats for them can be found in the "Alter-Earth Cast" sidebar). During Thanagar's golden age, the wingmen were the elite of the planet's military. As they did in actual DC Universe history, the wingmen of Alter-Earth have devolved into a group of petty thugs and brutal enforcers—the types who shoot first and ask questions later. If the heroes make a successful Difficult hide skill roll, the wingmen pass them by and you should move on to "A Time for Hope." However, if they decided to stay put and confront the wingmen, they could have a fight on their hands.

The wingmen are not expecting any kind of trouble and, if they run into the heroes, they start off by asking basic questions (name, address, what are they doing out on the

streets, and so on). Then, the wingmen ask for IDentiCards—which, naturally, the heroes don't have. When the heroes don't produce the cards, the wingmen order the heroes to come with them to Central Headquarters for interrogation. Again, the heroes have a choice: go along peacefully, or fight. However, if the wingmen spot the heroes' costumes peeking out from whatever cold weather gear the heroes have cobbled together, the wingmen will start shooting.

If they avoid a fight and decide to go with the wingmen to Central Headquarters, the heroes are taken to the city hall (or other important government office; it all depends on what city you start the adventure in). The place has been turned into a fortress—squad of wingmen everywhere, high-tech gun batteries guard the walls, and friendly faces are nowhere to be seen. If the heroes are paying attention, they can also spot wanted posters tacked to the walls with mug shots of several lesser known heroes, such as Fire, Ice, Black Condor, and Elongated Man—not Superman, Batman, Wonder Woman, or their sidekicks and allies, however—mixed in with posters of various supervillains.

At Central Headquarters, the heroes are subjected to a pretty grueling interrogation session. The wingmen pull no punches, and use torture techniques if the heroes seem particularly uncooperative. Considering how far-fetched their story is going to sound, this is pretty likely. So, the heroes are going to want to get out of there as quickly as possible.

There are four phalanxes and one commander for each phalanx (see stats in the "Alter-Earth Cast" sidebar) on duty at all times in the Central Headquarters. The wingmen work in three shifts of eight hours each. The cells the heroes are placed in are 20 feet by 20 feet with stone walls (DV 50, 200 Body Points) on three sides and steel bars (DV 18, 75 Body Points) on the fourth. The cell door has a simple key lock in it. If the heroes break out of the cell forcibly, they activate an alarm system that brings the entire wingmen contingent running.

Give the heroes an opportunity to come up with their own escape plan first. If it's feasible, let them try it. If they're successful, move on to "A Time for Hope." If it doesn't work, or if they aren't able to come up with a good plan, Wally West and his Earth Liberation Front can stage a breakout

ADVENTURE SUMMARY

Upon returning from their most recent adventure, the heroes are shocked to discover that the present has been radically changed from the one they knew. The sun has been extinguished, the world has been plunged into a cold, eternal night where people rely on geothermal heat to survive, and the planet Thanagar now rules Earth with an iron hand. The heroes find out that a group called the Chronumverate—made up of Exant, the Lord of Time, and Timazo—have gone into the past and killed the founding members of the JLA, an action that led to the creation of a twisted, alternate history. After freeing Hourman from the clutches of the Chronumverate, the heroes travel into three key periods of JLA history to stop the Chronumverate and their agents. However, even after being thwarted in the past, the Chronumverate is far from finished. Combining their temporal powers, the trio goes into the future where they assault the Earth of the twenty-first century with an invasion of superpowered Daxamites and threaten to bring Solaris, the Living Sun, into that era to help them conquer the planet. Teaming up with the Justice Legion: Earth, the heroes launch an attack of their own on the Chronumverate and discover the identity of the group's mysterious benefactor.



and take the heroes to their headquarters. (A full description of Wally and his crew are listed in the "Alter-Earth Cast" sidebar).

A TIME FOR HOPE

If their heroes managed to dodge or escape the wingmen patrol, the players are probably very ready to get some answers about what's going on. The Narrator should build up the idea that the city is practically a ghost town with discoveries of isolated shelters and people that run away at the

sight of them. Maybe even throw in a chance encounter with a hero's confused Dependent—who either has no memory of the hero, or remembers him or her dying valiantly during one of Earth's many crises. All of this would be before a local leads them to Wally West and his Earth Liberation Front. Or, if you want to take it easy on the heroes, just have the ELF find and contact them directly.

Once they make contact, the heroes are taken to ELF headquarters and introduced to a Wally West who

never even met Barry Allen and so never became the Flash. He is now the leader of a small, but effective band of freedom fighters who are using guerilla tactics to try to take down the Thanagarian governors and their militia. (As an alternative to using Wally, Narrators can use another important character from an ongoing campaign as the leader of the local ELF.)

Wally then brings the heroes up to speed on the history of this divergent timeline. (An important note when relating Alter-Earth's history is that no one but the players' heroes remember how history is supposed to have happened.) Wally warns the heroes that all metahumans—heroes and villains alike—have been declared enemies of the state and are shot on sight. The heroes also discover that Superman, Batman, Wonder Woman, and most (if not all) of the heroes inspired by them never existed.

The largest nugget of information that Wally shares with the heroes is his knowledge of the Chronumverate's existence and the rumor that a nameless metahuman who can effect time is being held in the Chronumverate's headquarters—the Lord of Time's Chrono-Cube. What Wally isn't able to tell the heroes, however, is who the members of the Chronumverate are (that's something the heroes will discover as the adventure progresses). But, he does know that there are three or four members in the group.

What the arrival of the heroes has confirmed for Wally is that the time-controlling villains of the Chronumverate have done some kind of damage to the time stream and that the prisoner the group is supposed to be holding could be the key to fixing history. Now, with the powers of the heroes on their side, Wally and his ELF crew can make the assault on the Chrono-Cube they've been planning for weeks. Wally explains that the only way into the Chrono-Cube is via teleporters located in each local branch of Wingman Central. The ELF equips each of the heroes with a captured wingman uniform, which will be needed to sneak into Wingman Central Headquarters.

THE CAST OF ALTER-EARTH

THANAGARIAN WINGMAN

All stats 4D except: *acrobatics* 5D, *brawling* 7D, *dodge* 5D, *melee weapons* 5D, *piloting* 5D (self +1D), *marksmanship* 5D (Thanagarian machine pistol +1D), *Physique* 3D, *flying* 5D, *Knowledge* 2D, *criminology* 3D, *demolitions* 3D, *navigation* 3D, *scholar* 3D (Thanagarian law +3D), *security* 6D, *Perception* 3D, *search* 5D, *streetwise* 5D, *surveillance* 6D, *survival* 6D, *tracking* 5D, *Presence* 3D, *interrogation* 7D, *intimidation* 7D, *willpower* 6D. Advantages/Disadvantages: Acute Senses -2D, Contact (Central Wingman headquarters) -2D, Observant -2D, Patron (the Chronumverate, prodigious resources) -4D; Argumentative +1D, Enemy (the ELF) +4D, Extremely Competitive +2D, Obsessive Tendencies +2D, Shady Background +2D. Speed: 30. PDV: 3. Unarmed BDV: 4D. P/I bonus: +1. Hero Points: 1. Villain Points: 1. Character Points: 18. Body Points: 38. Equipment: Wingman body armor (AV 25 against physical and energy attacks, Body Points: 60), anti-gravity wings (Speed: +15 while flying, Flight 9D, AV 12, Body Points: 25), Thanagarian machine pistol (BDV 4Dx7). Each phalanx (five wingmen total) has one leader, who has the skill *command* 4D (Thanagarian wingmen +2D) and the Disadvantage Delusions of Grandeur (+3D) in addition to all the above listed attributes.

ALTER-EARTH WALLY WEST

All stats 3D except: *brawling* 6D, *dodge* 6D, *martial arts* 4D (*commando training* +2D), *melee weapons* 4D (*knife* +1D), *sneak* 5D, *lockpicking* 4D, *marksmanship* 4D (*pistol* +2D) (*machine gun* +1D), *thrown weapons* 4D (*knife* +1D), *demolitions* 5D, *medicine (first aid)* 4D, *hide* 7D, *know-how (guerilla tactics)* 7D, *surveillance* 5D, *survival* 7D, *command* 6D, *interrogation* 4D, *persuasion* 6D, *willpower* 8D. Advantages/Disadvantages: Charismatic -3D, Contact (other ELF branches) -6D, Courage -2D, Leadership Ability -2D, Obscure Knowledge -2D, Preparedness -4D, Speed Draw (pistol) -1D; Dependant (Linda Park) +1D, Enemy (Thanagarian wingmen) +6D, Fugitive +1D, Poor +3D, Sworn Enemy (the Chronumverate) +4D. Speed: 30. PDV: 3. Unarmed BDV: 4D/1D. P/I bonus: +1. Hero Points: 20. Villain Points: 0. Character Points: 140. Body Points: 34. Equipment: Hunting knife (BDV 2D), .45 automatic (BDV 5Dx3), Uzi submachine gun (5Dx3). Note: The troops he has working under Wally have similar stats and skills with at least -1D to all listed skills.

While the Narrator should make the whole operation sound pretty tense, the infiltration should go pretty smoothly. But, if the heroes have already been to Central Headquarters, they should be cautious not to run into any of the wingmen they encountered last time, or the jig is up. If the players are starting to get itchy for some action, give their heroes the opportunity to bust some heads (for example, two guards who are outside the door leading to the teleporter). Once inside the teleporter room, Wally goes with the heroes up to the Chrono-Cube, leaving his troops behind to cover their backs.

Once on board the Chrono-Cube, Wally discourages the heroes from doing any exploring or trying to di-

rectly confront the members of the Chronumverate. This is their home turf after all. The heroes should recognize their goal when they find it in the Chrono-Cube's trophy room—the inert form of Hourman. The heroes bring the android back on line by deactivating or destroying the controls for the static time bubble that has trapped him between two microseconds of time. After the bubble is shut down and Hourman is freed, all kinds of alarms start going off.

Once outside the bubble, Hourman quickly explains that he is the reason why the heroes have their memories of the true timeline intact. Just before he was captured by the Chronumverate, he was able to use

his "Hour of Power" to protect the heroes when the timeline was restructured to create the current history. He further tells the heroes that he saved them for a specific reason: to prevent this current timeline from ever coming into being by going into the past and stopping the Chronumverate's plans. Since the heroes are virtually unknown to the temporal trio, they will be able to surprise their agents in the past, whereas other members of the JLA would be recognized and imprisoned along with Hourman.

Once the heroes are on board, Hourman again activates his "Hour of Power" and temporally shifts the heroes and him into the past. The last thing the heroes see is Wally trying to hold off three shadowy figures coming towards him.

IN THE BEGINNING

As the heroes begin their journey, read the following aloud:

Your vision blurs as a blinding cascade of images assaults your senses. Snippets of sounds and voices rush in and out of your ears. As the initial shock dies down, you realize that you are seeing history play before your eyes. But, judging from what scenes you are able to see clearly, it's not your history. It's Wally's—the Wally you left behind.

Then, just as quickly as it started, it's over. You find yourself, someplace else...somewhen else. From the prickling sensation that runs up and down your body, you get the distinct feeling that some force is telling you that you don't belong, that you are out of place.

Looking around at your surroundings, you recognize them before Hourman even tells you where you are—it's the original cavern headquarters of the Justice League of America.

Suddenly, Hourman calls out in hushed tones and points into the central meeting hall. "There!" he hisses. "There's the one you have to stop! He's the Chronumverate's agent!"

Looking into the main chamber, your eyes are assaulted by a sight that never happened in your history. Standing over the still bodies of the



THE LORD OF TIME'S CHRONO-CUBE

Here is the key to the inside of the Chrono-Cube:

1. The drive unit: This is what makes the Chrono-Cube go. It's powered by an as-yet-undiscovered element. Since the power source is an unstable one, the drive unit is a pretty sturdy piece of equipment (DV: 20, Body Points: 290). In addition to powering all the Chrono-Cube's systems, the drive unit gives the Chrono-Cube the power Temporal Manipulation 50D (limitation: self and passengers only).

2. Central control: This is the console that controls and guides the Chrono-Cube. Learning how to *pilot* the Cube takes some serious study. (See "Here and Tomorrow" later in this chapter for details.)

3. Computer banks: Filled with the accumulated knowledge of all the ages the Lord of Time has visited. He is able to access the computers remotely via his armor. Anyone else trying to access the computer banks must make a successful Super-Heroic *security* roll.

4. Observation platforms: A place to look into the drive unit chamber below, or peer out the windows.

5. The Lord of Time's quarters: Actually the doorway into a tesseract—an infinitely huge, spatially transcendental closet. It's filled with nothing but weapons (all of which only work for the Lord of Time, if the heroes start grabbing anything).

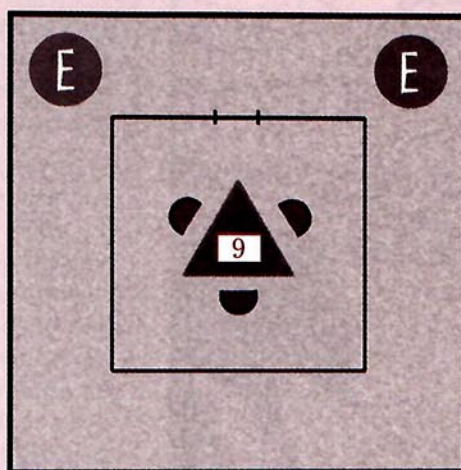
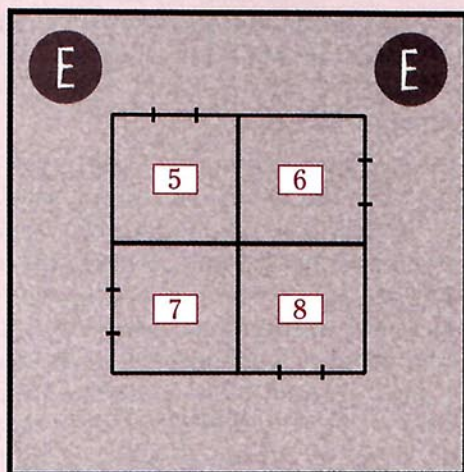
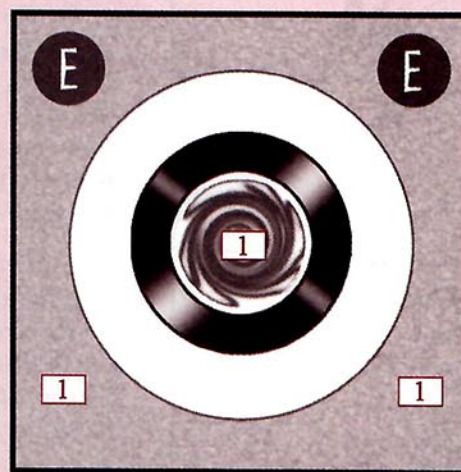
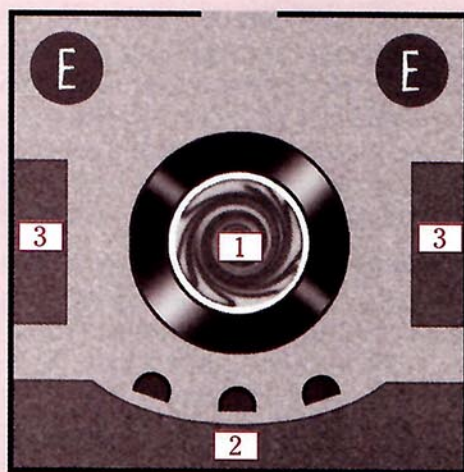
6. Extant's quarters: Filled with an odd combination of mementos taken from those he's killed (such as the golden age Atom's cowl and Dr. Mid-Nite's goggles) and keepsakes from his old life as Hank Hall (a football trophy, a photograph of Dawn [Dove] Granger).

7. Timazo's quarters: Completely empty. He's an android. What does he need a bed or knick-knacks for?

8. Trophy room: In addition to souvenirs from their conquests, this is where the heroes find the captured Hourman.

9. The Chronumverate's meeting room: Originally another storage tesseract, the room has been converted into a place where the Chronumverate can plan their conquest of all time and space.

E = elevator



original Justice League of America—Aquaman, the Flash, Green Lantern, Black Canary, and the Martian Manhunter—is Amazo, the one-man Justice League. With a cruel grin on his lips, the deadly android looks over his unmoving victims, nodding his head at a job well done.

“This is it,” Hourman explains. “The start of a chain of events that led to the creation of that alternate timeline. The Chronumverate sent back this Amazo, one with all the powers of the Justice League of your time, to murder the League’s founders. If Amazo succeeds, there will be no League—not now, not ever. It’s your task to stop him.”

Before you can even voice any concerns about taking on a foe that has just single-handedly defeated the

JLA, Hourman continues. “Remember, while Amazo possesses all the League’s powers, he also shares their weaknesses.”

This is the point where those players who have been looking for a fight get their wish. See the “Amazo 4.0” sidebar for the changes to the version of Amazo listed in this book. The biggest advantage that the heroes have in their favor is the element of surprise. Amazo doesn’t know who they are, what they can do, or (most im-

portant) that they’re even there. So, the heroes can attack him from behind and try to overpower him. However, they only get one chance at it. If they fail, they’re going to have to rely on brute force and their wits. The heroes can also use their knowledge of the JLA’s individual weaknesses to try and weaken or disable Amazo. A real danger is that, eventually, Amazo is going to start duplicating the heroes’ powers. Hopefully, the fight will be over before this can happen. Also,

TIME TRIPPING

During the course of this adventure, the heroes are going to be doing some time-traveling into the past. This means the danger exists that certain actions could lead to disastrous consequences in the present. Even the most minor of deviations could result in a major change. So, not only do the players need to be aware of the risks, but also the Narrator needs to be ready to add such repercussions to later sections in the adventure and to any ongoing campaigns.

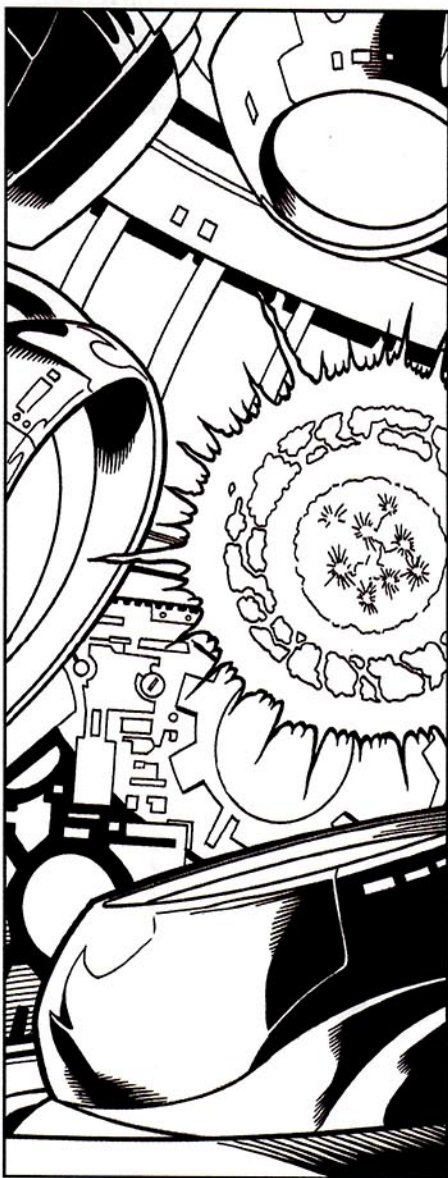
Narrators should apply the following guidelines to the heroes’ travels:

➤ *The heroes should try to be as stealthy as possible.* The best way to avoid paradoxes is not to be spotted by people native to the era being visited. A hero being discovered years, or even days, before they actually made their first appearance could change how they are perceived when they return to the present. Also, meeting with allies and dependents prior to when they are supposed to could cause damage their eventual relationship. One way to get around this is by disguising themselves.

➤ *This is not a time to grandstand.* The heroes aren’t there to overshadow the JLA members. Rather, they’re there to give history a little nudge and get things back on track by taking out elements that are obviously from a future age or adjusting events to match their memory of history. If the heroes do show up the JLA members, this could lead to a lack of confidence for those team members or for the group as a whole.

➤ *The heroes only have one chance to make things right.* If they aren’t able to save everyone who’s supposed to be saved, or accidentally save someone who was supposed to get beaten or die, they have to live with those events. Trying to go back to fix mistakes could lead to even more errors and some serious temporal paradoxes.

Most players will use their common sense once they start traveling and will try to avoid anything risky. However, if a mistake should be made, it’s up to you, the Narrator, to determine how serious the change to the present should be, keeping in mind that the alteration should match the seriousness of the error. For example, if the heroes are unable to save one of the founding JLA members from Amazo, any contributions that hero may have made to the timeline will either have to have been made by another hero or, more seriously, not made at all. So, if Barry Allen doesn’t survive, another hero will have to take his place during the “Crisis on Infinite Earths,” Wally West won’t become Kid Flash and then the Flash, and so on.



since Amazo could potentially gain Hourman's powers (which would be very, very bad), Hourman must stay well out of Amazo's reach and can only act as back-up for the heroes.

Once the heroes have defeated Amazo, read the following text aloud:

As you catch your breath, a glowing nimbus of energy suddenly appears in the main chamber. It quickly fades to reveal an android similar to the version of Amazo that you have seen in the present. However, it has a different bearing to it—more regal, more confident, more sinister.

With a swift glance, it takes in the scene, then rivets its gaze on Hourman. Its head nods in recognition. "Greetings, creator," it says.

"Timazo," Hourman replies.

"I surmised that you would eventually escape your prison," Timazo continues, "and find allies. But, it doesn't matter. I shall succeed where my prior incarnation failed. The League shall die...and you shall cease to be."

AMAZO 4.0

The Amazo the heroes face in this adventure is based on the one listed in this book. He has mimicked a number of powers already from the Flash, Green Lantern, and Wonder Woman of the current JLA, so add the following powers:

Immunity 9D, Longevity 1D, Superattributes: Reflexes, Coordination 8D each, Superattributes: Physique 28D, Sustenance 9D (limitations: Linked to Speed Manipulation, Self-Only), Flight 13D, Invulnerability (blunt attacks) 10D, Healing 6D (limitations: Linked to Speed Manipulation, Self-Only), Speed Manipulation 18D.

He also has a power ring copied from Kyle Rayner's. See the stats for this on page 39.

Be sure to note that this only gives Amazo enough "slots" to Mimic up to nine additional powers.

Timazo starts to walk boldly towards you. But, he stops in midstride as a groan comes from at his feet. The Justice Leaguers are starting to recover.

"No! Not yet! We cannot be seen! The plan!" Timazo curses. It whirls to face you and Hourman. "This is not over. We will adapt. The plan will proceed. The Chronumverate will rule." Then, in the same burst of light that heralded his arrival, Timazo vanishes.

As the eyelids of the Justice Leaguers start to flutter open, Hourman turns to you and says, "It is time for us to depart as well." A gentle hum sounds as you are once again whisked into the time stream...

IN THE NICK OF TIME

As the heroes travel forward in time, read the text in bold aloud:

The flow of images you see as you traverse the time stream start to take on a familiar shape as the time stream starts to rebuild itself. However, your guide Hourman is not as comforted by this restructuring as you are.

"So, Timazo survived," he says in grave tones. "I thought I had dispelled it from the time stream." He pauses. "What concerns me even more is that I got the distinct impression that he is not the head of this Chronumverate. If he's the lowest rung on their ladder, the time stream is still in serious jeopardy."



If asked, Hourman answers any questions the heroes have about Timazo and its abilities (see the description at the beginning of this adventure). But, more pressing on his mind is what the Chronumverate's next move will be. He tells the heroes that he scanned the Amazo android they fought, so he is now able to locate more of the Chronumverate's agents by their choral signature. After closing his eyes for a moment, he tells the heroes that he has detected a new set of signatures two and a half years in the future from their last temporal location.

Once the heroes arrive at their destination, read the following bold text aloud:

You emerge from the time stream in front of the *Daily Planet* build-

ing in Metropolis. Hourman ushers you out of plain sight and into a nearby alley.

"I'm detecting the signatures of eight Chronumverate agents," Hourman reports. "I can't get an exact fix from this distance, but I'm assuming that they are somewhere in that crowd." Looking in the direction Hourman is indicating, you see a large throng of about 50 newspaper and television reporters, along with their photographers and camerapersons, gathered in front of a podium sitting at the steps leading into the *Planet*.

At that moment, Black Canary walks up to the podium with a six-inch-high Atom sitting on her shoulder. Fellow Leaguers Green Arrow and Red Tornado flank either side

of the platform. The Atom leaps off his perch to land next to the podium's microphone. "Welcome, everyone," he says, "to the open house for the Justice League's new, state-of-the-art satellite headquarters."

"That's it," Hourman whispers. "They're going to storm the satellite..."

In this scene, stealth is of the utmost importance. As they will be mingling with the crowd, the heroes could procure civilian clothes, or use such powers as Shapechanging to blend in or Light Manipulation or Illusion to become invisible. Hourman will activate his "Hour of Power" and use his powers to keep himself one second ahead of the people in the crowd, which will render him effectively invisible.

As the heroes get ready to infiltrate the crowd, Hourman makes a quick jaunt to his native 853rd century and returns with eight "choral disrupters." As he passes out the disrupters, he explains his plan. He will make his way through the crowd and locate the Chronumverate's agents. After he's identified them, he will tell the heroes, who then slap the choral disrupter on the agent. Once the disrupter is attached to the agent, it will dispel the choral energy infused in the agent's body and return him to his native time. The key to the plan, however, is to make sure that none of the agents make it onto the satellite.

Once they initiate Hourman's plan, the heroes have about 10 rounds (as the Atom and Black Canary finish answering questions) to work the crowd before the reporters, photographers, and camerapersons start to file into a teleporter. The visitors are beamed up to the satellite at the rate of five every 25 rounds (about two minutes).

For every 5 rounds Hourman scours the crowd, make a die roll using his *Perception* against a difficulty number of 4. For each success, he has discovered one of the agents. He cannot use either Character or Hero Points to effect this roll.

Finding the agents is only half the battle, though. Since the heroes should be trying to keep a low profile, they need to get the agent away from the rest of the reporters without causing a



commotion or arousing the agents' suspicions. Then, in order to use the chronal disrupter, the hero has to either successfully grab the agent or somehow "tag" them with the disrupter. Considering the Chronumverate has warned their agents to be on the lookout for the heroes, this won't be easy. So, any action made by the heroes to convince an agent to move away from the press conference and the teleporter is going to have a -2 penalty, and it only takes a standard *Perception* roll to spot the telltale flash among the crowd.

The eight Chronumverate agents are the Hyperclan (their stats can be found in Chapter 9 of this book), who have Shapechanged into the appropriate disguises. The Chronumverate offered the members of the Hyperclan a chance to defeat a previous JLA incarnation and step up their plan to conquer the Earth, which the White Martians readily agreed to.

If any members of the Hyperclan make it into the line of people going up to the satellite, they go up in pairs. The first pair (Narrator's option) are in the second group of five people going up, with the next pair following in every other grouping (i.e., every even numbered group will have one or two Hyperclan members in it). To make things even more difficult two of them, Protex and Fluxus, have taken on the forms of Clark Kent and Jimmy Olsen, respectively...and Lois Lane is with them. (You can find stats for Lois on pages 18-19 of the *Metropolis Sourcebook*). She is not about to get scooped on a story again by letting Clark out of her sight.

Hopefully, none of the Hyperclan will make it up to the JLA satellite. However, if even one does, go on to the sidebar "Satellite under Siege." If all went well, read the following text in bold aloud:

With a scream of mixed defeat and agony, the last of the Hyperclan is dragged back into the time stream. As he does, a familiar energy nimbus appears nearby, depositing a familiar figure.

"Extant," Hourman says in surprise.

"Again," Extant growls. "Again, you've meddled with our plans."

Extant raises a hand crackling with lethal chronal energy. "I'll turn you into dust where you stand!"

"What's going on over there?" a familiar female voice asks from nearby.

"Blast! It's still too soon! We can't be discovered!" Extant grumbles, as he folds his cape about himself and disappears back into the time stream. You turn to see what frightened off Extant, and discover that Black Canary and the Atom are moving toward your hiding place.

"Time to go," Hourman announces, and again launches you into the time stream...

NO TIME LIKE YESTERDAY

Now that the heroes are once more traveling in the time stream, read the following text aloud:

"I have detected the chronal signatures of a new group of Chronumverate agents," Hourman announces as you race forward in time, getting closer to the present day. "I think they are either getting more bold or more desperate. This time, not only are they challenging one of the most powerful incarnations of the League ever, the signals are coming from within the Watchtower itself."

The heroes and Hourman arrive in the observation deck of the Watch-

tower. Anyone who checks the nearby chronometer, or asks Hourman, finds out that they have arrived approximately seven months in the past, right after the Watchtower was built. No one is there to greet them, and the Watchtower defense systems have been shut off from within the complex itself.

If the heroes don't think of it themselves, Hourman directs one or more of the heroes with the appropriate skills to quietly and carefully search the Watchtower. When the search party reaches the Hall of Justice, read the following bold text aloud:

Peering around the corner into the Hall of Justice, you see a man the newspapers of your time called Pulse 8, member of a group of metahuman soldiers called the Ultramarines. He is busy checking the high-tech shackles on four of the JLA's finest—Wonder Woman, the Flash, Green Lantern, and Green Arrow. Obviously responsible for their defeat, Pulse 8 deals with the downed heroes with clinical detachment. This was just another assignment for him and his team.

You are just about to return to Hourman and report when you hear Pulse 8 address someone else in the room. "They're secure, General Eiling," he says.

SATELLITE UNDER SIEGE

If any of the Hyperclan make it aboard the JLA satellite, the first thing they do is change into their natural Hyperclan form. Then, they start attacking Justice Leaguers and blowing things up. At this point, the heroes really have no choice but to abandon stealth and try to stop the Hyperclan from causing too much damage.

On the positive side, the heroes won't be on their own in defending the satellite. On hand to welcome their guests are Green Arrow (+1D to all of the skills listed for him in Chapter 3 and +2D to any archery-related skill), Red Tornado (take away the Mastery enhancements to his powers, along with his *arcane lore*, *science (ecology)*, *command*, *intimidation* skills, his Leadership Ability Advantage, and Fanatic Disadvantage), Black Canary (+1D to all skills and powers, and add Mastery to any Canary Cry-related powers), and the Atom (-1D to all skills; powers remain the same, except for any Mastery enhancements).

Once the Hyperclan is beaten and sent back using the chronal disrupters, Extant shows up, and a scene similar to the one at the end of "In the Nick of Time" will play out. After he's gone, all that's left is for the heroes to get off the satellite before the JLA can ask too many questions.

"Excellent," the other person replies. Dressed from head to toe in a suit of futuristic armor bristling with weapons, the Lord of Time smiles with smug satisfaction at the sight of the fallen JLA members. (Obviously the Lord of Time is using one of his myriad of devices to impersonate General Wade Eiling, the commanding officer in charge of the Ultramarines, to enlist the aid of Pulse 8 and his allies.)

"And you are preparing to deal with the rest of them?"

"4-D, Flow, and Warmaker One are already working on their assigned tasks. We'll be ready."

"And what about those meddling heroes we have been having problems with?" the Lord of Time asks.

"Everyone on the squad has been alerted to the threat, sir," Pulse 8 responds snappily.

"Good, good! I can see that I picked the right agents for the job, unlike my other two...allies. If not for the Stranger and his urgings for the three of us to work together,

I'd..." The Lord of Time takes a deep breath, then smiles once more. "No matter. I leave the capture of the rest of the JLA and their disposal in your capable hands, Captain."

As the Lord of Time fades out of sight, Pulse 8 gives him a sharp salute, then turns to inspect his unconscious prisoners once more...

While the recon team can certainly try to take out Pulse 8, he alerts his fellow Ultramarines to the heroes' invasion before they can take him down. If the recon team opts not to attack Pulse 8, continue with the rest of this scene. However, if they do attack, be prepared to adjust the rest of the events accordingly.

After the recon team has reported back to Hourman and the rest of the heroes, Hourman recommends that they break into smaller teams and take on the Ultramarines one at a time. He also retrieves and passes out two chronal disrupters to each of the teams to use on the Ultramarines. The goal is to find and defeat all of the Ultramarines before any one of them

can raise the alarm and alert their teammates to the heroes' presence.

The Ultramarines are dispersed within the Watchtower as follows (use the map and key included with this scene):

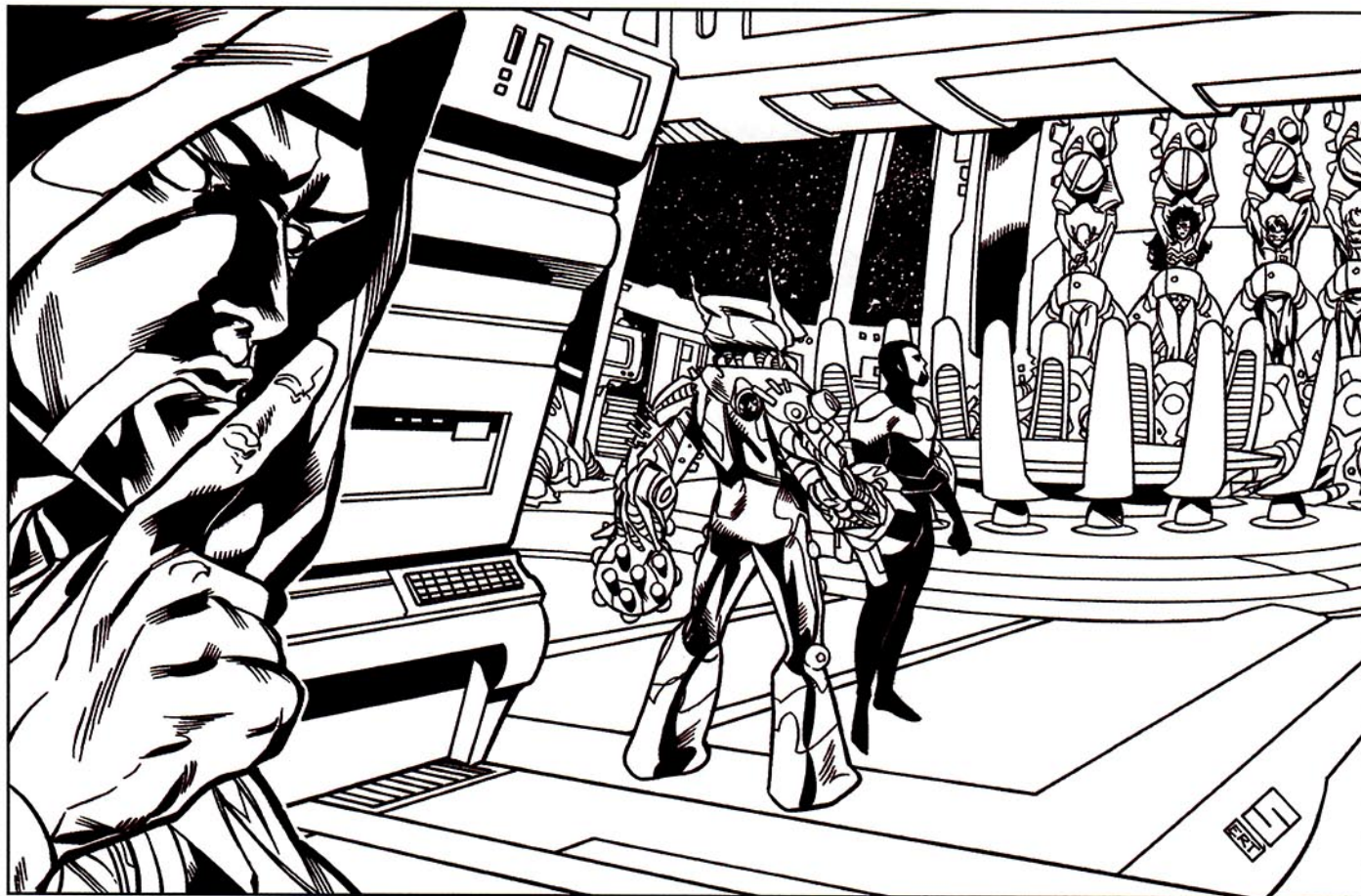
➤ 4-D is in the central teleporter room, readying a trap for any JLA members who beam in.

➤ Flow is destroying the monitor womb.

➤ Warmaker One is in engineering control, setting charges on the Watchtower's reactor.

➤ Pulse 8 remains in the Hall of Justice, guarding the prisoners. He has on his person the key to the shackles holding the JLA members.

All four are highly trained soldiers and have been warned about the heroes. Stats for the Ultramarines can be found in Chapter 9. So, each attack should be well thought out and executed, or else the heroes will find themselves the hunted rather than the hunters.



HERE AND TOMORROW

After the last of the Ultramarines have been defeated and the captured JLA members freed, Hourman suggests that he and the heroes stay this time and bring the JLA of this time period up to date on the Chronumverate's plans. Since they are so close to the present day, the chance of paradox is slight, and the JLA are prepared for any further attacks.

The heroes are brought in before the full membership of the JLA (Superman, Batman, Wonder Woman, Aquaman, the Flash, Green Lantern, Green Arrow, and the Martian Manhunter), where the heroes get the chance to tell them everything that has happened up to this point. This scene should feel like the end of the adventure—but, as the heroes soon find out, it isn't over yet.

When the briefing is over and the JLA has had the chance to thank the heroes for their help, Hourman volunteers to return the heroes to their native time period, their present day. As the heroes make what they think is their last journey through the time stream, read the following bold text aloud:

As you are about to arrive in the present, Hourman cries out, "No, it can't be!" He then turns to you and says, "My time vision has just revealed numerous new chronal signatures of Chronumverate agents. But, this time, they aren't in the past. They're 10 years in the future! And I also sense that the Chronumverate themselves are there.

"We can't disrupt the timeline any further by going back and warning the JLA...we have to deal with this ourselves!"

You emerge from the time stream again in Metropolis. But, it's a Metropolis that *almost* looks like the one you remember. It's just like the utopian future you've often dreamed about: Electric hovercars have replaced automobiles with tires. Fashions are more streamlined. No one carries a briefcase or purse, but instead has a personal digital assistant (PDA) attached to his or her hip. There are no homeless people to be seen, and everything looks bright and polished.

Unfortunately, you only get the briefest of glimpses of this brave new world before an intense beam of heat from the sky strikes the sidewalk at your feet. Looking up, you see that Metropolis is under attack from about 50 men and women dressed in black unitards with a small white triangle emblem over their left breast. They float high above the city streets, melting and crumbling everything in their path with powers similar to those you've seen Superman use.

Hourman's expression only confirms your worst fears. Whoever these people are, they are a serious threat.

A few of the invaders catch sight of you on the ground and break off from the main group. As you prepare yourself for the inevitable battle, you hear Hourman utter a single word: "Daxamites."

This latest batch of Chronumverate agents is a group of 50 Daxamites pulled from the thirtieth century. Now under Earth's yellow sun, they have gained superpowers that put every one of them on a par with Superman. They are highly xenophobic and look on any race other than their own as vermin to be exterminated. So, they have no qualms about turning Metropolis and the rest of the planet into so much rubble. Worst of all, they have the power to do it.

Give the heroes an opportunity to deal with the Daxamites as best they

can. Only about three or four of them concern themselves with the heroes, while the others continue razing Metropolis. Although the Daxamites lack any real combat experience or training (a flaw to play up whenever possible), they have the advantage in terms of raw power. Unless one or more of the heroes has had direct contact with the Daxamite race, none of them should instinctively know about the Daxamites' vulnerability to lead. And Hourman is too busy defending himself to let the heroes know of the Daxamites' weakness right off the bat.

After a few rounds of combat with the Daxamites, it's time to bring in the cavalry—namely Superboy, Green Lantern, Starman, Mary Marvel, and the Atom of the JL:E of the twenty-first century. (Stats for all the members of the JL:E can be found in the sidebar "Justice Legion: Earth.") The Atom immediately grows to giant size and swats away as many Daxamites as he can, while Green Lantern sets up a containment barrier to give the players' heroes a much needed breather. The others start to gang up on the Daxamites, taking them down as quickly as they can. Be sure to play up the differences between the JL:E and the heroes the players are familiar with (i.e., the 10-year age differences, the gray streaks in Kyle's hair, the fact that the Atom is a blonde-haired teenager, and so on). As Kyle holds off the Daxamites, read the following text in bold aloud:

THE DAXAMITE THREAT

All stats 3D except: *Reflexes* 3D (13D), *brawling* 4D (17D), *dodge* 4D (14D), *Coordination* (13D), *Physique* 3D (31D), *flying* 4D (32D), *computer ops* 5D (omnicom +1D), *languages* 4D (Interlac +3D), *intimidation* 4D, *willpower* 4D. Advantages/Disadvantages: Delusions of Grandeur +3D; Enemy (Legion of Super-Heroes) +6D; Fanatic (xenophobe) +3D; Obsessive Tendencies +2D; Phobia (Xenophobia) +4D. Speed: 30. PDV: 2 (7 with Speed Manipulation). Unarmed BDV: 3D (7D). P/I bonus: +1 (+15). Hero Points: 0. Villain Points: 4. Character Points: 32. Body Points: 165. Powers: Microwave Projection (eyes) 12D, Immunity 9D, Superattributes: Reflexes, Coordination 10D each, Superattributes: Physique 28D, Superbreath 12D, Supersenses 10D, X-ray Vision 12D (limitation: Ineffectiveness [lead]), Flight 12D, Invulnerability 10D (limitation: Ineffectiveness [magic]), Speed Manipulation (supermobility, superactions) 8D each. All powers also have the following limitations: Rechargeable (yellow sun), Vulnerability (lead).



JUSTICE LEGION: EARTH

ROBIN

All of his stats are the same as those in Chapter 11, with the following exceptions: no longer has the Age Disadvantage; all *Reflexes*, *Coordination*, *Perception*, and *Presence* skills are at +4D; all *Physique* skills are at +2D; *computer ops*, *criminology*, *research*, *scholar*, *science*, and *security* are at +3D; all other *Knowledge* skills are at +1D; he has 29 Hero Points and 230 Character Points.

BACKGROUND: An older and wiser Timothy Drake still remains the reluctant, yet natural, leader of the team.

SUPERBOY

All of his stats are the same as those in Chapter 11 with the following exceptions: no longer has the Age Disadvantage, but has Youthful Appearance Advantage; all skills are at +2D; the limitation Limited Range on his Telekinesis power has been overcome; he has 23 Hero Points and 184 Character Points.

BACKGROUND: Ten years older mentally, though not physically, Superboy prefers to be called Kon-El these days.

IMPULSE

All of his stats are the same as those in Chapter 11 with the following exceptions: no longer has the Age Disadvantage; *know-how* (*Speed Manipulation*) and *scholar* (*strategy*) are at +4D; *catch* and *running* are at +2D; all other skills are at +1D; powers are increased as follows: *Speed Manipulation* +5D, *Sustenance* +4D, and *Healing* +2D; he has 22 Hero Points and 170 Character Points.

BACKGROUND: Bouncing off the Speed Force six years ago has mellowed and matured Bart Allen a great deal. He's now become one of the best thinkers on the team, although he has also developed into the team's resident practical joker, much to the JL:E's chagrin.

WONDER GIRL

All of her stats are the same as those in Chapter 11 with the following exceptions: no longer has the Age Disadvantage; all skills are at +2D; her powers are increased as follows: *Superattributes: Physique* +8D, *Flight* +3D, *Invulnerability* +3D; she has 22 Hero Points and 176 Character Points.

BACKGROUND: Her training under Artemis complete, Cassie Sandsmark has ditched her wig and goggles and now wears Donna Troy's old Wonder Girl costume.

SECRET

All of her stats are the same as those in Chapter 11 with the following exceptions: no longer has the Age Disadvantage; all of her skills are at +2D; she has 22 Hero Points and 176 Character Points.

BACKGROUND: Still known as the Secret, this young lady is just as much of a mystery as she was when she joined Young Justice 10 years ago.

GREEN LANTERN

All of his stats are the same as those in Chapter 6 with the following exceptions: *know-how* (*ring creations*) is +2D; *willpower* is +2D with a +2D specialization in *ring creations*; all other skills are at +1D; his power ring's powers are increased as follows: *Energy Manipulation* +2D and *Mimicry* +1D; he has 36 Hero Points and 288 Character Points.

BACKGROUND: The "old man" of the team, Kyle Rayner serves as the liaison between the Justice Legion: Earth and the Justice League of America, which has returned to their old "Secret Sanctuary" headquarters.

DAMAGE

All stats are 3D except: *Reflexes* 3D (10D), *brawling* 6D (13D), *dodge* 6D (13D), *Coordination* 3D (10D), *marksmanship* 4D (11D), *Physique* 6D (15D), *leap* 8D (17D), *lifting* 8D (17D), *demolitions* 4D (*locating stress points* +3D), *command* 5D, *intimidation* 7D, *willpower* 8D. Advantages/Disadvantages: *Contact* (JL:E) -6D, *Obscure Knowledge* -2D; *Dependant* (Megan Darrow) +1D, *Enemy* (Vandal Savage) +3D. *Speed*: 30. *PDV*: 3 (7; 12 while moving using *Speed Manipulation*). *Unarmed BDV*: 4D (6D). *P/I bonus*: +4 (+8). *Hero Points*: 25. *Villain Points*: 0. *Character Points*: 200. *Body Points*: 112. *Powers*: *Microwave Projection* 16D (limitation: linked to *Energy Absorption*), *Superattributes: Reflexes*, *Coordination* 7D each, *Superattributes: Physique* 9D, *Flight* 10D (limitation: linked to *Energy Absorption*), *Energy Absorption* 16D, *Invulnerability* 8D, *Speed Manipulation* (*supermobility*, *superactions*) 5D.

BACKGROUND: Having graduated from the Titans to the JL:E, Grant Emerson is now in full control of his highly destructive superpowers. While his codename no longer applies, he keeps it as a reminder of his awesome responsibility and his less-than-perfect past.

THE RAY

All stats are 3D except: *brawling* 4D, *dodge* 8D, *piloting* 4D (*self* +6D), *marksmanship* 8D, *flying* 8D, *navigation* 8D, *know-how* (*Energy Manipulation*) 14D, *charm* 5D. Advantages/Disadvantages: *Acute Sense of Direction* -2D, *Charismatic* -3D; *Enemy* (Vandal Savage) +3D. *Speed*: 30. *PDV*: 4. *Unarmed BDV*: 3D. *P/I bonus*: +1. *Hero Points*: 25. *Villain Points*: 0. *Character Points*: 200. *Body Points*: 33. *Powers*: *Flight* 20D, *Energy Absorption* 19D, *Energy Manipulation* 30D (limitation: *Duration Change* [Permanent—always in *energy form*]; *enhancements: Mastery, Self-Invulnerability*).

BACKGROUND: Where Ray Terrill once avoided his fate as a super hero, he has now embraced it. He's even gone so far as to totally abandon his physical form and become a being of pure energy.

THE ATOM

All stats are 3D except: *Reflexes* 4D, *acrobatics* 7D, *brawling* 6D, *dodge* 8D, *sneak* 8D, *Physique* 4D, *leap* 6D, *Knowledge* 5D, *computer ops* 6D, *research* 6D, *science* 6D (*physics* +3D), *Perception* 4D, *hide* 8D, *shadowing* 6D, *surveillance* 6D. Advantages/Disadvantages: *Acute Balance* -2D, *Gifted in Learning* -4D, *Observant* -2D, *Patron* (Ray Palmer) -2D; *Enemy* (Dr. Light III) +2D, *Secret Identity* +3D. *Speed*: 30. *PDV*: 4. *Unarmed BDV*: 4D. *P/I bonus*: +2. *Hero Points*: 12. *Villain Points*: 0. *Character Points*: 96. *Body Points*: 45. *Powers*: *Size Manipulation* (*self only*) 10D, *Density Manipulation* (*self only*) 20D (limitation: the power only works when the Atom is reduced in size and then only allows him to increase his density up to the mass he has at his maximum size).

BACKGROUND: Norman "Norm" Palmer, the only son of Ray Palmer, is a blonde-haired youth who was born with the ability to grow or shrink in size. He also shares his father's passion for science and lust for adventure.

MARY MARVEL

Mary Batson Freeman

All stats are 2D except: *brawling* 3D, *Knowledge* 4D, *arcane lore* 5D, *scholar* 5D (*Egyptian history and culture* +3D), *science* 3D (*archaeology* +5D), *Perception* 4D, *charm* 4D, *willpower* 7D. Advantages/Disadvantages: *Charismatic* -3D, *Patron* (Shazam) -4D; *Dark Secret* (fate of the Marvel family) +2D, *Depression* +6D, *Hides Emotions* +1D, *Secret Identity* +3D. Speed: 30. PDV: 1 Unarmed BDV: 3D. P/I bonus: +1. Hero Points: 27. Villain Points: 1. Character Points: 216. Body Points: 23. Powers: *Magic Manipulation* (summon lightning bolt) 5D (BDV 15 to anyone other than Mary or Mary Marvel; changes Mary to or from Mary Marvel).

Mary Marvel

All stats are 4D except: *Reflexes* 5D (12D), *brawling* 6D (13D), *dodge* 6D (13D), *piloting* 6D (13D) (*self* +1D), *Coordination* 5D (12D), *Physique* 5D (33D), *flying* 6D (34D), *Knowledge* 3D (10D), *arcane lore* 6D (13D), *scholar* 7D (14D), *Presence* 5D, *charm* 6D, *willpower* 8D. Advantages/Disadvantages: *Attractive Appearance* -2D, *Charismatic* -3D, *Patron* (Shazam) -4D; *Dark Secret* (fate of the Marvel family) +2D, *Enemy* (Marvel foes) +5D, *Hides Emotions* +1D, *Secret Identity* +3D. Speed: 30. PDV: 3 (7; 15 while moving using *Speed Manipulation*). Unarmed BDV: 4D (6D). P/I bonus: +2 (+16). Hero Points: 27. Villain Points: 1. Character Points: 216. Body Points: 174. Powers: *Magic Manipulation* (summon lightning bolt) 5D (BDV 15 to anyone other than Mary or Mary Marvel; changes Mary to or from Mary Marvel), *Superattributes*: *Reflexes*, *Coordination*, *Knowledge* 7D each, *Superattributes*: *Physique* 28D, *Flight* 13D, *Superbreath* 12D, *Invulnerability* 10D, *Speed Manipulation* (superactions, supermobility) 8D. All powers except *Magic Manipulation* have the limitation: *Super Hero Form*.

BACKGROUND: The bright-eyed optimist of the JL:E, Mary Batson's positive outlook seems to be a defense mechanism against something she'd like to forget—like the reason why only she possesses the power of Shazam.

STARMAN

All stats are 3D except: *Reflexes* 4D, *brawling* 6D, *dodge* 6D, *piloting* 4D (*starships* +2D, *self* +3D), *Coordination* 4D, *marksman* 5D, *flying* 6D, *navigation* 6D, *science* 4D (*astronomy* +4D), *command* 4D, *intimidation* 5D, *willpower* 6D. Advantages/Disadvantages: *Patron* (Jack Knight) -2D, *Preparedness* -4D, *Technologically Advanced* -20D; *Dark Secret* (true identity) +1D, *Hides Emotions* +1D, *Secret Identity* +3D. Speed: 30. PDV: 3. Unarmed BDV: 4D. P/I bonus: +1. Hero Points: 24. Villain Points: 0. Character Points: 192. Body Points: 32. Powers: *Density Manipulation* (cannot decrease below normal density) 10D (limitation: *Self-Only*), *Gravity Manipulation* 22D.

BACKGROUND: This mysterious member of the JL:E answers to the name of Danny Blaine, but he may be Thom Kallor of the thirtieth century super team, the Legion of Super-Heroes. No one's asked, and he's not telling.

O.R.A.C.L.E.

Defense Value: 5. Enhancement Modifiers (*O.R.A.C.L.E.'s skills*): *computer ops* 10D, *criminology* 8D, *medicine* 6D, *research* 10D, *scholar* 10D, *science* 6D, *surveillance (electronic)* 15D. Body Points: 50. **ADDITIONAL INFORMATION:** Everyone in the JL:E members wears one of these specialized wristbands that links them to their AI computer located in the Watchtower. Through these bands, they can gain information, locate other members, and access the Watchtower's teleporters.



"Welcome to the future," Green Lantern says, as he holds at bay the thrashing Daxamites with practiced ease. "We've been expecting you."

Anticipating your question, he continues. "How did we know? You told us, or rather your counterparts from our time told us, about 15 minutes ago. I'm just glad we got here before the Daxamites turned you into hamburger."

Turning his attention to the Daxamites still punching fruitlessly at the emerald barrier, Green Lantern concentrates and giant boxing gloves leap out of the shield to knock out the Daxamites. "Picked up that trick from an old friend," he says with a smile.

"Hey, Superboy!" GL calls out. A familiar figure floats down from overhead. But, while he looks like the Superboy you remember, his body language and demeanor tell you that this one is older than the one you know. Green Lantern points at your group. "We need to get these guys up to the Watchtower, pronto. We need to plan our attack with the rest of the gang..."

Leaving the Atom, Mary Marvel, and Starman to deal with the Daxamites, Green Lantern then activates his O.R.A.C.L.E. link to teleport the heroes, Hourman, Superboy, and himself up to the Watchtower on the moon. There the heroes will meet the rest of the Justice Legion: Earth.

Once introductions have been made, Robin gathers everyone in the Hall of Justice and gets down to business. First, he tells them that Starman, the Atom, and Mary Marvel have been joined by both the JLA and the players' heroes' twenty-first century counterparts and have contained the Daxamites for now. However, this means that only those assembled in the Watchtower now are the ones who can deal with the Chronumverate and their latest plan.

Robin goes on to reveal that the Watchtower's monitors have discovered a massive temporal displacement occurring near the orbit of Mars. Further scans have given some hint as to what is being pulled through—Solaris, the Living Sun. With Hourman's help, the JL:E have been able to modify the Watchtower's sensors.

This has enabled them to find the Lord of Time's Chrono-Cube in Earth's orbit. It's now obvious the Chronumverate is behind the imminent arrival of Solaris.

As the heroes have already been in the Lord of Time's Chrono-Cube, Robin assigns them, along with Hourman, the job of launching an assault on the Chrono-Cube and disabling whatever apparatus the Chronumverate is using to bring Solaris to the twenty-first century. Meanwhile, he leads the JL:E in an attempt to slow down Solaris' arrival. If any of the heroes want to go with Robin's team, have him graciously thank them, but he tells them that their twenty-first century counterparts have already told the JL:E that this was how the teams broke down. Should the heroes do otherwise, they risk damaging the time stream in much the same way as the Chronumverate wants to.

Once the heroes are on the Chrono-Cube, they're on their own. Hourman is quick to reassure the heroes by telling them that he can sense the Chronumverate have devoted a significant portion of their combined temporal powers to the task of drawing the Living Sun from the future. So, the three members of the Chronumverate won't be as great of a threat as they could be. After everyone is clear on his or her missions, Robin wishes them all good luck and the teams go their separate ways.

To get them all on board the Chrono-Cube, Hourman moves them ahead one second in time and shifts them spatially to one of the Cube's obser-

vation decks. From there, the heroes have two goals: (1) disable or destroy the drive unit, which will take off-line the devices that are pulling Solaris into the twenty-first century, and (2) take out the members of the Chronumverate. If the players choose to go after the Chronumverate first, go to the sidebar "The Stranger Revealed." Otherwise, proceed on with the rest of this section.

As mentioned in the map key for the Chrono-Cube (see the sidebar on page 147), the drive unit is sturdy equipment (DV: 20, Body Points: 290). So, unless the heroes have some serious skill and raw power on their side, destroying it is probably out of the question. The heroes' best course of action is to try to shut down the drive unit by disabling its power source.

In order to take the power source off-line, one or more heroes have to make a series of skill rolls. If they fail any one roll, they go back to the last roll they made and succeed again in order to move on. To first get a general feel of how the controls work, a hero makes a *science, engineering, or computer ops* skill roll against a diffi-



culty of 5. If the hero has one of these skills with a specialization related to time travel, the difficulty drops to 4. If no one has the above skills, the roll becomes a *Knowledge* roll with a difficulty of 6. Once they have the basic gist of the controls, the heroes have to learn how to pilot the Chrono-Cube before they can sabotage it. To do this, the heroes need to succeed at a *piloting* die roll with a difficulty of 9 (use *Reflexes* at a difficulty of 10 if no one has *piloting*), adding the Effect Value from the first skill roll to the *piloting* or *Reflexes* roll. If the heroes are able to figure out how to fly the Chrono-Cube, they can now try to figure out how to take the power source off-line. This task requires an *engi-*

neering skill roll against a difficulty of 9, adding the Effect Value from the *piloting* roll to the engineering roll. (Use *Perception* at a difficulty number of 10 if no one has *engineering*). If one of the heroes has a specialized skill that is more appropriate than the ones listed above, feel free to substitute using the same difficulty numbers.

As an added challenge, the longer the heroes take to shut down the drive unit, the more likely the Chronumverate is going to find out they're on board. If a critical failure is rolled on the Wild Die during any one of the above listed skill checks, one or more of the Chronumverate members stumbles upon the heroes (one member for each point rolled under the difficulty).

After the power source has been destabilized and the drive unit is shut down, the heroes won't have to worry about finding the Chronumverate—the trio finds the heroes. The heroes then have to try to take down the Chronumverate and keep any of them from reactivating the drive unit. Remember, since the trio had been channeling a significant portion of their powers into the drive unit's power source to open the portal for Solaris, all of their Temporal Manipulation powers are at least halved from the stats listed in the earlier "The Chronumverate" sidebar. Feel free to drop those numbers more if you have fewer heroes, or feel that even at half power the Chronumverate would prove to be too much of a challenge for the heroes.

Once the Chronumverate has been defeated, Hourman takes the heroes on their final trip through the time stream to meet with the JLA and receive their just rewards.

REWARDS

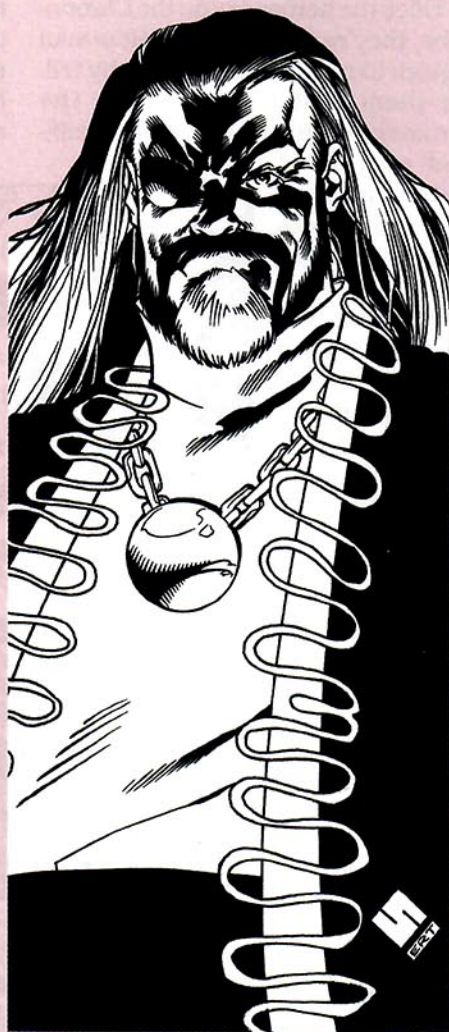
Each of the heroes receive a commendation from the JLA upon the successful completion of the adventure—a valuable reward for any of the group who aspires to League membership. The heroes also gain Character Points to represent the experience they've gained. Give each player two Character Points per section they successfully completed without incurring any temporal paradoxes, and an additional Character Point for each history-altering event that was completely averted (i.e., no changes or deviations from DC Universe history). If the heroes worked well together as a team to thwart the plans of the Chronumverate, give each of them six Character Points. Also, if they were able to stop the villains in each section without any additional help from Hourman or a guest appearance by a JLA member or two (beyond what was indicated in the adventure), each player should get three more Character Points. If they needed a helping hand, however, they only receive one additional point a piece. Anyone who used a Hero Point valiantly gets that Hero Point back, plus another one. Also, be sure to reward those players who roleplayed well with an additional two to four Character Points.

THE STRANGER REVEALED

If the heroes opt to fight the Chronumverate before dealing with the Chrono-Cube's drive unit, they find out the identity of the mysterious "Stranger" that the Lord of Time referred to in "No Time Like Yesterday." However, if they choose to disable the drive unit first, the Stranger makes his escape before he can be discovered.

The Chronumverate is in their meeting room on the top floor of the Chrono-Cube. Either by spying or breaking into the room, the heroes catch the Vandal Savage of the 853rd century in there with the three members of the Chronumverate. Once he is discovered and before any combat can begin, he activates his time bands and escapes to his native time. At the time the encounter occurs, simply describe Vandal Savage to the heroes, as they won't recognize him. Later, when the heroes tell the JLE or JLA about him, they identify Savage to the heroes.

While it will be frustrating for the heroes to not capture Savage this time out, he can always return to plague the heroes again in a later adventure.



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