



SOURCEBOOK

JSA™



A GUIDE TO THE DC UNIVERSE'S GOLDEN AGE—AND BEYOND!

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MAGNAR



JSA ***Sourcebook***

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and all of the folks at DC Comics; Quim Ball-Iloera for the block basics,
and Sean at Caps for his Who's Whos.

The information in this sourcebook is current through May 2001.

Look for other *DC Universe Roleplaying Game* products at most local or Internet comic or hobby shops. Don't know where the nearest shop is? Check the Yellow Pages or call the Comic Shop Locator at 1-888-COMIC-BOOK (1-888-266-4226).

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Introduction

This supplement to the *DC Universe Roleplaying Game* pays tribute to the heroes of the past, while looking at those who have stepped up to become the heroes of the future. You will learn about the heroes of World War II, their greatest adversaries, their descendants, and the newest group to honor the title of the Justice Society of America.

- ★ Chapter 1 explores the history of the Justice Society and its legacy.
- ★ In Chapter 2, learn more about the original JSA members.
- ★ Chapters 3-6 examine some of the other super hero teams at the time of the original JSA, the All-Star Squadron, Young All-Stars, Freedom Fighters, and Seven Soldiers of Victory.
- ★ Chapter 7 contains descriptions of the most wicked individuals of the Golden Age.
- ★ In Chapter 8 view the bases of the JSA and All-Star Squadron and some other Golden Age equipment.
- ★ Chapters 9 and 10 take a look at the descendants of the original JSA, Infinity, Inc., as well as their most notorious adversaries.
- ★ The new JSA is the focus of Chapters 11-13. Get information on their members, former members, allies, adversaries, their new base, Dodds Mansion, and the awesome Steel Eagle.
- ★ Chapter 14 contains new optional rules for the *DC Universe Roleplaying Game*, as well as more Dramatic Effect cards, and the all new SubPlot Cards!
- ★ Chapter 15 gives guidelines for Narrators who want to run adventures in the Golden Age.
- ★ Chapter 16 caps off the book in stunning fashion with a classic adventure filled with drama, intrigue, and action—not to mention Axis Amerika!

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. Not only do the character descriptions include physical details and background information on each character, but you'll also find statistics that can be used 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 entries 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 negative signs in front of their values, while Disadvantages have positive signs. (See pp. 21–27 of the rulebook, pp. 21–26 of the *Narrator's Book*, pp. 122–123 and 128–130 of the *JLA Sourcebook*, p. 126 of the *Gotham City Sourcebook*, and pp. 6–9 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 improving 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).

Natural abilities: A section included for those who aren't human, natural abilities refer to characteristics that are innate to the character's species. These could be descriptions of what the ability can do or they could be represented by powers.

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

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).

Powers: These are extra abilities that a member of the character's species wouldn't normally have. (See pp. 56–90 in the rulebook, pp. 103–122 in the *JLA Sourcebook*, pp. 9–17 in this book, and the *Directive on Superpowers* for explanations of various powers.)

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. Values that are augmented by powers are shown in parentheses after the base value (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).



CHAPTER 1

Legend & Legacy

It was 1938. The official beginning of World War II was still almost a year away. Yet the tremors of the holocaust to come had already begun as Hitler and the Axis alliance drove their way across Europe, Africa, and mainland China. Meanwhile, in New York City, newspaper publisher Lee Travis, clad in a red mask and calling himself the Crimson Avenger, became the first recognized “mystery man,” a costumed vigilante operating for the good of all. This was the beginning of the Golden Age of Heroes.

Over the next two years, the Crimson Avenger was joined by a veritable host of mystery men. Debuting in 1939 were, among others, the Sandman—who also stalked the streets of the Big Apple—and Opal City’s costumed protector, Starman. The following year, Keystone City’s hyperspeedster, the Flash; the ring-wielding Green Lantern of Gotham City; the winged avenger Hawkman; and the Spectre—the undead embodiment of the Wrath of God—made their debuts. Also, young Johnny Thunder gained control of the genie-like Bahdnisian Thunderbolt and chemist Rex Tyler discovered the wonder drug Miraclo and became Hourman, Al Pratt fought back as the mighty mite called the Atom, and Kent Nelson assumed the mantle of Dr. Fate.

Four key events marked the latter months of 1940. First, Hitler recovered the fabled Spear of Destiny—an artifact rumored to have been the weapon that pierced the side of Christ on the cross. Second, Great Britain elected Winston Churchill as its Prime Minister. Third, Franklin Delano Roosevelt was re-elected to an unprecedented third term as president of a still neutral United States. Lastly, the Justice Society of America, a group of heroes sworn to defend American ideals, was formed.

In November of 1940, British Intelligence contacted Roosevelt, alerting him to a Nazi plan to invade England. Still morally bound by his campaign promise to keep the States out of World War II, F.D.R. gave the British the means to contact America’s mystery men. Two such heroes—the Flash and Green Lantern—were dispatched in an effort to halt the invasion, but they were defeated and taken to Berlin. Sensing their demise, Dr. Fate gathered Hourman, the Atom, Hawkman, and the Spectre together to set out and free their comrades. Upon reaching Berlin, Fate and his allies managed to halt Flash and Green Lantern’s execution. However, they couldn’t stop Hitler from tapping into the latent power of the Spear of Destiny and summoning an army of valkyrie—the mythical Nordic choosers of the slain. Despite the formi-

dable odds, the combined skills of America’s mystery men soon proved to be too much for the warrior maidens. In a final desperate measure, Hitler ordered a bombing run on Washington, D.C., with the valkyries serving as guard. Racing back across the Atlantic, the heroes thwarted the attack, and the Atom personally saved F.D.R. from a valkyrie assassin. At the President’s behest, the seven chose to permanently band together as the Justice Society of America. The Flash briefly served as the team’s chairman until Hawkman was formally elected to the post.

In 1941, the JSA inducted its first new member, Johnny Thunder, and Hawkman turned over his duties as chairman to Green lantern in May. Meanwhile, Dr. Mid-Nite, Liberty Belle, and Johnny Quick joined the swelling ranks of America’s mystery men. Unfortunately, the United States was not alone in the metahuman mobilization race. In Germany, Albrecht Krieger was the first successful Axis attempt at creating the ultimate Aryan super soldier. The Führer himself dubbed him Captain Nazi. A Prussian nobleman, one of Hitler’s favored few, was transformed by German scientists into the psionic ultra-human known only as Baron Blitzkrieg. On the island of Japan, a man named Sumo was given samurai training and the ability to tap into the body’s hidden potential. Later, in 1942, all three Axis powers pooled their metahuman resources to create the team code-named Axis Amerika.

In June of 1941, the JSA thwarted the plans of occult scientist Ian Karkull to murder 10 seemingly unconnected men—men who, in the future, would become American presidents. In a climactic battle, the Spectre caused Karkull’s shadow body to shatter, bathing Hawkman, Hourman, Green Lantern, the Flash, Sandman, Johnny Thunder, Dr. Fate, the Atom—along with their allies Starman, Dr. Mid-Nite, and Hawkgirl—in an energy that would prolong all their lifespans for years to come. But, having failed to save one of Karkull’s targets, Green Lantern not only stepped down as JSA chairman, he also resigned from the Society, becoming its first honorary member. Hourman took a leave of absence at the same time, as he had discovered that he had become addicted to Miraclo. Starman and Dr. Mid-Nite replaced the two departing members, while Hawkman re-assumed the chairmanship of the JSA—a position he held until his death decades later.

The Japanese attack on Pearl Harbor on December 7, 1941, was the grim catalyst for the next evolution of America’s

mystery men. Realizing that the United States would need greater protection as it entered World War II, President Roosevelt issued an edict that united all known costumed adventurers to form the All-Star Squadron. Charged with protecting America's shores from Axis threats, and co-chaired by Hawkman and Liberty Belle, the All-Star Squadron boasted a peak membership of over 50 heroes. The squadron also served as the crucible that forged such new mystery men as Amazing-Man and the second Firebrand. The squadron's first major battle was against Per Degaton, a megalomaniac who used time travel to aid in his conquests—a paradox-laden victory, as the Squadron defeated a Degaton who had already been beaten once by the JSA in 1947.

The All-Star Squadron and the JSA were not the only ones who fought for the cause of liberty during the dark days of World War II. Splintering off from the larger All-Star Squadron, the Crimson Avenger, his companion Wing, the Shining Knight, the Vigilante, the Spider, the teen-aged Star-Spangled Kid, and his adult sidekick, Stripesy, created the Seven Soldiers of Victory (later known as the Law's Legionnaires). Meanwhile, Uncle Sam formed the Freedom Fighters—a group dedicated to protecting the factories and shipyards of the American West Coast. On the Pacific front, Judomaster and his young ally, Tiger, held their small island home against Japanese invasion. Likewise, several heroes who lacked only the special skills and powers of the mystery men made their mark overseas.

In the wake of the brutal massacre at Pearl Harbor, several of America's champions chose to take the war to Nippon and show the Japanese the error of their tactics. However, they were unaware that Prime Minister Tojo's agent, the Dragon King, had found the Holy Grail. When its power was combined with that of the Spear of Destiny in Berlin, they created two magical domes, one over Japan and the other

The All-Star



Squadron

covering much of Europe. Once the more mystically based heroes were exposed to the dome over Europe, their minds were warped and made them switch their alliance to the Axis cause. The effects quickly passed once the heroes were lured outside the barrier's radius, but it effectively prevented the most powerful of America's costumed champions from bringing World War II to a swift end.

The year 1942 not only heralded the first public appearances of the hard-hitting Wildcat and the champion of "fair play" Mr. Terrific, but was also filled with surprises for the JSA and the Squadron—two of which came from the distant future. Originally traveling into the past on a mission to defeat the demented Dark Angel, Queen Hippolyta of Themyscira chose to remain behind after her mission was completed. She was quickly inducted into the JSA under the name Wonder Woman and was part of the group until she returned to her native era in 1950. Perhaps the most mysterious of travelers from the future was Infinity, Inc.—a group made of several of the sons and daughters of the JSA's members. The young Infinitors had come to the past to save their future parents from the Ultra-Humanite. The last major event of 1942 was the creation of the self-dubbed "Young All-Stars." Made up of young All-Star Squadron hopefuls, the Young All-Stars soon proved that they had the same courage and drive as their adult counterparts.

The year 1944 brought with it one of the greatest Allied offensives—D-Day—and one of the JSA's oddest battles as they allied themselves with the mystical mystery man Scarab to defeat the King of Tears and his emissary Johnny Sorrow. That year also saw the resignations of both the Sandman, who decided to scale back his activities after suffering the first of many heart attacks, and Dr. Fate, who felt unworthy of the power of Nabu and chose to practice medicine instead.

As World War II reached its climax in 1945, the Axis powers became more desperate. A firm believer in the power of the supernatural, Hitler charged the Black Occult Fraternity, a group of Fifth Columnists who served the Fatherland through runic mysticism, to summon an agent that could deal a severe blow to the United States. Though the Fraternity appeared to succeed, the creature they brought forth was far more



dangerous than they had realized. Called Stalker, the Soulless One, it was a being that traveled from world to world, dimension to dimension his only goal to end all war by ending all life. Their fight with Stalker and his minions was one that nearly cost several JSA members their lives—and was perhaps their greatest home front victory.

With the end of the war in 1945, most of America's super heroes breathed a collective sigh of relief and enjoyed the thanks of a grateful nation. The All-Star Squadron was officially disbanded on December 7, 1945—the anniversary date of the bombing of Pearl Harbor four years prior. The JSA once again took its place as the primary defender of America and its allies. However, there were still casualties to be tallied.

In 1946, Ted Knight (Starman) suffered a nervous breakdown, as his guilt over having contributed to the creation of the atomic bomb became more than he could handle. Sandy the Golden Boy was placed into suspended animation after an experimental "silicoid gun" exploded and turned him into a rampaging monster in 1947. Then in 1948, the Seven Soldiers of Victory were apparently killed fighting a bizarre monster called the Nebula Man.

One of the deadliest threats the JSA ever faced also surfaced in 1947—the Injustice Society of the World. The evil crew was assembled from the best of America's homegrown villains. It brought together Brain Wave, Vandal Savage, the Wizard, Per Degaton, the Thinker, and the Gambler. Though the Injustice Society was defeated, the group continued to plague the JSA in many different incarnations. Its ever-rotating roster eventually included the original Icicle, the Fiddler, Tigress (who had once been a member of the Young All-Stars), the Shade, Sportsmaster, and Solomon Grundy.

But all was not bleak. Late in 1947, the blonde bombshell known as the Black Canary was inducted into the JSA. In 1948, the Atom discovered a newfound "atomic strength"—the result of an earlier battle with the villain Cyclotron, which was only augmented by a later exposure to atomic fallout in 1945.

The harshest blow that the JSA ever had to face by far came in 1951, as the paranoia of the Cold War gripped the nation. Ironically enough, it was not dealt by any of their many foes, but rather by power-hungry representatives of the government they had faithfully served for years. After capturing a known agent of a hostile foreign power, the JSA was brought before the Combined Congressional Un-American Activities Committee and interrogated about their connection to the agent. Stunned that their loyalties were being called into question, the JSA was further shocked when the committee asked them to reveal their true identities. The JSA respectfully declined and vanished from the public eye for years.

With the end of the war and the disappearance of the JSA, many of the heroes of the Golden Age figured their heroic careers were over. So, they turned to more mundane pursuits, finally marrying their long-time sweethearts and building remarkably normal lives. One such example was Jonathan Law (formerly, the Tarantula). His book on mystery men, *Altered Egos*, was published in the 1960s and was enjoyed by a receptive audience. The book's fame was unfortunately short-lived.

Other heroes remained semi-active. Some, like Wildcat, started training the men and women who would become the next generation of heroes. A few, like Max Mercury and the Flash, mysteriously disappeared.

While several groups, such as Task Force X, tried to fill the gap left by the JSA's sudden departure, it wasn't until 12 years ago that the heirs to the Justice Society's legacy finally surfaced. First came a new, younger Black Canary. The daughter of the original, she helped found the Justice League of America, a team of heroes that drew its inspiration from the example set by the JSA.

A short while later, Barry Allen (Flash II) freed his predecessor, along with all of Keystone City, from a strange limbo state the Fiddler had held the city in since 1956. It was this event that heralded the first return of the JSA and their contemporaries. Initially drawn out of seclusion by the league's battle with Locus, they soon lapsed back into semiretirement, preferring to leave the spotlight to their successors.

The second meeting between the two teams wasn't quite as cordial, however. The JLA was believed to have been murdered by Wotan, who sought retribution for all the defeats served to him by the JSA. Rattled by JLA's subsequent "resurrection," the JSA began to question the newer team's methods, leaving them all vulnerable to a potent spell of Wotan that put the two teams at each other's throats. It finally took the near-death of the second Black Canary to snap her mother and some of their teammates out of the belligerent trance Wotan had placed them in. Once all were free and Wotan had been imprisoned, Hawkman suggested that he and Hawkgirl join the JLA and act as liaisons between the two teams, hopefully preventing such miscommunications in the future, as well as lending their experience to the relatively neophyte super team. The JSA remained only semi-active for the next two years, and it was during this period that Sandy the Golden Boy was released from suspended animation and cured of his monstrous transformation.

The JSA made their official return 10 years ago when they once again collaborated with the members of the Justice League. Learning that the Seven Soldiers of Victory did not perish decades ago in their battle with the Nebula Man, but rather were scattered throughout the time stream, the two teams traveled across the eras to free the time-lost heroes and return them to the present day. Searching for a new role in a new world, one of the recovered Soldiers, the Star-Spangled Kid—now armed with a "cosmic converter belt" created by Ted (Starman) Knight—became the first of two new recruits of the JSA in decades. The Atlantean-descended Power Girl was the second. Both aided the JSA in defeating a revitalized Brain Wave.

The JSA's next meeting with the JLA was perhaps the most tragic. At a party onboard the JLA's orbiting satellite, Mr. Terrific was brutally slain under suspicious circumstances. The murderer was soon revealed to be the Flash of the JSA, who had been possessed by Mr. Terrific's archenemy, the Spirit King. Hard hit by Mr. Terrific's death, the Justice Society again went into semi-retirement, feeling that the Justice League was better suited to deal with the challenges of the modern age. Over the next several years, most of the JSA's activities were limited to adventures with the Justice League. They engaged in a titanic battle against the evil New God

Darkseid, they thwarted a mass assassination attempt orchestrated by old-time JSA foe the Ultra-Humanite, and they went on a journey into the past to face the time-traveling Per Degaton alongside their old comrades in the All-Star Squadron.

Not long after the battle with Degaton, several of the sons, daughters, and other relations of Society members—several of whom had been friends since childhood—decided to start their own super-hero careers. Led and funded by the Star-Spangled Kid, the group called themselves Infinity, Inc., and was based out of Los Angeles. Infinity, Inc. quickly made a name for itself by defeating such foes as the Ultra-Humanite, Solomon Grundy (who the team sort of adopted), the Thorn (who shockingly turned out to be the mother of Inifinitors Jade and Obsidian), and Helix (a collection of mutagenically altered youths led by Mr. Bones, who later joined Infinity, Inc.). But, the greatest accolade by far that Infinity, Inc. received in its early days was the praise and pride of their parents and mentors in the JSA.

While Infinity, Inc. had often thought that they would someday take their place as the new Justice Society, the aftermath of the Crisis forced the team to face that concept far sooner than any of them would have liked or anticipated. In the wake of the Anti-Monitor's assault, time was fractured to a point that an alternate history was created wherein Hitler used the

Spear of Destiny to unleash Ragnarok, the "Twilight of the Gods," upon the cosmos. In order to render the spear powerless and repair the timeline, the JSA had to go to the mythical city of Asgard, assume the roles of the Norse gods, and replay the events of Ragnarok for all eternity. Of all the JSA members, only Dr. Fate (who soon joined Justice League International), the Spectre, the Star-Spangled Kid, and Power Girl were spared the JSA's everlasting duty. Even the induction of Hourman II, Dr. Midnight, and Wildcat II into Infinity, Inc., and the Star-Spangled Kid's transformation into Skyman, did little to lift the somber spirits of those left to mourn.

Regretfully, the days that followed were not completely kind to the JSA's successors. Hourman II accidentally killed the Wizard during Infinity, Inc.'s battle with Injustice Unlimited—an event that revealed that he, too, has fallen prey to Miraclo's more dangerous side effects. Hector Hall (the Silver Scarab), was transformed into an inhuman entity by Dr. Rock—the reincarnation of Hawkman's ancient foe Hath-Set—and apparently died, leaving his wife, Fury, pregnant and alone. However, the ultimate blow came when Mr. Bones accidentally killed Skyman, their founder and guiding light. Disheartened and disillusioned, Infinity, Inc. disbanded.

With the dissolution of Infinity, Inc., it seemed as though the Justice Society and its legacy were gone forever. But, all the world was surprised when three years ago the JSA was

Infinity, Inc.



freed from their mystical prison and once more returned to active duty to fight their old foes the Ultra-Humanite and Kulak. The team also bore witness to the public debut of Jesse Chambers—the daughter of the JSA's old allies Liberty Belle and Johnny Quick—as Jesse Quick.

Sadly, this brief return was destined to be the last hurrah of the original JSA. The Atom, Dr. Mid-Nite, Hourman, Dr. Fate, Hawkman, and Hawkgirl were among the first casualties of the temporal crisis called "Zero Hour," while the Sandman, Wildcat, Johnny Thunder, Green Lantern, and the Flash were stripped of their supernatural vitality and reverted to their natural ages in the same conflict. Emotionally drained, and now physically incapable of carrying on their heroic careers as they had, the five survivors officially disbanded the Golden Age JSA, leaving their chosen successors to carry on in their place.

Carry on they have. Brought together by the death of Wesley Dodds (the Sandman) and the murderous rampage of the mystic known as the Dark Lord as he sought out the Fate child, a number of the original team's children and protégés have chosen to recreate the Justice Society of America for the modern age. The new team's initial roster included Sand (formerly Sandy), Black Canary II, Atom Smasher (formerly Nuklon), the current incarnations of Hourman, Dr. Mid-Nite, Hawkgirl, Starman, and the Star-Spangled Kid, with the original Flash, Green Lantern (now called Sentinel), and Wildcat at their side as advisors. Upon

saving the Fate child from the Dark Lord, Mordru, the babe mystically matured before their eyes, and the team was treated to their first surprise—a resurrected Hector Hall, now the new Dr. Fate, and the team's first recruit.

The team's mettle was further tested when they were stalked by one of their own—Sentinel's son, Obsidian, who had become corrupted by the dark energies at his command. In the end, Obsidian was seemingly consumed by his own ebony energies, but his sister—Jennie Lynn Hayden, once known as the Infinitor Jade—still senses her sibling's sinister presence. A near fatal encounter with the terrorist zealot Kobra and a manhunt for Extant (the temporal villain who slew the original Atom, Dr. Mid-Nite, and Hourman) forced some hard choices upon the fledgling team. Several of their members departed in the wake of these events. Though possessing less manpower, the JSA was still able to stand up to the challenge posed by an all-new Injustice Society, led by Johnny Sorrow, and prevented the second coming of Sorrow's master, the King of Tears.

Their membership now consisting of their chairman Sand, Black Canary, Dr. Mid-Nite, the Flash, Hawkgirl, Sentinel, the Star-Spangled Kid, Wildcat, and newcomers Mr. Terrific II and Jakeem Thunder with his Bahdnisian Thunderbolt, this new JSA is well on its way to making good on its promise to bring the legacy begun on that special day in November 1940 into the new millennium.

Justice Society of America

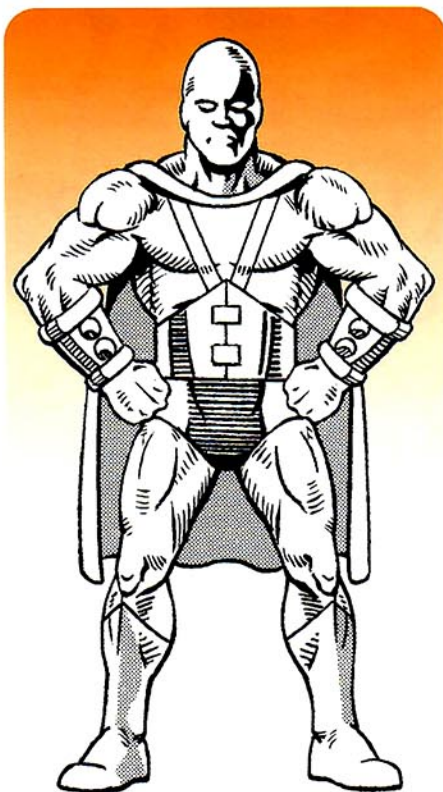




CHAPTER 2

Golden Age Justice Society of America

The Atom ¹



REAL NAME: Albert "Al" Pratt
OCCUPATION: Student
BASE OF OPERATIONS: Calvin College
HEIGHT: 5'1"
WEIGHT: 150 pounds
EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

Al Pratt was the stereotypical 98-pound weakling. He was, that is until he met Joe Morgan, a former heavyweight champion, down on his luck. For the promise of a place to stay and an honest job, Joe agreed to train Al and turn the college sophomore into the man he'd always wanted to be. However, rather than following his mentor into the boxing profession, Al was inspired to become a costumed mystery man, using a nickname the bullies had once taunted him with—the Atom. He went on to become a charter member of both the JSA and

the All-Star Squadron. The Atom later gained enhanced strength and agility, as well as an "atomic punch," from exposure to the radiation-based powers of the villain Cyclotron. These abilities lay dormant until the Mighty Mite's further exposure to atomic fallout during the JSA's encounter with Stalker in 1945.

Al retired his Atom identity when he and the rest of the JSA faded from the public eye in 1951. He married long-time sweetheart Mary James. He also stayed true to his vow to help raise Terri Rothstein, the daughter of Cyclotron, and Terri's son, Albert, who grew up to be the hero Nuklon (later Atom Smasher). When the JSA returned to active duty, Al became the Atom once more. He remained active until his death during the "Zero Hour" crisis. Regrettably, he perished not knowing that his son, who he thought died in childbirth along with Mary, was actually kidnapped by long-time JSA foe Vandal Savage for genetic experiments and eventually became the hero known as Damage.

STRATEGY & TACTICS: A scrapper by nature, the Atom tends to act first and think later. This was especially true in the days before he gained his powers, when he considered himself the runt of the JSA and was constantly out to prove himself. But, even when he had meta-powers, the Atom was still out to prove that he wasn't a pushover. It is this quality that made him easily one of the JSA's most courageous, and most bullheaded, members.

Atom

Reflexes 3D (6D): *Acrobatics 5D (8D), athletics 5D (8D), brawling 9D (12D) (arm pin, bear hug, haymaker, headbutt, knockout, pin, slam, throw, uppercut +1D each), climbing 4D (7D), dodge 6D (9D), sneak 6D (9D)*

Coordination 2D (5D): *Catch 3D (6D), thrown weapons 5D (8D)*

Physique 5D (10D): *Leap 6D (11D), lifting 8D (13D), running 6D (11D)*

Knowledge 2D: *Medicine (sports medicine) 5D, scholar 3D, science 3D*

Perception 2D: *Engineering 3D, hide 4D, shadowing 5D, streetwise 5D*

Presence 2D: *Bluff 4D, interrogation 6D, intimidation 8D, persuasion 6D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (All-Star Squadron) -24D, Charismatic -3D, Courage -2D, Hardiness -4D, Youthful Appearance -2D; Dependent (Mary James) +1D, Employed (Student) +4D, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Extremely Competitive +2D, Impulsive +1D, Secret Identity +3D.

SPEED: 30

PDV: 3 (5)

UNARMED BDV: 5D (6D)

P/L BONUS: +2 (+5)

HERO POINTS: 23

VILLAIN POINTS: 0

CHARACTER POINTS: 183

BODY POINTS: 49 (72)

POWERS: Energy Projection ("atomic punch") 12D (limitations: Limited Range [Touch] -3D, Rechargeable [must wait at least an hour after each use] -4D), Environment (atomic radiation) 12D, Longevity 1D, Superattributes: Reflexes 3D (bonus: *brawling* specialization), Superattributes: Coordination 3D (bonus: improved catching), Superattributes: Physique 5D (bonuses: increased P/L bonus vs. inanimate objects; lift objects without collapsing).

Black Canary¹



REAL NAME: Dinah "Diana" Drake Lance
OCCUPATION: Florist
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'5"
WEIGHT: 126 pounds
EYES: Blue
HAIR: Black (concealed by blond wig)
RACE: Human
TECH LEVEL: Modern (1)

Gotham City Police Detective Richard Drake raised his daughter Dinah to follow in his footsteps, but in 1947, the police academy rejected her application. Her father died soon after, and Dinah devised her Black Canary identity as way of fulfilling his dreams for her.

The crime-fighting Black Canary soon gained a partner, private investigator Larry Lance, and their adven-

tures quickly brought them together as lovers. For a time, she also teamed up with Justice Society member Johnny Thunder. When Thunder left the JSA in 1948, she was accepted for membership in his place.

Dinah remained with the JSA until the Un-American Activities Committee Hearings forced the group to disband in 1951.

After that, she retired her costumed persona to become Larry Lance's wife and partner in his private investigation business. Dinah also gave birth to a daughter, Dinah Laurel, during this time.

In the 1960s, Dinah resumed her Black Canary guise, this time in partnership with Ted Knight (Starman). This led to a brief affair between them, but a blackmail attempt by a private investigator convinced them both to end it and return to their respective spouses.

When the JSA reunited, Dinah participated in a number of their cases, including a battle with a cosmic-powered villain known as Aquarius. During the skirmish, Dinah fell wounded, and Larry Lance gave his life to save her from the lethal radiation emitted by Aquarius. Shaken by her loss, Dinah retired for good from crime-fighting and left her now-grown daughter to carry on as Black Canary.

RECENTLY: Dinah Lance died from cancer while her JSA colleagues were trapped in another dimension preventing Ragnarok, the Judgement Day of Norse mythology. The disease was apparently a lingering after-effect of her battle with Aquarius.

STRATEGY & TACTICS: Dinah relied on her formidable martial-arts ability and her amateur detective skills. Even so, she was not above using her attractiveness to distract male opponents.

Black Canary

Reflexes 3D: *Acrobatics 6D, brawling 6D, climbing 4D, dodge 7D, driving 4D (motorcycle +2D), martial arts 6D, sneak 6D*

Coordination 3D: *Thrown weapons 5D*

Physique 2D: *Leap 6D, running 5D, swimming 5D*

Knowledge 3D: *Criminology 4D, security 4D*

Perception 3D: *Artist (florist) 6D, hide 6D, search 6D, shadowing 6D, streetwise 4D (Gotham City +2D), surveillance 5D*

Presence 2D: *Charm 5D, disguise 5D, intimidation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (the JSA) -18D, Attractive Appearance -2D, Courage -2D, Observant -2D; Dark Secret (affair with Ted Knight) +1D, Dependent (Larry Lance) +1D, Employed +4D, Enemy (Tigress I) +2D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 11

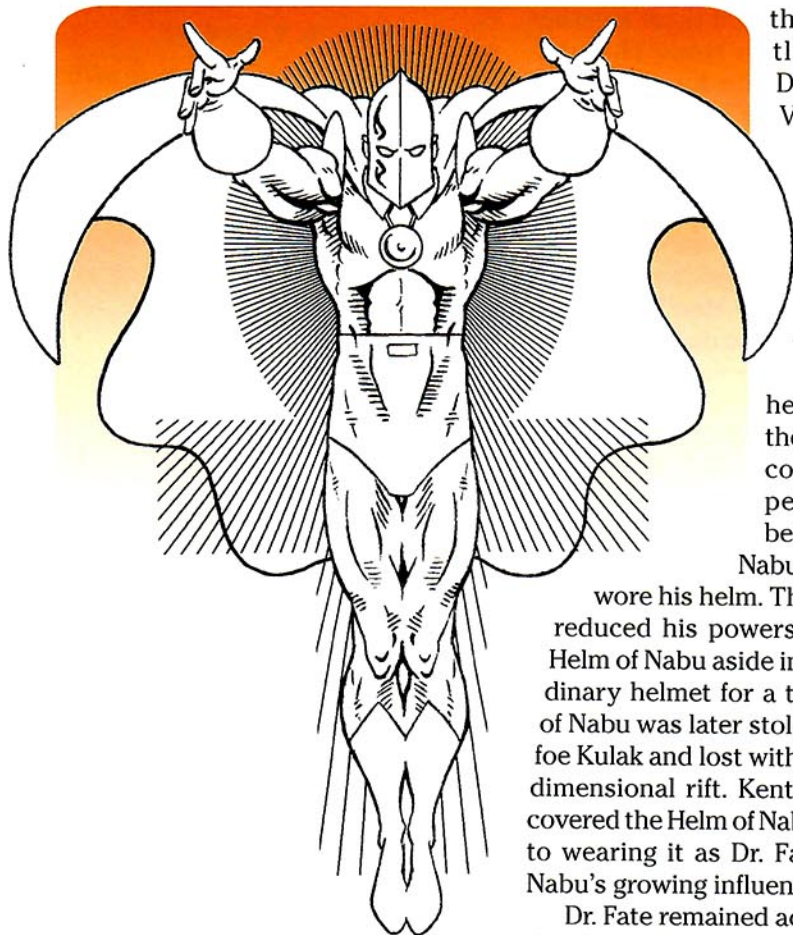
VILLAIN POINTS: 0

CHARACTER POINTS: 89

BODY POINTS: 28

EQUIPMENT: Canary Amulet (conceals gas capsule): smoke (clouds a 20-foot radius for 10 minutes indoors or 5 minutes outdoors) or tear gas (fills a 20-foot radius for 20 minutes indoors or 15 minutes outdoors; everyone inside must make a Very Heroic *Physique* roll or be incapacitated.). Motorcycle (size: 6 feet long; crew: 1; passengers: 1; cargo capacity: 1 cubic foot; maneuverability: 3D; speed: 60 mph; DV 6; BDV 3Dx2; Body Points 50).

Dr. Fate¹



REAL NAME: Kent Nelson
OCCUPATION: Archaeologist, physician
BASE OF OPERATIONS: A tower just outside Salem, Massachusetts
HEIGHT: 6'2"
WEIGHT: 197 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

As a young boy, Kent Nelson accompanied his archaeologist father on a dig to the Valley of Ur in Mesopotamia. There, Kent found the tomb of Nabu—who was an ancient Lord of Order lying in suspended animation. Unfortunately, Nabu's revival proved fatal for Kent's father, leaving Kent alone to become Nabu's disciple. After many years of training, Nabu presented him with a helm that held the Lord of Order's essence and charged the young man with

the duty of battling chaos as Doctor Fate. Very early in his mission, Kent met Inza Cramer, who went on to become his aide and later, his wife.

Shortly after helping to found the JSA, Kent discovered that his personality was being usurped by Nabu's whenever he wore his helm. Though it greatly reduced his powers, Kent put the Helm of Nabu aside in favor of an ordinary helmet for a time. The Helm of Nabu was later stolen by Dr. Fate's foe Kulak and lost with the villain in a dimensional rift. Kent eventually recovered the Helm of Nabu. He returned to wearing it as Dr. Fate, in spite of Nabu's growing influence over him.

Dr. Fate remained active even after the JSA disbanded in 1951. He rejoined the team when they later resurfaced. Both Kent and Inza Nelson perished during the "Zero Hour" crisis, but the Helm of Nabu has been passed on to a new bearer, Hector Hall.

STRATEGY & TACTICS: Truly a victim of destiny, Dr. Fate was a man often driven by an agenda that was not his own. Though in his heart Kent Nelson was a devoted friend and loyal teammate, when he wears the Helm of Nabu, he can often be pulled away from one battle to another—one that has been deemed more important by the spirit of Nabu. While he is Doctor Fate, such acts of abandonment are of no consequence. But, when he removes the helm, Kent feels the full impact of what he has done. It was this effect, more than anything, that drove him to stop wearing the helm for a number of years.

Dr. Fate

Reflexes 2D: *Brawling* 6D, *dodge* 8D, *piloting (self)* 7D

Coordination 2D: *Marksmanship (spells)* 8D, *sleight of hand* 6D

Physique 3D (6D): *Flying* 5D (8D), *resistance* 5D (8D)

Knowledge 4D: *Arcane lore* 8D [13D], *medicine* 6D, *research* 8D, *scholar* 4D [9D] (*Egypt, archaeology* +1D each)

Perception 3D: *Shadowing* 4D, *know-how (Wizardry)* 8D [13D]

Presence 2D: *Command* 3D [5D], *intimidation* 4D [6D], *persuasion* 6D [8D], *willpower* 7D [9D]

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (All-Star Squadron) -24D, [Magically Adept -10D], [Magical Resistance -10D], Renown -5D, Sixth Sense -2D, Special Equipment (Helm of Nabu) -5D, Status (medical license, M.D. degree) -1D each, Wealth -2D, Youthful Appearance -2D; Dark Secret (the influence Nabu exerts over him) +2D, Dependent (Inza Cramer) +1D, Enemy (Wotan, Ian Karkull, Kulak) +3D each, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Hides Emotions +1D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1 (+3)

HERO POINTS: 20

VILLAIN POINTS: 0

CHARACTER POINTS: 162

BODY POINTS: 48

POWERS: Superattributes: Physique 3D (bonus: increased P/l bonus vs. inanimate objects), Immunity 4D, [Longevity 1D], Invulnerability 5D, Wizardry 3D [21D; Enhancement: Mastery +6D] (Limitation: Conditional -3D [Without the helm and amulet, Kent can only levitate objects with his magic. With both artifacts, he has full access to the Wizardry power.]).

Dr. Mid-Nite¹

EQUIPMENT: Helm of Nabu (AV 45 for attacks to the wearer's head only, Body Points 1000; enhancement modifiers: *arcane lore* +5D, *scholar* +5D, *know-how* (Wizardry) +5D, *Presence* +2D; advantages: Magically Adept -10D, Magic Resistance -10D; powers: Longevity 1D, Wizardry 18D [Enhancement: Mastery +6D]; all powers have the Limitations: Removable [only usable by Nabu's chosen successor] -1D, Side Effect [wearer can be possessed by Nabu after extended use] -4D. For more information on the Helm of Nabu, see page 121 of the *Magic Handbook*). Kent has also worn a nonmagical half-helmet [AV 20 vs. physical or energy attacks to the head only].

NOTE: All characteristics in brackets are those of Kent when he is wearing the Helm of Nabu.



REAL NAME: Charles McNider
OCCUPATION: Former physician, author
BASE OF OPERATIONS: Eastern seaboard
HEIGHT: 5'11"
WEIGHT: 179 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Physician Charles McNider was called in by the police one evening to save the life of their star witness against mobster "Killer" Maroni. As McNider was treating the man, one of Maroni's thugs threw a grenade into the room, killing the witness and blinding McNider. Forced to leave medicine, McNider became a magazine journalist, penning articles that exposed leading criminals. Shortly after the accident, McNider discovered that he could see perfectly in the dark. He then developed a special pair of goggles that enabled him to see in the daylight as well. McNider as-

sumed the costumed identity of Dr. Mid-Nite and, for his first case, captured "Killer" Maroni.

One of the later recruits into the JSA, Dr. Mid-Nite remained active on the team until they disbanded in the 1950s. Like the rest of the team, he came out of retirement years later but in a reduced capacity. He also mentored Beth Chapel (Infinity, Inc.'s Dr. Midnight). Unfortunately, Charles McNider died along with several of his JSA comrades at the hands of Extant during the "Zero Hour" crisis.

STRATEGY & TACTICS: A healer first, and a crime fighter second, Dr. Mid-Nite would go out of his way to solve crimes using his wits and stealth before resorting to violence. However, when it came to a fight, Dr. Mid-Nite was quick and effective. Using his "blackout bombs" to give himself the advantage, he finished off his foes in short order. A generous and likeable fellow, Dr. Mid-Nite was a consummate listener. Often, he was the one his JSA teammates would turn to when they needed a willing ear.

Dr. Mid-Nite

Reflexes 3D: *Acrobatics* 6D, *brawling* 7D, *dodge* 8D, *sneak* 10D

Coordination 3D: *Thrown weapons* 4D (*blackout bombs* +4D)

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

Knowledge 4D: *Criminology* 7D, *medicine* 10D, *research* 6D, *scholar* 8D, *security* 5D, *science* 6D

Perception 3D: *Artist (writer)* 5D, *engineering* 6D, *hide* 10D, *invent* 6D, *search* 8D, *shadowing* 10D, *streetwise* 6D, *surveillance* 8D, *tracking* 6D

Presence 2D: *Animal handling (owls)* 5D, *charm* 5D, *interrogation* 7D, *intimidation* 8D, *persuasion* 10D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Ally (the JSA) -18D, Ally (All-Star Squadron) -24D, Charismatic -3D, Courage -2D, Mechanical

The Flash ¹

Aptitude -2D, Observant -2D, Status (M.D. degree) -1D, Wealth -2D; Dependent (Myra Mason) +1D, Employed +4D, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Physically Limited (blind in daylight) +6D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 22

VILLAIN POINTS: 0

CHARACTER POINTS: 178

BODY POINTS: 36

NATURAL ABILITIES: Perfect vision in the dark (negates any darkness penalties, unless caused by magical darkness; if exposed to a bright light, including daylight, he must make a successful Very Difficult *willpower* roll or be blinded and get -4D to all actions for a number of rounds equal to the difference between the roll and the difficulty).

POWERS: Longevity 1D.

EQUIPMENT: Goggles (Body Points 18; enable Dr. Mid-Nite to see perfectly during the day, and lower the difficulty for the *willpower* roll to recover from bright light to Moderate), blackout bombs [break upon contact filling a 90-square-foot area with a cloud of thick, black smoke (+4 to the difficulty for all actions unless their sight is aided) that lasts for 10 minutes indoors or 5 minutes outdoors or in a windy area].

Hootie the Owl

Reflexes 3D, *brawling* 6D, *piloting* 5D, *Coordination* 2D, *Physique* 2D, *Knowledge* 1D, *Perception* 2D, *search* 3D, *tracking* 4D, *Presence* 2D, *willpower* 3D. **Speed:** 120 (flying)/60 (gliding). **PDV:** 2. **Physique bonus:** +1. **Body Points:** 12. **Natural Abilities:** wings allow Hootie to fly or glide for several hundred miles or as long as there are thermals to keep him aloft; his flight is almost completely silent (+2 to the difficulty of *Perception* rolls to hear them); ability to see unerringly in darkness and dim light; able to swivel their neck to see 270° around themselves (+2 to the difficulty of *sneak* rolls to catch them unawares); Acute Senses (hearing); beak (BDV 1D); talons (BDV 2D).



REAL NAME: Jay Garrick

OCCUPATION: Research scientist

BASE OF OPERATIONS: Keystone City

HEIGHT: 5'11"

WEIGHT: 179 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

As a struggling student at Midwestern University, Jay Garrick accidentally dropped a flask of hard water that had been subjected to atomic vibrations. The fumes from the spilled fluid overwhelmed Garrick and he passed out. When he came to, Jay discovered that he had the power to move at superhuman speeds. Inspired by this turn of fate, Jay became the first costumed adventurer to call himself the Flash. One of the first mystery men, the Flash led a long and colorful career and even served as the

first chairman of the JSA. Jay also became the first member to marry, when he and his college sweetheart Joan Williams were wed in 1947.

After the JSA's disbanding in 1951, the Flash pulled a disappearing act—though it was not by choice. The Flash, along with his hometown of Keystone City, was placed under suspended animation and erased from the memories of the world by his old foe, the Fiddler. Barry Allen, the second Flash, eventually freed Keystone and the original Scarlet Speedster.

STRATEGY & TACTICS: Although his codename implies a certain degree of impulsiveness, the original Flash was anything but. In fact, Jay's academic background sometimes led him to overthink a situation—a tendency that his hyper-speed more than compensates for. However, though he was far from impetuous, he loathed inaction or undue hesitation. One of the most dedicated of the JSA's membership, the Flash will no doubt be wearing his distinctive costume and helmet until his dying day.

Green Lantern

Flash

Reflexes 3D: *Brawling 5D (clothesline, disarm, spin attack +1D each), dodge 5D*

Coordination 3D: *Catch 7D, thrown weapons 4D (helmet +2D)*

Physique 2D: *Running 8D*

Knowledge 3D: *Research 4D, scholar 4D, science 4D*

Perception 2D: *Engineering 4D, invent 4D, know-how (Speed Manipulation) 6D, repair 5D, search 8D, streetwise (Keystone City) 7D*

Presence 2D: *Charm 5D, command 5D, disguise (blurring facial features) 7D, persuasion 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (the JSA) -20D, Ally (All-Star Squadron) -24D, Charismatic -3D, Contact (Keystone City government) -3D, Courage -2D, Fast Reactions -4D, Leadership Ability -2D, Dependent (Joan Williams) +1D, Employed +4D, Enemy (the Shade, the Fiddler, the Thinker) +3D each, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3 (13 while running)

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 25

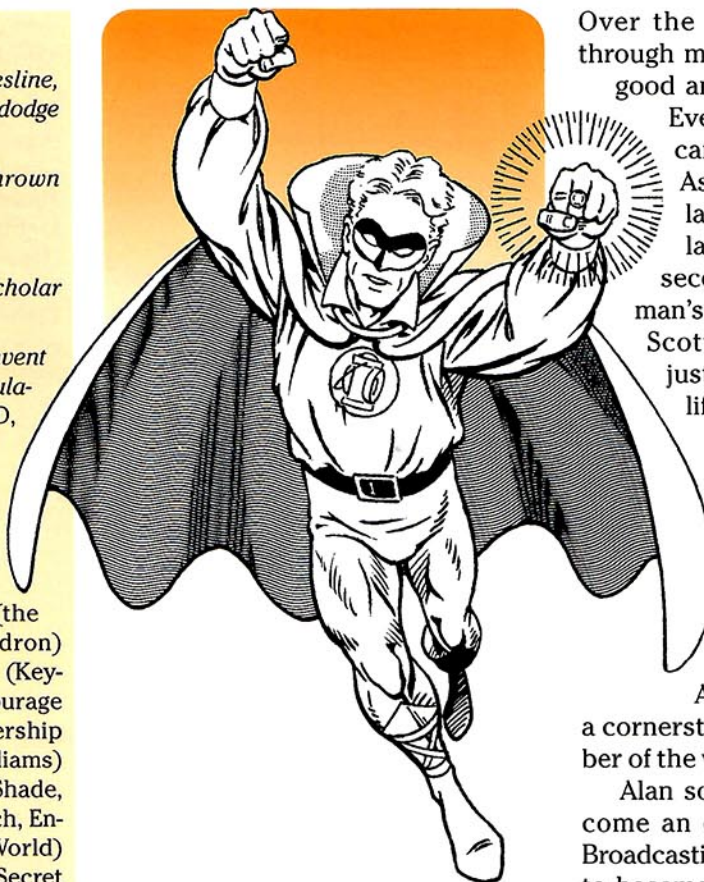
VILLAIN POINTS: 0

CHARACTER POINTS: 203

BODY POINTS: 30

POWERS: Longevity 1D, Sustenance 5D (Limitations: Linked to Speed Manipulation), Healing 3D (Limitations: Linked to Speed Manipulation, Self-Only), Speed Manipulation 10D.

EQUIPMENT: Winged helmet (BDV 2D as thrown weapon only, AV 18 vs. overhead physical attacks only, Body Points 24).



REAL NAME: Alan Wellington Scott

OCCUPATION: Former engineer, broadcasting executive

BASE OF OPERATIONS: Gotham City

HEIGHT: 6'0"

WEIGHT: 201 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

In order that part of it might survive and be wielded by a true hero, the Green Flame of Life—the sentient core of the mystical Starheart—willed part of itself to fall to Earth as a meteor over two centuries ago. Found by a Chinese man named Chang, the meteor intoned, “Three times shall I flame green! First—to bring death! Second—to bring life! Third—to bring power!” Chang fashioned a lamp from the meteor. He was saved when it flamed to kill a group of assailants who feared the power of the lamp.

Over the years, the lamp passed through many hands, rewarding the good and destroying the wicked.

Eventually, it ended up in the care of an inmate of Arkham Asylum, who remodeled the lamp into a train lantern. The lantern flamed green for the second time and restored the man’s sanity. Later, engineer Alan Scott discovered the lantern just in time for it to save his life when he was about to be murdered by a business rival. A voice from the lantern instructed Alan to create a ring that would allow him to tap into its power. Alan used the ring to forge his mystery man identity of Green Lantern.

As Green Lantern, Alan was a cornerstone of the JSA and a member of the wartime All-Star Squadron.

Alan soon left engineering to become an executive at the Gotham Broadcasting Company and eventually to become the company’s owner. He slipped into retirement along with the rest of the JSA in 1951, only to return with his colleagues over a decade ago. Shortly thereafter, he discovered that one of his old foes, the first Thorn, had been a lover of his (as her alter ego Rose Forrest) and bore him two children, who grew up to be Jade and Obsidian of Infinity, Inc.

STRATEGY & TACTICS: As someone who was accustomed to using tools as part of his profession, Green Lantern wielded the near-limitless power at his command in a similar fashion. He generally preferred to rely on his brains and brawn and save the energies of his ring for those threats beyond his natural abilities. Even though he gained more control over the ring’s energies and the possible applications are limited only by his imagination and willpower, Green Lantern still regarded his ring as but one of the many tools at his disposal.

Green Lantern

Reflexes 2D: *Brawling* 4D, *dodge* 5D, *melee weapons* 4D, *piloting (self)* 8D, *sneak* 4D

Coordination 2D: *Marksmanship (ring)* 7D

Physique 3D: *Flying* 6D

Knowledge 3D: *Arcane lore* 5D, *navigation* 5D, *scholar* 4D (*mass media* +3D)

Perception 2D: *Engineering* 6D, *know-how (ring creations)* 7D, *search* 5D, *surveillance* 5D

Presence 3D: *Charm* 5D, *command* 8D, *intimidation* 5D, *persuasion* 7D, *willpower* 12D

ADVANTAGES/DISADVANTAGES: Ally (Doiby Dickles) -8D, Ally (JSA) -20D, Ally (All-Star Squadron) -24D, Charismatic -3D, Courage -2D, Leadership Ability -2D, Special Equipment (power ring & battery) -5D, Speed Draw (ring) -1D; De-

pendent (Molly Mayne) +1D, Employed +4D, Enemy (Solomon Grundy, Harlequin I, Thorn) +3D each, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 26

VILLAIN POINTS: 0

CHARACTER POINTS: 210

BODY POINTS: 34

POWERS: Longevity 1D.

EQUIPMENT: Power ring: AV 100 (when charged), 10 (when not charged); Body Points 1000 (when charged), 100 (when not charged); powers: Energy Manipulation 16D (Limitations: Duration Change [Concentration] -2D, Removable -3D, and Side Effect [most uses of ring are green] -1D), Mimicry 8D (Limitation: Linked to Energy Manipulation; Enhancement: Mastery [can access any

power Alan has seen in use] +6D), all powers have the Limitations: Ineffectiveness (wood) -2D, Ineffectiveness (killing) -2D, and Rechargeable (once every 24 hours from power battery) -4D] and the Enhancement: Magically Empowered +8D. Power battery: Body Points 500; powers: Energy Manipulation (charge power ring) 16D (Limitation: Duration Change: Activated takes 10 seconds to recharge ring] -2D), Light Manipulation (Invisibility) 9D (Limitation: Linked to Energy Manipulation), all powers have the Limitation: Ineffectiveness (wood) and the Enhancement: Magically Empowered +8D.

Manipulating the Power of the Starheart

The Starheart is a semi-sentient mystic orb that was created by the Guardians of the Universe in an effort to purge the cosmos of magic. A storehouse of immense magical power, the only three known focuses for the Starheart's powers are the original Green Lantern's ring and the energies possessed by Jade and Sentinel. Since it is a creation of the Guardians, it acts in very much the same way as the scientifically based power ring energies used by their agents, the Green Lantern Corps. However, the Starheart's energies still should be considered magical.

To create energy constructs using the power of the Starheart, the wielder first makes a *know-how (ring creations)* roll (or other related *know-how* roll) to determine whether or not he can create the construct (erect a wall, create a giant baseball bat, and so on). The Narrator determines the difficulty of the roll; some examples are listed here. (For more extensive details, see the "Creating Manipulation Constructs" sidebar in the *JLA Sourcebook* on page 111 or the section about Manipulation constructs in the *Directive on Superpowers* on pages 97-99.)

Sample Ring Creation

Base Difficulty

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

Once the construct is generated, the Starheart wielder 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.

At first, Alan Scott could only use the Starheart energies to mimic the powers of his fellow mystery men, such as flight or passing through objects. As his mastery over the ring's energies grew, he could create constructs, which tended to be re-creations of implements and tools he was familiar with. Jade, on the other hand, could make constructs from the very beginning. Even so, she generally created objects she was familiar with, or had seen her father or one of his peers create.

Hawkman¹ Hawkgirl¹



Hawkman I

REAL NAME: Carter Hall
OCCUPATION: Archaeologist
BASE OF OPERATIONS: Chicago
HEIGHT: 6'1" **WEIGHT:** 195 pounds
EYES: Blue **HAIR:** Blond
RACE: Human **TECH LEVEL:** Modern (1)

In ancient Egypt, Prince Khufu was the sworn enemy of the god Anubis's high priest, Hath-Set. Khufu discovered a crashed space exploratory vehicle from the planet Thanagar, powered by a mysterious substance known as "Nth metal." Jealous of Khufu and intent on conquest, Hath-Set captured the prince and his beloved, Chay-Ara. Hath-Set sacrificed Khufu to his god, but not before the prince swore that they would both live again one day and he would have his vengeance.

Centuries later, wealthy archaeologist Carter Hall came to own the same knife with which Hath-Set had slain Khufu. While awaking from a vivid dream, he realized that he was the reincarnation of the ancient prince. Later that same day, he bumped into a woman named Shiera Saunders, the reincarnation of Khufu's lost love. Knowing that Hath-Set must have also been reborn, Hall forged the Nth metal into a belt and harness that would enable him to fly. Then, fashioning a pair of artificial wings and arming himself with archaic weapons from his collection, Hall went hunting for Hath-Set, who had been reincarnated as Dr. Anton Haster. Hall fulfilled his past incarnation's vow by defeating Haster. Inspired by the exploits of other mystery

men, Hall then chose to launch his career as Hawkman.

A founding member of the JSA, Hawkman served as the original group's chairman for most of its history. He eventually married Shiera, who had since become Hawkgirl, and the two had a son, Hector, after they retired with the JSA in 1951. When the JSA returned to action over a decade ago, Hawkman was at their side. Regrettably, both Hawkman and Hawkgirl perished at the hands of Extant during the "Zero Hour" crisis.

STRATEGY & TACTICS: An expert combatant and a natural leader, Hawkman was perhaps the JSA's most versatile fighter. Though his abilities lent themselves more naturally to ranged combat, Hawkman usually preferred to take his

fighters directly to his opponents—swooping down on them like a bird of prey, armed with nothing but an ancient mace and his courage.

Hawkman

Reflexes 3D: *Acrobatics* 6D, *brawling* 10D, *dodge* 8D, *melee weapons* 10D, *piloting* 5D (self +4D)

Coordination 3D: *Catch* 6D, *missile weapons* 10D, *thrown weapons* 8D

Physique 4D: *Flying* 6D, *lifting* 6D

Knowledge 3D: *Arcane lore* 8D, *languages* 4D (*ancient tongues* +3D), *navigation* 8D, *research* 4D, *scholar* 6D (*archaeology* +4D)

Perception 3D: *Engineering* 4D (*aerodynamics* +1D, *Nth metal* +2D), *Invent* 5D (*Nth metal* +2D), *repair* 5D (*Nth metal objects* +2D), *search* 6D, *surveillance* 8D, *tracking* 5D

Presence 3D: *Animal handling (birds)* 7D, *command* 8D (JSA +2D), *intimidation* 8D, *persuasion* 5D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Acute Senses (sight) -2D, Ally (JSA) -20D, Ally (All-Star Squadron) -24D, Animal Friendship (birds) -2D, Charismatic -3D, Courage -2D, Follower (Hawkgirl) -11D, Leadership Ability -2D, Preparedness -4D, Speed Draw (mace) -1D, Wealth -6D; Dark Secret (reincarnation of Prince Khufu) +1D, Enemy (Anton Hastor) +2D, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Secret Identity +3D, Sworn Enemy (Anton Hastor) +2D.

SPEED: 30 **PDV:** 4
UNARMED BDV: 5D **P/L BONUS:** +3
HERO POINTS: 26 **VILLAIN POINTS:** 0
CHARACTER POINTS: 209 **BODY POINTS:** 40

POWERS: Longevity 1D.

EQUIPMENT: Nth metal belt (see sidebar), wings (see sidebar), winged helmet (AV 20 vs. physical attacks to the head only), and various archaic weapons. His usual weapon of choice is a mace (BDV 5D).

Hawkgirl I

REAL NAME: Shiera Saunders

OCCUPATION: Journalist, archaeologist

BASE OF OPERATIONS: Chicago

HEIGHT: 5'4" **WEIGHT:** 114 pounds

EYES: Brown **HAIR:** Auburn

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

In the days of gods and pharaohs in ancient Egypt, a girl named Chay-Ara planned with her lover, Prince Khufu, to halt the meglomaniacal schemes of Anubis's high priest, Hath-Set. But, before they could stop Hath-Set, the priest learned of the couple's intentions and had them captured and sacrificed to Anubis. Some centuries later, a young journalist named Shiera Saunders awoke from a dream to realize that she was the reincarnation of her ancient Egyptian namesake. Shortly after meeting Carter Hall, the reincarnation of her beloved Khufu, Shiera was captured by Dr. Anton Hastor, who was Hath-Set reborn. Hall saved Shiera from dying a second time, and he fulfilled a vow made centuries ago to defeat Hath-Set.

As it was in ancient Egypt, the two fell in love once more, and as Hall became Hawkman, Shiera eventually became Hawkgirl. The couple retired in 1951 when the JSA disbanded and settled down, eventually raising a son, Hector. When the JSA returned to active duty years later, Hawkgirl also returned to semi-active duty. Her final adventure occurred in the "Zero Hour" crisis, during which she perished fighting at the side of her eternal beloved.

STRATEGY & TACTICS: Unlike her partner, Hawkgirl was less of a personal fighter. Highly adept at the crossbow, Hawkgirl usually soared through the skies to provide covering fire for her allies. But, when the need arose, she was just as capable of taking the fight to her enemies as Hawkman.

Hawkgirl

Reflexes 3D: *Acrobatics* 5D, *brawling* 6D, *dodge* 6D, *melee weapons* 7D, *piloting* (self) 8D

Coordination 3D: *Marksmanship* 4D (*crossbow* +5D), *missile weapons* 7D, *thrown weapons* 7D

Physique 2D: *Flying* 4D

Knowledge 2D: *Arcane lore* 5D, *navigation* 7D, *research* 6D, *scholar* 4D (*archaeology* +2D)

Perception 3D: *Artist (writing)* 6D, *search* 8D, *shadowing* 5D, *streetwise* 4D

Presence 2D: *Animal handling (birds)* 6D, *bluff* 6D, *charm* 9D, *persuasion* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Acute Senses (sight) -2D, Ally (Hawkman) -10D, Ally (JSA) -18D, Ally (All-Star Squadron) -24D, Animal Friendship (birds) -2D, Attractive Appearance -2D, Contact ("Speed" Saunders) -5D, Courage -2D, Observant -2D, Status (press pass) -1D, Wealth -2D; Dark Secret (reincarnation of Shiera) +1D, Enemy (Anton Hastor) +2D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30 **PDV:** 3
UNARMED BDV: 4D **P/L BONUS:** +1
HERO POINTS: 18 **VILLAIN POINTS:** 0
CHARACTER POINTS: 146 **BODY POINTS:** 28

POWERS: Longevity 1D.

EQUIPMENT: Nth metal belt (see sidebar), wings (see sidebar), winged helmet (AV 20 vs. physical attacks to the head only), and various archaic weapons. Her usual weapon of choice is a crossbow (BDV 4D; range: 30/75/130; ammo: 1; rate of fire: 1), and she often carries a gladiator's shield (BDV 3D; AV 15 [when used to block] vs. physical attacks; Body Points 45).

Hawkman & Hawkgirl's Equipment

Nth Metal belts

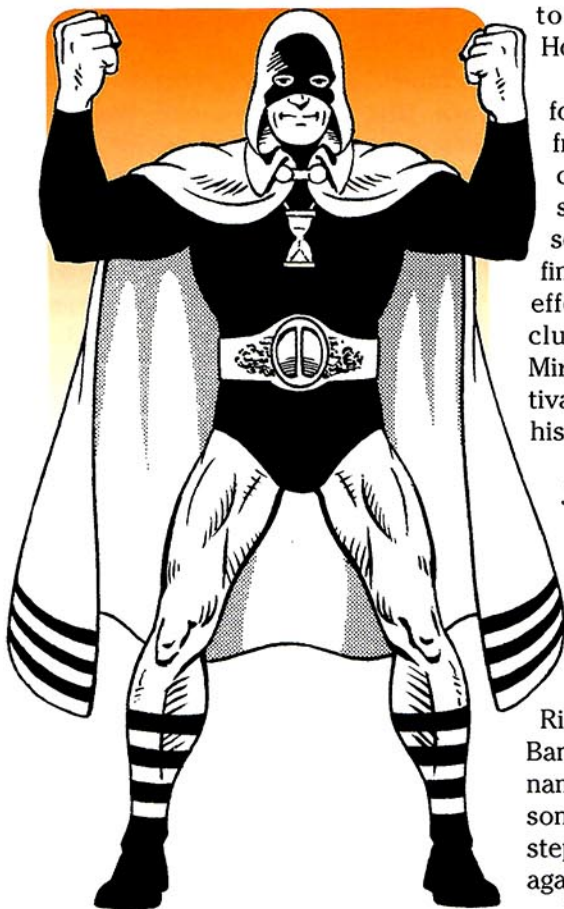
Body Points 30. Enhancement modifiers: *Flying* +1D, *lifting* +2D. Powers: Gravity Manipulation (flight) 12D (Limitation: Removable -2D).

Wings

Body Points 50. AV 12 vs. physical attacks only if used to block. Enhancement modifiers: *Piloting* (self) +5D, *flying* +5D. Limitation: Removable -2D.

The Nth Metal is an alloy that is capable of defying gravity. When fashioned into a belt or harness and worn, it enables the user to fly. However, unless this harness or belt is used with some type of steering mechanism, controlling one's flight is a difficult endeavor. After discovering the metal, Carter Hall fashioned a set of giant wings to use both to pilot himself and to utilize use as a makeshift protective shield (he later created a pair for Shiera). Carter's son, Hector (see Silver Scarab), eventually fashioned himself a suit made solely of Nth Metal, which he controlled using solar-powered, gyro-stabilizers built into the shoulder pieces.

Hourman¹



REAL NAME: Rex "Tick Tock" Tyler
FORMER ALIAS: The Man of the Hour
OCCUPATION: Chemist
BASE OF OPERATIONS: New York City
HEIGHT: 5'10"
WEIGHT: 181 pounds
EYES: Blue
HAIR: Dark Brown
RACE: Human
TECH LEVEL: Modern (1)

Rex Tyler was a young chemist working at the Bannermain Chemical Company when he developed an extraordinarily powerful steroid that he dubbed "Miraclo." Realizing the good works he could do using the drug, Tyler sought out those in need and offered his services as the mysterious Man of the Hour. Tyler ran into the Sandman during one of his exploits, and it was this encounter that helped inspire him

to become the costumed hero Hourman.

Shortly after Hourman helped found the JSA, he began to suffer from the side effects of Miraclo, including hyperactivity and depression. He chose to take a leave of absence from the team until he could find a way to combat the sinister side effects of his creation—which included a brief experiment with a Miraclo Machine that used a ray to activate the Miraclo residue already in his bloodstream.

Besides being a member of the JSA, Hourman was likewise one of Uncle Sam's original Freedom Fighters. He also served in the All-Star Squadron.

Retiring some years before the JSA disbanded, Tyler married actress Wendi Harris and had a son, Rick. He also became president of Bannermain, which was eventually renamed Tyler Chemical Company. His son tried to follow in his father's footsteps as the second Hourman, initially against Rex's wishes.

Due to the physiological problems that arose whenever he used Miraclo in one form or another, Rex donned his costume rarely after his retirement. His final adventure was with the JSA during the "Zero Hour" crisis, when he was killed at the hands of Extant.

STRATEGY & TACTICS: Hourman was one who enjoyed the rush of selfless heroism. Always one to throw himself into the fray to save the day, Hourman's natural bravery was often heightened by Miraclo and could lead him into even more dangerous situations. Nonetheless, in spite of all the trauma and damage Miraclo caused, Rex continued to use it solely in the name of justice and right.

Hourman

Reflexes 2D (7D): *Acrobatics* 3D (8D), *brawling* 5D (10D), *climbing* 3D (8D), *dodge* 6D (11D), *driving* 4D (9D), *sneak* 3D (8D)

Coordination 2D: *Catch* 5D, *thrown weapons* 6D

Physique 2D (10D): *Leap* 4D (12D), *lifting* 4D (12D), *running* 4D (12D)

Knowledge 4D: *Medicine* 5D, *research* 9D, *scholar* 5D, *science* 7D (*chemistry* +5D)

Perception 2D: *Engineering (pharmaceuticals)* 10D, *invent (pharmaceuticals)* 8D, *shadowing* 8D

Presence 2D: *Bluff* 6D, *intimidation* 10D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Ally (Freedom Fighters) -11D, Ally (Minutemen) -12D, Ally (JSA) -20D, Ally (All-Star Squadron) -24D, Charismatic -3D, Courage -2D, Hardiness -4D, Impulsiveness -1D, Status (doctoral degree) -1D, Wealth -2D; Dark Secret (addicted to Miraclo) +2D, Dependent (Wendi Harris) +1D, Employed +4D, Enemy (Dr. Togg) +2D, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Psychological Disorder (addicted to Miraclo) +2D, Secret Identity +3D.

SPEED: 30

PDV: 3 (6)

UNARMED BDV: 3D (5D)

P/L BONUS: +2 (+6)

HERO POINTS: 25

VILLAIN POINTS: 0

CHARACTER POINTS: 198

BODY POINTS: 30 (70)

POWERS: Longevity 1D.

EQUIPMENT: Miraclo pills (see sidebar on next page).

Miraclo

POWERS: Superattributes: Reflexes 5D (bonuses: Acute Balance -2D; *brawling* (Haymaker +1D), Superattributes: Physique 8D (bonuses: Increased P/I bonus vs. inanimates; lift large, heavy objects without them collapsing), Invulnerability 4D.

LIMITATIONS: Duration Change (Activated) -2D, Rechargeable (once an hour) -4D, Conditional (pill must be ingested) -1D, Self-Damaging (if another Miraclo pill is used without waiting at least 6 hours after the first one has worn off, or the user is not of the Tyler genotype; Body Points lost in this way are from hero's base score, not from those gained by the Miraclo) -4D, Side Effect (addictive; any user who takes Miraclo over any extended period must make an Extremely Difficult *willpower* roll [or higher, depending on frequency of use] with each use, or else they gain the Disadvantage: Psychological Disorder (addicted to Miraclo) +2D) -3D, Side Effect (Miraclo leukemia; if the total number of Body Points lost due to Miraclo use in a character's lifetime are more than is base Body Points, he is -2D to *Reflexes*, *Coordination*, and *Physique* and all Body Points lost due to Miraclo after this point become permanent; this Side Effect cannot be counteracted in any known way) -3D.

ENHANCEMENTS: Mastery (lose unenhanced Body Points first, but if unenhanced are zero or below at the end of the hour, the enhanced Body Points are added to the unenhanced) +6D.

The Miraclo drug is the creation of Rex Tyler. One of the most potent steroids ever manufactured, Miraclo grants the user enhanced strength, stamina, speed, and limited invulnerability for one hour. However, this boost comes at a terrible price. Miraclo is a highly addictive substance, and once a user is addicted, it is a tough habit to break. To make matters worse, if two or more Miraclo pills are taken in succession, the user can suffer severe physiological damage and will eventually succumb to a disease not unlike leukemia—an ailment for which there is no known cure.

Mr. Terrific¹



REAL NAME: Terry Sloane

OCCUPATION: Businessman, college professor

BASE OF OPERATIONS: Gateway City

HEIGHT: 5'10"

WEIGHT: 175 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Terry Sloane accomplished more before turning 21 than most achieve in their entire lifetime. Sloane completed high school at age 11 and graduated from Harvard by age 12. Next, he turned his attention to athletics and became a three-time Olympic medalist. Still searching for a challenge, Sloane entered the business world, and even during the Depression, he accumulated a vast fortune in the endeavor.

Finding no new worlds to conquer, by 1941 Sloane became depressed and suicidal. Yet, instead of taking his own life, he prevented Wanda Wilson's own attempted suicide. Wilson was distraught at her younger brother's involvement with organized crime. Sloane, seeing an opportunity to find the challenge that had eluded him thus far, disguised himself in a colorful costume and eradicated the mob's influence.

Dubbed "Mister Terrific" by the boys who now idolized him, Sloane continued fighting injustice. He founded the Fair Play Club as an alternative for youths who might otherwise turn to crime. Wanda Wilson became his personal assistant in this endeavor and, eventually, his girlfriend. During World War II, he joined the All-Star Squadron, and later the JSA as a reserve member.

After 1947, Sloane retired as Mister Terrific and became a Gateway University professor, though he resumed the role a few times in the modern day to assist the reunited JSA. On one such occasion, Sloane was killed by an arch-enemy he was tracking, the Spirit King. However, Sloane's ghostly spirit proved instrumental in defeating the King before departing the mortal plane.

STRATEGY & TACTICS: With his superior intellect and physical prowess, Sloane could overcome any normal threat. Given sufficient time, he would find a way to defeat many extranormal menaces as well.

Sandman

Mister Terrific

Reflexes 4D: *Acrobatics 9D, athletics 9D, boating 6D, brawling 9D, climbing 6D, dodge 9D, driving 6D, escape artist 6D, martial arts 6D, melee weapons 9D, piloting 6D, riding 6D, sneak 6D*

Coordination 4D: *Catch 8D, lockpicking 6D, marksmanship 6D, missile weapons 6D, sleight of hand 5D, thievery 6D, thrown weapons 9D*

Physique 4D: *Leap 6D, lifting 6D, resistance 5D, running 6D, swimming 6D*

Knowledge 5D: *Arcane lore 6D, criminology 7D, demolitions 6D, forgery 7D, languages 10D, medicine 8D, navigation 6D, research 8D, scholar 9D, science 9D, security 7D*

Perception 5D: *Artist 6D, engineering 9D, hide 6D, invent 9D, repair 9D, search 9D, shadowing 6D, streetwise 6D, surveillance 7D, survival 8D, tracking 6D*

Presence 3D: *Animal handling 5D, bluff 4D, charm 6D, command 5D, disguise 4D, interrogation 6D, intimidation 6D, persuasion 8D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Ally (the JSA) -18D, Ally (All-Star Squadron) -24D, Attractive Appearance -2D, Charismatic -3D, Courage -2D, Fast Reactions -4D, Gifted in Learning -8D, Hardiness -4D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Observant -2D, Photographic Memory -4D, Status (numerous doctoral degrees) -10D, Wealth -8D, Dependent (Wanda Wilson) +1D, Enemy (the Spirit King) +3D, Enemy (Axis agents) +6D, Moral Code (fair play) +6D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D/1D

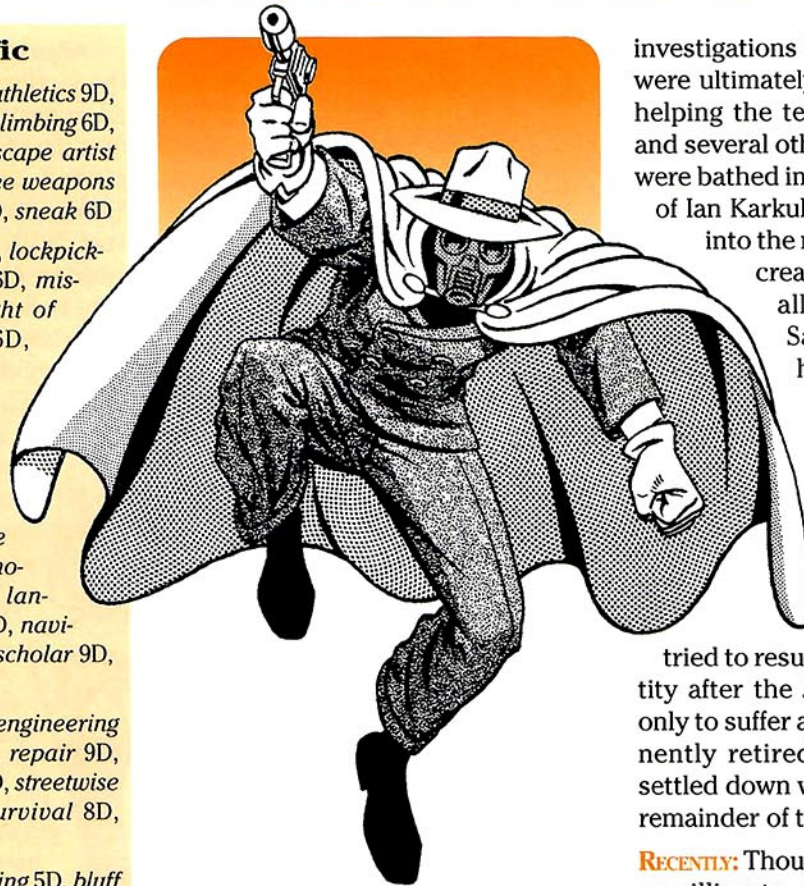
P/L BONUS: +3

HERO POINTS: 20

VILLAIN POINTS: 0

CHARACTER POINTS: 154

BODY POINTS: 44



REAL NAME: Wesley "Wes" Dodds

OCCUPATION: Entrepreneur, adventurer

BASE OF OPERATIONS: New York City

HEIGHT: 5'11" **WEIGHT:** 172 pounds

EYES: Brown **HAIR:** Brown

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

Driven by strangely prophetic dreams, Wesley Dodds found that the only way he could abate them for any amount of time was to venture out and attempt to right the wrongs he had seen in his visions. In order to remain anonymous, Dodds chose to don an old gas mask (which also served to protect him from the gases emitted by the gun he had created) and become the mystery man known as the Sandman. Right after he started his nocturnal crusade, Dodds met Dian Belmont, daughter of the district attorney. The two soon fell in love. Dian eventually learned of Dodd's dual identity and became his aide.

The Sandman was at first a reluctant member of the JSA, feeling that the

investigations his dreams led him on were ultimately more rewarding than helping the team. However, after he and several other members of the JSA were bathed in the dispersed energies of Ian Karkull, Dodds threw himself into the role of mystery man. He created a new costume and allowed Dian's nephew, Sandy Hawkins, to join him as his sidekick.

Even with its magically enhanced vitality, Dodds's body eventually betrayed him. After Dodds experienced his first major heart attack in 1945, he retired. Dodds

tried to resurrect his Sandman identity after the JSA made their return, only to suffer a stroke. He then permanently retired as the Sandman. He settled down with Dian to live out the remainder of their lives in peace.

RECENTLY: Though retired, Dodds wasn't unwilling to come to the aid of his former JSA comrades—or their descendants. His last two great adventures were when he helped the current Starman—Jack Knight, the son of Ted (Starman I)—solve the mystery of the murder of investor John Blaine, and when he died helping to protect the infant heir to the Fate legacy.

STRATEGY & TACTICS: More at home when solving a crime than beating the criminals responsible, the Sandman spent much of his career finding clues that would lead his more powerful teammates to the villains behind the caper. However, after the JSA's battle with Karkull, he made a point of playing the part of an adventurer to the hilt, fully enjoying what he knew would be a brief time in the spotlight.

Sandman

Reflexes 2D: *Acrobatics 6D, boating 4D, brawling 7D, climbing 6D, dodge 6D, driving 6D, sneak 8D*

Coordination 3D: *Lockpicking 8D,*

marksmanship 5D (wirepoon gun, gas gun +5D each)

Physique 2D: Leap 6D, lifting 4D, running 4D

Knowledge 3D: Criminology 9D, medicine (first aid) 7D, research 6D, scholar 6D, security 8D

Perception 4D: Hide 10D, invent 6D, repair 6D, search 8D, shadowing 10D, streetwise 8D, surveillance 9D, tracking 7D

Presence 2D: Bluff 9D, command 8D, interrogation 8D, intimidation 8D, persuasion 10D, willpower 10D

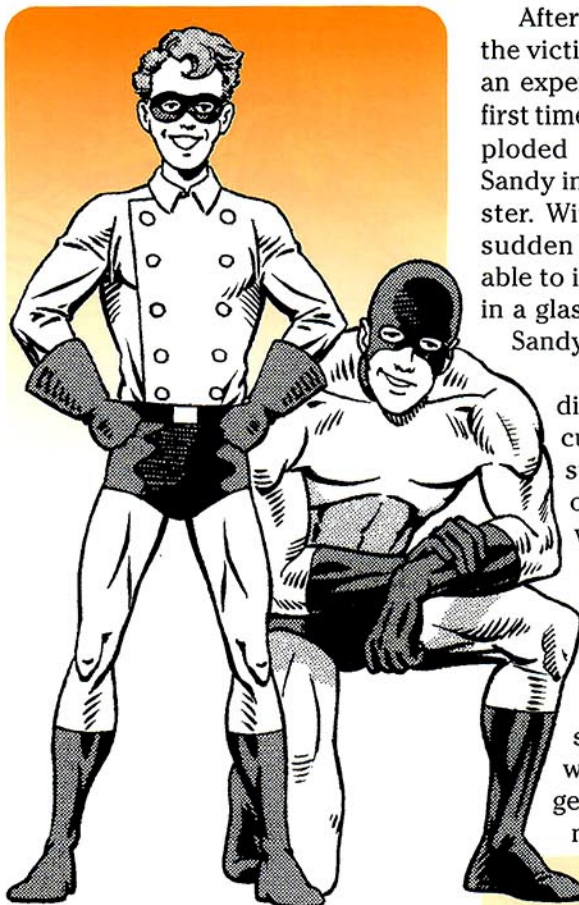
ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (All-Star Squadron) -24D, Courage -2D, Follower (Sandy) -7D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Observant -2D, Speed Draw (gas gun, wirepoon gun) -1D each, Wealth -4D; Dependent (Dian Belmont, Humphries) +1D each, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Hides Emotions +1D, Medical Problem (weak heart; all *Physique* and related skill rolls are automatically at +1 tpo the difficulty, two or more consecutive critical failures means he suffers a heart attack) +6D, Secret Identity +3D.

SPEED: 30 **PDV:** 3
UNARMED BDV: 4D **P/L BONUS:** +2
HERO POINTS: 23 **VILLAIN POINTS:** 0
CHARACTER POINTS: 186 **BODY POINTS:** 29

POWERS: Longevity 1D, Precognition 8D (Limitation: Side Effect [Nightmares Disadvantage] -4D, Uncontrollable -3D).

EQUIPMENT: The Sandman originally carried a gas gun (ammo: 6, rate of fire: 1) that shot a thick fog of gas able to fill a six-foot-square area in one round. The gas makes targets drowsy and extremely susceptible to suggestion and questioning (-1D to *Reflexes*, *Coordination* and *Perception*, +4 successes to any *interrogation* or *persuasion* roll) for up to 10 minutes. He also wore a gas mask (protects against gas gun attack and gives +3 *resistance* vs. other inhalants). When he donned his purple and gold costume, he gave up the gas gun and mask for his "wirepoon" gun. The gun could fire up to 125 feet of nylon cord (able to support up to 200 pounds of weight; more than that for short periods of time) with a sharpened spear-point grapnel at the end (a successful *marksmanship* roll is needed to attach the grapnel securely).

Sandy, the Golden Boy



After the war ended, Sandy was the victim of a terrible accident with an experimental "silicoid" gun. The first time the gun was activated, it exploded and somehow transformed Sandy into a rampaging silicon monster. With Sandy weakened by the sudden change, the Sandman was able to imprison his former sidekick in a glass chamber that would keep Sandy docile.

Guilt-ridden, the Sandman did everything in his power to cure Sandy. Dodds eventually succeeded—leaving the boy only slightly older than he was when he'd first been changed.

STRATEGY & TACTICS: Sandy constantly sought his idol's approval and this often drove him to dangerous daredevil acts. Somewhat selfish of the time he spent with the Sandman, he could get touchy when other mystery men horned in on their cases.

Sandy, the Golden Boy

Reflexes 2D: Acrobatics 5D, brawling 5D, climbing 4D, dodge 6D, sneak 6D

Coordination 2D: Marksmanship 3D (wirepoon gun +1D)

Physique 2D: Leap 5D, lifting 3D

Knowledge 2D: Criminology 4D

Perception 2D: Hide 6D, search 5D, shadowing 6D, surveillance 5D

Presence 2D: Bluff 4D, charm 4D, intimidation 4D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Courage -2D, Observant -2D, Patron (Wes Dodds/Sandman) -4D; Age: Young (12-17) +1D, Employed (student) +4D, Secret Identity +3D.

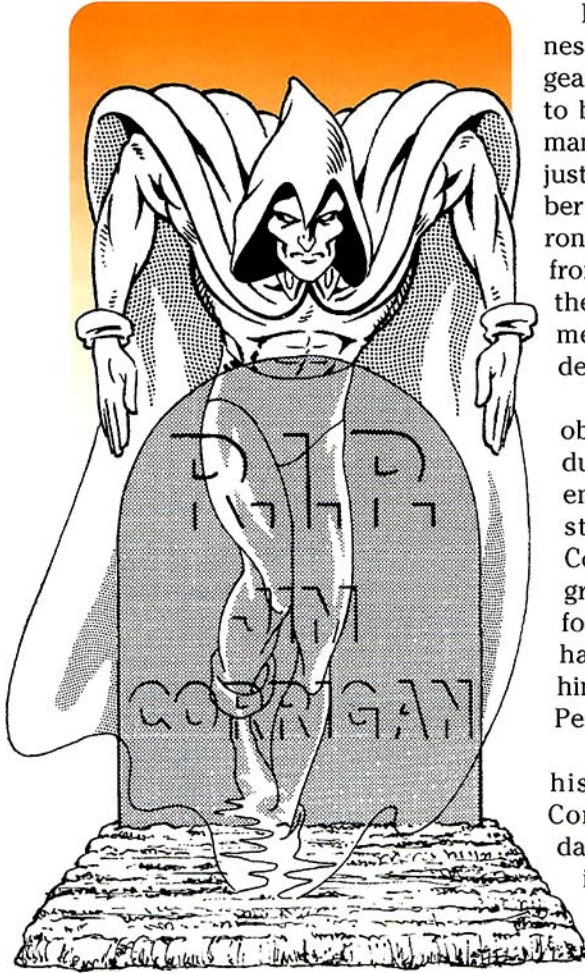
SPEED: 30 **PDV:** 3
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 10 **VILLAIN POINTS:** 0
CHARACTER POINTS: 77 **BODY POINTS:** 23

EQUIPMENT: Wirepoon gun (see listing under Sandman I).

REAL NAME: Sanderson Hawkins
OCCUPATION: Student, adventurer
BASE OF OPERATIONS: New York City
HEIGHT: 5'9-1/2" **WEIGHT:** 143 pounds
EYES: Blue **HAIR:** Blond
RACE: Human **TECH LEVEL:** Modern (1)

Sanderson "Sandy" Hawkins was the orphaned nephew of Dian Belmont and ward of Wesley Dodds. An admirer of the Sandman and his exploits, Sandy trained himself to be a superb athlete, hoping that one day he'd be able to fight at the Sandman's side—completely unaware that "Uncle" Wesley was the Sandman. Moved by the boy's courage and dedication, Dodds revealed his dual identity to Sandy and allowed the youth to join him in his crusade. Along with the Sandman, Sandy was a member of the wartime All-Star Squadron.

The Spectre¹



REAL NAME: James Brendan Corrigan
OCCUPATION: Police detective
BASE OF OPERATIONS: New York City
HEIGHT: 6'1"
WEIGHT: 184 pounds
EYES: Blue
HAIR: Red
RACE: Human/spirit composite
TECH LEVEL: Modern (1)

Detective Jim Corrigan led a merciless crusade against organized crime until mobster Gat Benson arranged his death in 1939. Deserving of neither Heaven nor Hell, "the Voice" bonded Corrigan's soul to the spiritual embodiment of God's wrath. "The Voice" then gave them a mission to comprehend and confront evil on Earth.

Patrolman Percival Poplaski witnessed Corrigan's supernatural vengeance against Benson and urged him to become a crime-fighting mystery man. Called the Spectre, Corrigan did just that, and he was a founding member of both the JSA and All-Star Squadron. However, Corrigan drifted away from the JSA after World War II when the JSA prevented his harsh punishment of all Germans for the Nazi death camps.

Corrigan then spent 20 years oblivious to his life as the Spectre due to a spell cast by his arch-enemy Azmodus, until a seance restored his memories. However, Corrigan learned his powers were greatly reduced, and he could only focus on his mission so long as he had a human companion to keep him anchored to the mortal plane as Percival Popp had in the 1940s.

For a time, this role was filled by his girlfriend Kim Liang, until Corrigan discovered she was Madame Xanadu in disguise, attempting to usurp the Spectre's power.

Freed of Xanadu's influence, the Spectre regained near-omnipotence and with help from a succession of new anchors, Corrigan at last began to fulfill both aspects of his mission, understanding as well as punishing evil.

RECENTLY: Having finally accomplished his mission, Corrigan was allowed to enter Heaven. A new individual, Hal Jordan, has become the host for the Spectre.

STRATEGY & TACTICS: Before inflicting final, poetic justice on unrepentant wrongdoers, Corrigan attempted to comprehend their motives by entering their psyches. He would select a means of death for them most appropriate for their evil motives and deepest fears and then alter reality around each criminal to fulfill the chosen mode of execution.

Spectre

Reflexes 3D [6D]: Boating 4D [7D], brawling 5D [8D], dodge 6D [9D], driving 4D [7D], [piloting (self) 10D], sneak 5D [8D]

Coordination 3D [6D]: Lockpicking 5D [8D], marksmanship 6D [9D], thievery 4D [7D], thrown weapons 4D [7D]

Physique 3D [25D]: [Flying 30D], lifting 4D [26D], running 5D [27D], swimming 4D [26D]

Knowledge 2D [9D]: [Arcane lore 20D], criminology 7D [14D], forgery 3D [10D], [languages 10D], research 3D [10D], [scholar 12D], security 4D [11D]

Perception 4D: Hide 5D, [know-how (powers) 15D], search 5D, shadowing 6D, streetwise 7D, surveillance 6D

Presence 3D [12D]: Bluff 5D [14D], [command 15D], interrogation 6D [15D], intimidation 6D [15D], persuasion 4D [13D], willpower 6D [15D]

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, [Ally (All-Star Squadron) -24D], Charismatic -3D (as Jim Corrigan), [Contact (the Mystical Community) -4D], Courage -2D [-4D as the Spectre; includes Superattributes bonus], [Fast Reactions -4D], Hardiness -4D, Intimidating Grin -2D [-4D as the Spectre; includes Superattributes bonus], [Obscure Knowledge -4D (Superattributes bonus)], Observant -2D, Patron ("The Voice") -4D, [Renown -8D], Status (police powers) -3D (as Jim Corrigan), Youthful Appearance -2D (as Jim Corrigan); [Arrogance +3D], Dark Secret (double life as the Spectre) +2D, Enemy (Azmodus, Kulak) +3D each, [Fanatic ("spirit of vengeance") +3D], Hides Emotions +1D, [Obsessive Tendencies +2D], Secret Identity +3D.

SPEED: 30

PDV: 3 [5]

UNARMED BDV: 3D [4D]

P/L BONUS: +2 [+13]

HERO POINTS: 29

VILLAIN POINTS: 4

CHARACTER POINTS: 260

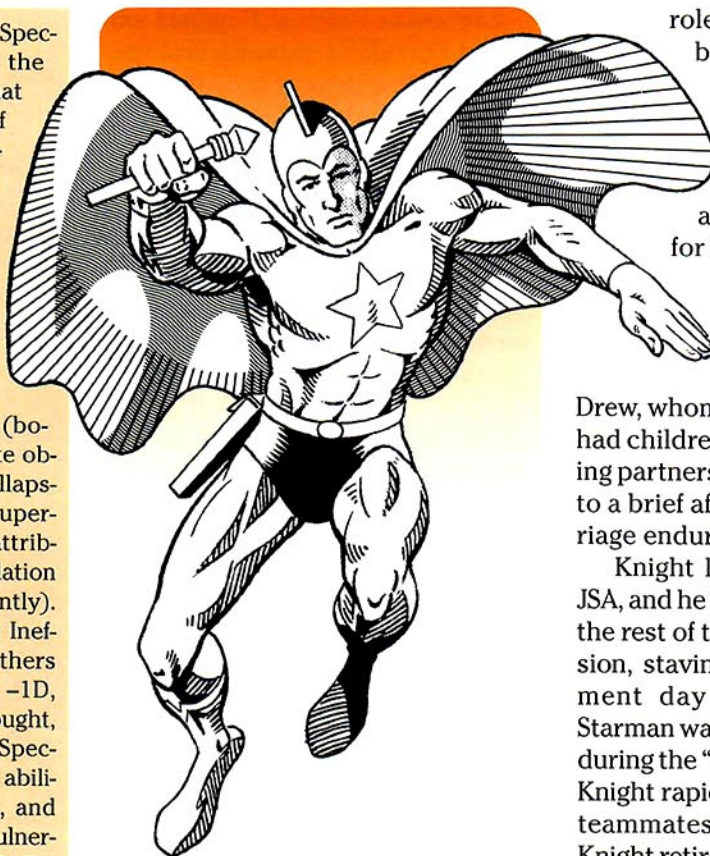
BODY POINTS: 35 [149]

Starman ¹

NATURAL ABILITIES: Immortality (the Spectre is the living embodiment of the Wrath of God in a spirit form that has been bonded with the body of a reincarnated person. The Spectre may not be killed, although it may be harmed).

POWERS: While inhabiting the body of Jim Corrigan, the Spectre had the following powers: Superattributes: Reflexes 3D, Superattributes: Coordination 3D (bonus: improved catching), Superattributes: Physique 22D (bonuses: increased P/I vs. inanimate objects, lift objects without them collapsing, increase throwing range), Superattributes: Knowledge 7D, Superattributes: Presence 9D, Reality Manipulation 45D (70D from about 1970 to recently). All powers have the Limitations: Ineffectiveness (cannot act against others empowered by The Presence) -1D, Magical Transformation (deep thought, less than a round; becomes the Spectre, gaining all powers and natural abilities, plus the skills, Advantages, and Disadvantages in brackets) -2D, Vulnerability (the Spear of Destiny) -6D; Enhancements: Magically Empowered +8D, Mastery +6D.

NOTE: All characteristics in brackets are those of Jim Corrigan as the Spectre.



REAL NAME: Theodore "Ted" Henry Knight

OCCUPATION: Astronomer

BASE OF OPERATIONS: Opal City

HEIGHT: 6' **WEIGHT:** 177 pounds

EYES: Blue **HAIR:** Brown

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

Millionaire playboy Ted Knight pursued his interest in astronomy as an escape from the boredom of his sedentary life. By 1939, Knight had developed an alloy capable of collecting and amplifying stellar energy, from which he constructed the Gravity Rod.

At cousin Sandra Knight's urging, Ted became a costumed crime fighter in late 1939, though Starman acted only within Opal City until 1941. It was then the JSA invited him to join. After accepting, Knight participated in a case where he absorbed mystical energies that kept him young for decades.

Knight left the JSA in 1945 due to a series of personal crises. Most notably, Ted felt immense guilt about his

role in developing the atom bomb. Coupled with the murder of longtime girlfriend Doris Lee, Knight had a nervous breakdown that curtailed his appearances as Starman for several years.

Ted returned full time as Starman in 1951, with his spirit renewed by new love, Adele Doris Drew, whom Knight later married and had children with. A later crime-fighting partnership with Black Canary led to a brief affair, but the Knights' marriage endured.

Knight later joined the reformed JSA, and he was imprisoned along with the rest of the team in another dimension, staving off Ragnarok (the judgment day of Norse mythology). Starman was also present with the JSA during the "Zero Hour" crisis, in which Knight rapidly aged and several of his teammates were slain. As a result, Knight retired and passed the Starman mantle on to his sons.

RECENTLY: During the attempt by the dwarf Culp and Ted's old nemesis the Mist to decimate Opal City, Ted and the radioactive villain Dr. Phosphorus came head-to-head in a climactic battle that left Ted inflicted with terminal cancer. In his final act as Starman, Ted lifted the Mist, along with his arch-foe's doomsday bomb, into the stratosphere. Ted and the Mist both perished in the ensuing detonation.

STRATEGY & TACTICS: Starman was among the first of the true science heroes, often using brains over brawn to defeat his foes. His Gravity Rod, and later the Cosmic Rod, was his equalizer against those enemies that surpassed him in brute strength or raw power. While the Gravity Rod was able to lift objects at a distance, project force beams, and allowed Starman to fly, the Cosmic Rod functioned much like a rudimentary Green

Johnny Thunder

Lantern power ring. It could create basic energy constructs, as well as duplicate those effects displayed by the Gravity Rod.

Starman

Reflexes 3D: *Brawling 6D, dodge 6D, piloting (self) 7D*

Coordination 3D: *Marksmanship (Gravity/Cosmic Rod) 7D*

Physique 2D: *Flying 4D*

Knowledge 4D: *Research 7D, scholar 5D, science 7D (astronomy, physics +2D each)*

Perception 4D: *Engineering 5D (stellar-energy devices +2D), invent 8D, know-how (Gravity/Cosmic Rod) 9D, repair 5D (Gravity/Cosmic Rod +2D), streetwise (Opal City) 5D*

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

ADVANTAGES/DISADVANTAGES: Ally (the JSA) -20D, Ally (All-Star Squadron) -24D, Contacts (Billy O'Dare, FBI Agent Woodley Allen) -3D each, Courage -2D, Mechanical Aptitude -2D, Wealth -8D; Dark Secret (affair with Dinah Lance) +1D (after World War II), Dependent (girlfriend, later family) +1D, Enemy (the Mist I, Dr. Droog) +2D each, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 22

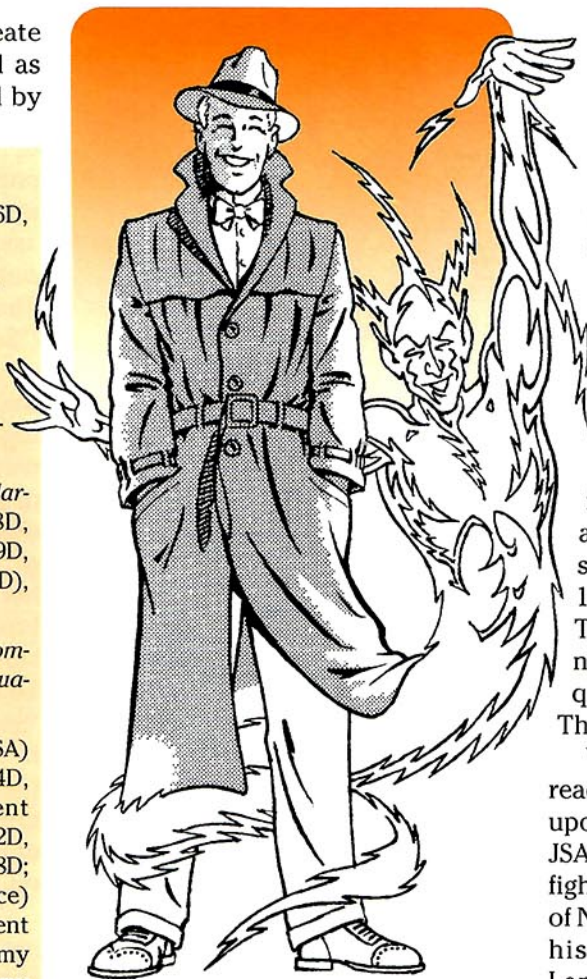
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CHARACTER POINTS: 172

BODY POINTS: 29

POWERS: Longevity 1D.

EQUIPMENT: Gravity Rod (1939-1951): AV 10; Body Points 40; powers: Gravity Manipulation 15D (Limitations: Rechargeable [stellar energy] -2D, Removable -3D). Cosmic Rod (used after 1951): AV 10; Body Points 60; powers: Energy Manipulation 12D, Gravity Manipulation 15D; all powers have the Limitations: Rechargeable (stellar energy) -2D, Removable -3D.



REAL NAME: John L. Thunder

OCCUPATION: Adventurer

BASE OF OPERATIONS: New York City

HEIGHT: 5'11"

WEIGHT: 176 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

The timing of Johnny Thunder's birth gave him the potential to command near-limitless power, and the high priests of Badhnesia, a far eastern country, kidnapped him in hopes of someday harnessing those abilities. However, an attack by another country led to Thunder's escape. After the crew of an American freighter found him, he was returned to his parents.

Thunder grew up to be a good-natured but bumbling soul. He remained unaware of his true potential until he accidentally summoned the Thunderbolt in 1940. During Thunder's subsequent misadventures, he worked at a variety of jobs, wooed girlfriend Daisy Darling, and adopted the rambunctious Peachy Pet.

After serving as the JSA's mascot, Thunder won full membership in 1941. During one JSA case, Thunder absorbed mystical energy that kept him young for decades afterwards. However, as the years passed, he felt overshadowed by the Thunderbolt. In 1947, he ceased calling upon its aid. This led to greater feelings of insignificance, exacerbated by his unrequited affections for Dinah Drake. Thunder left the JSA the same year.

When the JSA reformed, Thunder readily rejoined and once again called upon the Thunderbolt. Along with his JSA teammates, he was imprisoned fighting Ragnarok (the judgment day of Norse mythology) for a time. Upon his return, he learned of Dinah Lance's death and the Badhnsian diaspora. However, his sadness eased after he adopted the last Badhnsian, Kiku, and learned Peachy made them both a fortune investing in a frozen yogurt chain during his absence.

Thunder eagerly accompanied the JSA during the "Zero Hour" crisis. However, in the midst of a battle with the genocidal Extant, Thunder was aged to near-death and forced into retirement as a result. He has since developed Alzheimer's disease and no longer controls the Thunderbolt.

STRATEGY & TACTICS: Thunder relied on neither strategy nor tactics, instead getting by on dumb luck and the Thunderbolt's near-omnipotence. The Thunderbolt is basically a genie in a bottle and will do anything its ordained master commands it to do.

Johnny Thunder

Reflexes 2D: *Brawling 4D, dodge 4D, sneak 3D*

Coordination 2D

Physique 2D: *Lifting 3D, running 3D, swimming 3D*

Knowledge 2D: *Arcane lore 3D, navigation 4D*

Perception 2D: *Hide 4D, know-how (odd jobs) 5D, streetwise 3D*

Presence 2D: *Animal handling 4D, bluff 4D, charm 4D, command 3D (Thunderbolt +3D), willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (the JSA) -18D, Ally (All-Star Squadron) -24D, Charismatic -3D, Contact (Badhnisians, prior to their diaspora) -3D, Follower (Thunderbolt) -12D (see sidebar), Observant -2D, Dependent (Peachy Pet) +2D, Dependent (Daisy Darling [until 1945]) +1D, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Impulsiveness +1D, Uncoordinated +5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 15

VILLAIN POINTS: 0

CHARACTER POINTS: 122

BODY POINTS: 28

NATURAL ABILITIES: Johnny Thunder is the only person who can summon and command the mystical Badhnisian thunderbolt by saying the magic word "Cei-U" (pronounced "Say you"). See the sidebar on the Thunderbolt.

POWERS: Longevity 1D.

Wildcat¹



The death of Grant's father left him penniless and unable to complete a college education. He took a loading job in the warehouse district of New York City. Ted's life changed one fateful night when he happened upon a couple of thugs. They were assaulting some fellow who turned out to be the world heavyweight champion, "Iron" Mike Muldoon ("Socker" Smith).

After Grant helped Smith run off the thugs, he recognized Grant's boxing talent and took Ted under his wing as his sparring partner and protégé. Soon, Ted began having his own pro bouts. A natural, he put together a string of knockouts and soon became the undefeated heavyweight-boxing champion. In 1942, the public screamed for a match-up between Ted "The Wildcat" Grant and "Socker" Smith. The fight was set to be a great match, but crime boss Victor Moretti tried to bribe the fighters into throwing the match. Honest and unwilling to take a dive, both men refused.

The crime boss wouldn't be denied. He bought off Grant's managers, Flint and Skinner, who arranged for Ted's second, Fain, to secretly place an easy-to-find poison on Ted's gloves to make him appear he had murdered his opponent. The police arrested the unwitting Grant, but Moretti wasn't satisfied. As Grant was being taken to the local station, an accident was arranged that veered the squad car off an embankment, killing both cops and presumably Ted.

Secretly, Ted survived and became a fugitive. Wandering the streets, he stumbled upon a kid who had been reading about the mystery man Green Lantern. Inspired by the story and in an effort to clear his name, Grant created a black cat costume for himself and Wildcat was born.

Grant had no problem in his new guise getting the real killers to confess to their crimes and Ted's inno-

Yz the Thunderbolt

Reflexes 6D, brawling 7D, dodge 10D, piloting (self) 15D, Coordination 6D, catch 8D, marksmanship (powers) 10D, Physique 13D, flying 20D, lifting 15D, Knowledge 4D, arcane lore 12D, Perception 4D, know-how (Wizardry) 20D, Presence 5D, Willpower 10D.

Advantages/Disadvantages: Courage -2D, Fast Reactions -4D, Intimidating Grin -2D; Employed (to his master) +4D. **Speed:** 30. **PDV:** 5. **Unarmed BDV:** 4D. **P/L bonus:** +8. **Hero Points:** 18. **Villain Points:** 0. **Character Points:** 148. **Body Points:** 97. **Natural abilities:** Flight 30D, Density Manipulation 12D. **Powers:** Wizardry 24D (Limitations: Conditional [Thunder must summon Yz with the magic words "Cei-U" once every hour or Yz returns to the Fifth Dimension] -3D; Enhancement: Mastery +6D.)

REAL NAME: Ted Grant

OCCUPATION: Prizefighter, later gym owner

BASE OF OPERATIONS: New York City

HEIGHT: 6'5"

WEIGHT: 250 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

The son of Henry Grant wasn't going to grow up weak, taken advantage of, and scared like his father. With that in mind, Henry raised his son to stand up for himself and become everything he had failed to be. Ted Grant was trained in the art of boxing as a child so that he would be able to take care of himself. He more than met his father's expectations.

Wonder Woman

cence. His strong sense of morality and love of action led him to pledge his life to a duty of justice by keeping his role as Wildcat.

He continued to fight in the ring as Ted Grant and in the back alley streets as Wildcat. He took on a partner of sorts with a private investigator named Hiram "Stretch" Skinner (not be confused with his former manager, also named Skinner) in his solo cases. Nonetheless, he became a team player when he was asked to join the Justice Society of America during the Second World War.

Wildcat entered a period of retirement a short time before the House Un-American Activities Committee forced many costumed heroes to do so. Ted continued boxing as the undisputed Heavyweight Champion of the World for many more years until opening his own gym and doing social work with kids. Grant also trained some of the world's greatest fighters, including Batman, Black Canary, and even Catwoman. On rare occasions he donned the costume and got back out into action as Wildcat to fight criminals such as the Tigress, Sportsmaster, the Icicle, and others.

STRATEGY & TACTICS: Wildcat utilized his street smarts matched with his innate boxing ability to size up his opponents. He looked for their weaknesses to exploit while ducking the punches that they threw. He was a forthright man who preferred a direct approach. Both his opponents and allies respected him for his gutsy bravado and fists of fury.

Wildcat

Reflexes 4D: *Acrobatics 6D, athletics 6D, brawling 12D (backhand, blindfighting, elbow, haymaker, headbutt, instant stun, knockout, uppercut +2D each), climbing 6D, dodge 8D, driving 5D (motorcycle +1D), sneak 6D*

Coordination 4D: *Catch 6D, thrown weapons 5D*

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

Knowledge 2D: *Criminology 3D, medicine (sports medicine) 5D, scholar 3D (boxing +6D)*

Perception 3D: *Hide 6D, search 5D, shadowing 6D, streetwise 5D (New York City +2D), surveillance 5D, survival 4D, tracking 4D*

Presence 3D: *Bluff 5D, charm 4D, interrogation 6D, intimidation 8D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (the JSA) -18D, Ally (All-Star Squadron) -24D, Contact (boxing community) -5D, Courage -2D, Fast Reactions -4D, Hardiness -4D, Intimidating Grin -2D, Speed Draw (fist) -1D, Wealth -2D; Dependent (Hiram "Stretch" Skinner) +1D, Enemy (Golden Wasp) +2D, Enemy (Injustice Society of the World) +5D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 6D

P/L BONUS: +3

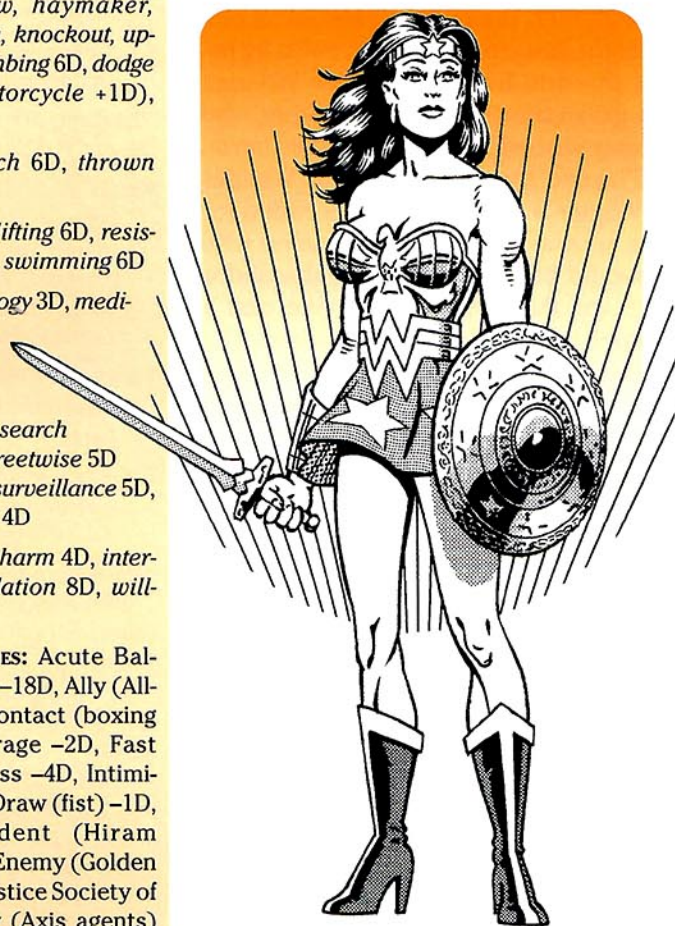
HERO POINTS: 19

VILLAIN POINTS: 0

CHARACTER POINTS: 148

BODY POINTS: 45

EQUIPMENT: Motorcycle (size: 6 feet long; crew: 1; passengers: 1; cargo capacity: 1 cubic foot; maneuverability: 3D; speed: 60 mph; PDV: 6; BDV 3Dx2; Body Points 50).



REAL NAME: Queen Hippolyta

OCCUPATION: Adventurer, queen of the Amazon nation

BASE OF OPERATIONS: Gateway City in the past, Themyscira in the present

HEIGHT: 5'10"

WEIGHT: 143 pounds

EYES: Blue

HAIR: Black

RACE: Amazon

TECH LEVEL: Modern (1)

In the year 1200 B.C., the Greek goddesses of Olympus, inspired by Artemis, created a race of females who would be their ambassadors in the world of men. Reborn from the souls of those women whose lives had ended by the ignorance of men, the

Amazons were everything their patrons had hoped—their queen, Hippolyta, chief among them.

Some years later, Hippolyta's daughter, Diana, was created as one of the Amazons. Diana eventually became the heroine Wonder Woman, against the desires of her mother, who only wished her to be safe from harm. Plagued by dark dreams of Wonder Woman's death, Hippolyta called for a second contest to determine who would be the Amazon's ambassador in the Patriarch's world. She cast a spell that would make Diana lose. The consequences of Hippolyta's spell proved to be far-reaching and led to the death of Diana's replacement, Artemis, as well as Diana herself. As penance, Hippolyta was charged by the gods of Olympus to continue her daughter's crusade as Wonder Woman.

Shortly after assuming her daughter's mantle, Hippolyta followed the demonic Dark Angel into the past and fought the demoness at the side of the JSA. She was asked to join the team after Dark Angel was defeated, and she agreed. Hippolyta remained in the past for almost eight years, returning to the present—and her throne—after her last encounter with Dark Angel in 1950.

STRATEGY & TACTICS: Not as pacifistic as her daughter, Hippolyta was a woman highly trained in the arts of war. She willingly used the considerable skills at her command to complete her goals. She was unaccustomed to taking orders from others, so she often questioned, or outright ignored, any she was given.

Wonder Woman

Reflexes 5D: *Athletics* 7D, *brawling* 10D, *dodge* 10D, *melee weapons* 10D, *piloting (morphing ship)* 8D, *riding* 8D

Coordination 5D: *Catch* 7D, *missile weapons* 10D, *thrown weapons* 10D

Physique 5D: *Leap* 9D, *lifting* 8D, *resistance* 8D, *running* 6D, *swimming* 6D

Knowledge 4D: *Arcane lore* 8D, *languages* 5D (*English* +3D, *native language: ancient Greek*), *medicine (first aid)* 7D, *navigation* 5D, *scholar* 7D (*Amazon lore, classical military strategy and tactics* +3D each)

Perception 4D: *Artist* 5D, *search* 5D, *surveillance* 5D, *survival* 6D, *tracking* 6D

Presence 5D: *Command* 12D, *interrogation* 6D, *intimidation* 10D, *persuasion* 9D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (All-Star Squadron) -24D (past only), Attractive Appearance -2D, Charismatic -3D, Courage -2D, Follower (Amazon nation) -21D (present day only), Hardiness -4D, Leadership Ability -2D, Status (queen) -25D, Wealth -8D (present day only); Dark Secret (responsible for her daughter's death) +2D, Enemy (Dark Angel) +3D (past only), Enemy (Injustice Society of the World, dark gods of Olympus) +5D each, Enemy (Axis agents) +6D (past only), Hides Emotions +1D, Sworn Enemy (Dark Angel) +3D (past only).

SPEED: 30

PDV: 5

UNARMED BDV: 5D

P/L BONUS: +4

HERO POINTS: 15

VILLAIN POINTS: 1

CHARACTER POINTS: 122

BODY POINTS: 43

NATURAL ABILITIES: Immortality (all Amazons of Themyscira do not age, but they may be killed).

EQUIPMENT: Sword [BDV 9D (edge)/2D flat], shield [BDV 5D; AV 22 (when used to block) against physical, energy, and magical attacks; Body Points 90], Lasso of Truth [BDV 5Dx5; AV 75; Body Points 245; lasso can magically grow to any size to fit around target; power: Mind Control (truth telling) 15D (Enhancement: Magically Empowered +8D, Mastery +6D)], morphing ship (see sidebar). Upon returning to the present, Hippolyta relinquished both the Lasso of Truth and the morphing ship to her daughter, Diana.

Wonder Woman's Morphing Ship

Crew: 1. **Passengers:** variable.

Cargo: variable. **Maneuverability:**

5D. **Speed:** variable (depending on

mode). **PDV** 12. **BDV** 10Dx7. **AV** 70.

Body Points 700. **Powers:** Projectiles 12D (Limitation: Self-damaging -4D), Shapechanging (vehicle modes) 6D, Environment 3D, Light Manipulation (invisibility) 11D, Size Manipulation (self-only) 4D. All powers have the Enhancement: Remote +4D.

A gift to Hippolyta's daughter, Diana, from the hidden subterranean race known as the Lansinarians, the morphing ship is quite a wonder itself. The ship can automatically sense the needs of both its pilot and the environment, and it will shape itself into the appropriate vehicle—from airplane to submarine to spacecraft. It can operate in practically any environment and can even wrap its passengers in individual cocoons for operations outside of the craft. The artifact can also fire projectile weapons, created from its own substance. However, this function has to be used with extreme care, as doing so depletes the craft's material.



CHAPTER 3

All-Star Squadron

Air Wave¹



REAL NAME: Lawrence Jordan
OCCUPATION: Legal intern, later district attorney
BASE OF OPERATIONS: New York City
HEIGHT: 5'10"
WEIGHT: 175 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Frustrated law clerk Larry Jordan first became Air Wave in 1942, using specialized radio equipment that he had developed in high school. The equipment could tap into phone lines, radio signals, and similar forms of communication, allowing Airwave to overhear criminal plans.

Originally, Jordan wanted to help apprehend criminals that escaped formal justice, but he was soon forced to use his Air Wave identity to clear himself of the murder of Brooklyn's district attorney.

After exonerating himself, Jordan was appointed to the now-vacant DA position, a job he held for the remainder of his life. His career as Air Wave continued successfully as well. He employed an ever-expanding arsenal of gadgets and joined the All-Star Squadron within months of its founding.

Jordan's activities after 1948 remain largely unrecorded, though he is known to have married and had a son. Unfortunately, Jordan was slain protecting his family from an escaped convict he once helped send to prison.

STRATEGY & TACTICS: Typically, Jordan would eavesdrop on suspected crooks with his special radio. If he overheard something incriminating, he would rollerskate to their location to apprehend them. After magnetically disarming them, miscreants would become easy marks for his fists.

Air Wave

Reflexes 2D: *Acrobatics 4D, athletics 4D (roller skating +3D), brawling 5D, climbing 3D, dodge 5D, sneak 3D*

Coordination 2D: *Catch 4D, thrown weapons 3D*

Physique 2D: *Leap 4D, lifting 4D, running 4D*

Knowledge 3D: *Criminology 4D, research 5D, scholar 5D (criminal law +2D), science 5D*

Perception 3D: *Engineering 7D, invent 7D, repair 7D, search 5D, shadowing 5D, streetwise 4D (New York City +2D), surveillance 6D (radio +2D), tracking 5D*

Presence 2D: *Bluff 4D, charm 5D, interrogation 7D, persuasion 6D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (All-Star Squadron) -24D, Contact (New York City Police) -3D, Courage -2D, Mechanical Aptitude -2D, Observant -2D, Status (district attorney) -5D; Dependent (family) +1D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 78

BODY POINTS: 29

EQUIPMENT: Radio belt and helmet [AV 10; Body Points 45; can receive and transmit radio and telephone signals; powers: Magnetic Manipulation (move objects) 6D (Limitation: Removable -1D), boots [contain hidden roller skates and magnetic soles (adds +4D to his climbing rolls); powers: Electricity Manipulation (riding telephone or electrical lines) 9D (Limitation: Removable -1D)].

Amazing Man ¹



REAL NAME: Will Everett
OCCUPATION: Assembly line worker
BASE OF OPERATIONS: New York City
HEIGHT: 6'1"
WEIGHT: 185 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Will Everett first came to public prominence during the 1936 Berlin Olympics, where he was a multi-medal winner in track and field events. However, harsh economic times greeted him upon his return home, and he was forced to take whatever work he could find. One such odd job, a janitor in the laboratory of Dr. Terry Curtis, caused him to cross paths with the super villain known as the Ultra-Humanite. He selected Everett to be a human guinea pig in his latest experiment.

Endowed with the metahuman ability to transform himself into any material he touched, Everett was dubbed Amazing Man. He became the Humanite's unwilling lackey in exchange for the promised safety of Everett's hometown of Detroit. This brought Amazing Man into conflict with the All-Star Squadron.

Once Everett realized he had been misled by the Humanite, he joined them in defeating the Humanite's latest world-threatening scheme. Amazing Man then served honorably as one of the Squadron's core members. It was in the course of one of their adventures that he gained magnetic abilities in place of his old powers.

After World War II, Everett put aside his Amazing Man role to start a family. The date and circumstances of his death are unknown.

STRATEGY & TACTICS: Everett was adept at quickly transforming from substance to substance as each became more or less advantageous. He was just becoming acquainted with his magnetic abilities at the close of his recorded exploits.

Amazing Man

Reflexes 3D: *Acrobatics 4D, athletics 7D, brawling 6D, climbing 4D, dodge 4D*

Coordination 3D: *Catch 4D, thrown weapons 6D*

Physique 4D: *Leap 6D, lifting 5D, running 6D, swimming 5D*

Knowledge 2D: *Scholar (athletics) 4D, science (Chemical Mimesis) 10D*

Perception 3D

Presence 3D: *Willpower 6D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (All-Star Squadron) -24D, Contact (Olympic athletic community) -4D, Courage -2D, Fast Reaction -4D; Enemy (Axis agents) +6D, Enemy (Ultra-Humanite) +3D, Extremely Competitive +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 10

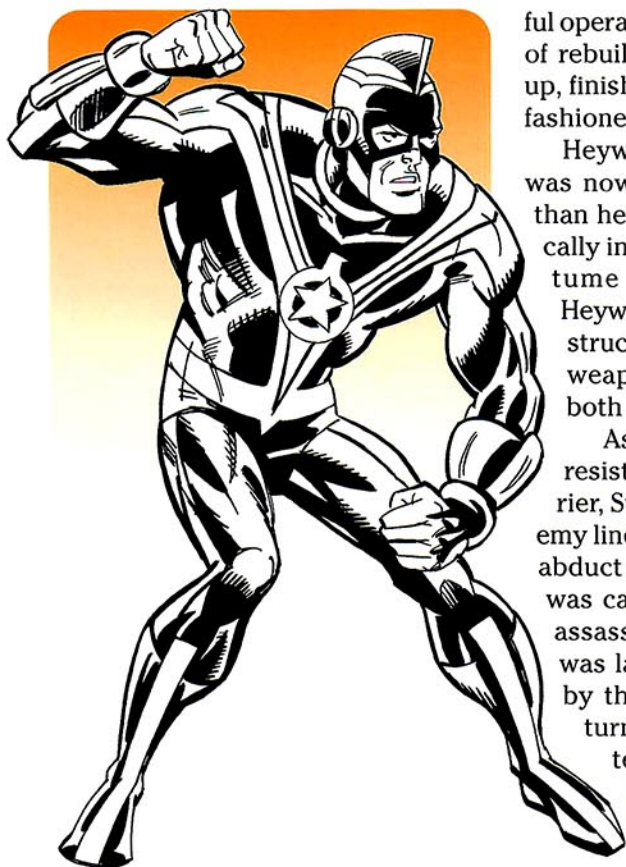
VILLAIN POINTS: 0

CHARACTER POINTS: 75

BODY POINTS: 40

POWERS: *Prior to May 1942:* Chemical Mimesis 7D (Limitation: Side Effect (transforms into a form resembling substance touched) -2D). *After May 1942:* Magnetic Manipulation (move objects) 7D.

Commander Steel



REAL NAME: Henry "Hank" Heywood I
OCCUPATION: Former U.S. Marine, adventurer
BASE OF OPERATIONS: Mobile
HEIGHT: 6'
WEIGHT: 378 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Hank Heywood was a talented college student and the intern of noted scientist Dr. Gilbert Giles. Heywood joined the Marines when Germany invaded Poland in 1939. While on his first tour of duty, he was caught in an explosion that left him more dead than alive. Volunteering to be the test subject of Dr. Giles's new bioretardant process, he spent the next several weeks subjected to a series of pain-

ful operations. The process consisted of rebuilding him from the skeleton up, finishing with a new form of flesh fashioned out of the bioretardant.

Heywood soon realized that he was now much stronger and faster than he once was, as well as practically indestructible. Donning a costume made of mesh armor, Heywood became Steel, the Indestructible Man—the Allies' newest weapon against the Axis threat both home and abroad.

As one of the few mystery men resistant to the magical Axis barrier, Steel was dropped behind enemy lines in 1940 as part of a plan to abduct Adolf Hitler. However, Steel was captured and brainwashed to assassinate Winston Churchill. He was later freed from Nazi control by the All-Star Squadron. He returned to duty and was rechristened as Commander Steel.

RECENTLY: Most of Commander Steel's post-war activities remain classified. He did eventually marry and became a successful industrialist. However, the war had not been kind to his mental state. He forced his grandson, Hank Heywood III, to undergo the same process he had. Unfortunately, the elder Heywood outlived his grandson, who was slain by a vengeful Professor Ivo. A complete recluse, Commander Steel is presumably still alive.

STRATEGY & TACTICS: Fiercely dedicated and loyal, Commander Steel was the ideal patriot. However, these traits also made him stubborn and single-minded almost to the point of fanaticism. His indestructibility also made him the perfect front-line soldier, a role he enjoyed and performed with consummate skill.

Commander Steel

Reflexes 3D: *Acrobatics 6D, athletics 6D, brawling 9D (clothesline, haymaker, slam, uppercut +2D each), climbing 5D, dodge 9D, melee weapons 6D, sneak 5D*

Coordination 2D: *Catch 6D, marksmanship 6D, thrown weapons 7D*

Physique 3D (6D): *Leap 5D (8D), lifting 6D (9D), running 5D (8D)*

Knowledge 2D: *Demolitions 4D, languages 4D, science 5D (biology +3D)*

Perception 2D: *Hide 5D, know-how (military procedures, military intelligence) 7D each, search 5D, survival 6D*

Presence 2D: *Command 10D, interrogation 7D, intimidation 8D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Charismatic -3D, Contact (Dr. Gilbert Giles) -3D, Courage -2D, Hardiness -4D, Leadership Ability -4D, Preparedness -4D; Enemy (Axis agents) +6D, Extremely Competitive +2D, Obsessive Tendencies (patriotism) +2D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D

P/L BONUS: +3 (+4)

HERO POINTS: 16

VILLAIN POINTS: 0

CHARACTER POINTS: 126

BODY POINTS: 54

POWERS: Superattributes: Physique 3D (bonus: increased P/L bonus vs. inanimate objects), Natural Armor (bioretardant flesh and steel frame) 8D.

EQUIPMENT: Armor mesh costume (AV 18; Body Points 65).

Dr. Occult



REAL NAME: Richard Occult
OCCUPATION: Private investigator
BASE OF OPERATIONS: New York City
HEIGHT: 6'1"
WEIGHT: 189 pounds
EYES: Gray
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

In 1899, members of the mystic Seven rescued two infants from a satanic ritual sacrifice. The children, who were given the names Doc and Rose, were raised by the Seven and taught to use their innate magical abilities to battle supernatural evil in the outside world.

Occult first advertised his services as a "ghost detective" in 1935. With Rose's assistance, he struggled against the dark minions of chaos, primarily a malefic creature called Koth, whom they were nearly sacrificed to years before. During World War II, he also assisted the All-Star Squadron when esoteric help was needed.

In 1945, Occult assembled the Justice Society to save the world from an evil magical being known as Stalker. During this battle, Occult surrendered his immortal soul in a desperate bid for victory. However, Rose intervened and shared her soul with his, merging them into a composite being.

STRATEGY & TACTICS: As a trained investigator, Dr. Occult often uses his keen mind and sharp wits to solve his cases. He does, however, have a number of magical abilities at his disposal. He can change into an astral form, cross vast distances by traveling through the astral plane, create illusions, do limited telekinetic feats, and control minds through a mystical kind of hypnotism. He also carries the Symbol of the Seven, a talisman that can repel and exorcise supernatural creatures and assist a number of other mystical tasks.

Dr. Occult

Reflexes 2D: *Brawling 4D, dodge 5D, driving 4D, melee weapons 4D, sneak 5D*

Coordination 2D: *Marksmanship 4D*

Physique 2D: *Resistance 4D*

Knowledge 4D: *Arcane lore 8D, criminology 5D, languages (ancient) 6D, research 5D, scholar 5D*

Perception 3D: *Hide 5D, know-how (powers) 10D each, search 6D, shadowing 6D, streetwise 6D*

Presence 2D: *Intimidation 6D, persuasion 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Courage -2D, Follower (Rose Psychic) -7D (until 1945), Hardiness -4D, Observant -2D, Patron (the Seven) -2D, Renown -4D, Special Equipment (the Symbol of the Seven) -5D, Status (investigator's license) -1D; Enemy (Koth) +3D, Enemy (Axis agents) +6D, Hides Emotions +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 70

BODY POINTS: 30

POWERS: Longevity 1D, Astral Form 10D [Enhancements: Additional Effect (changes physical form to astral form) +4D, Mastery +6D], Illusion 10D [Limitation: Limited Range (eye contact) -3D], Mind Control 10D, Telekinesis 5D, Dimensional Travel (astral plane) 8D. All powers have the Enhancement: Magically Empowered +8D.

EQUIPMENT: The Symbol of the Seven [Body Points 700; powers: Wizardry 8D, Spirit Manipulation (control spirit) 10D, Exorcism 10D; all powers have the Limitation: Removable -2D].

NOTE: These stats reflect Dr. Occult before he merged with Rose Psychic.

Firebrand²



REAL NAME: Danette Reilly
OCCUPATION: Vulcanologist
BASE OF OPERATIONS: New York City
HEIGHT: 5'5"
WEIGHT: 118 pounds
EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

While conducting research on a volcanic Pacific island in December 1941, Danette Reilly was captured by a band of costumed criminals led by Per Degaton. During her captivity, Reilly a mystic energy bolt stunned Reilly, and she tumbled into a pit of molten lava. Impossibly, she survived the ordeal.

After being rescued from Degaton's clutches, she learned her brother Rod had been gravely wounded at Pearl Harbor. She quickly

returned home. There, Danette learned Rod was secretly the costumed vigilante Firebrand, and decided to substitute for him during his convalescence. Shortly thereafter, she discovered that her magically induced plunge into the lava had endowed her (presumably) with fiery powers.

Firebrand II was a core member of the All-Star Squadron throughout her recorded exploits. During one Squadron case, she became reacquainted with her former lover, Terry Curtis. He battled against the Squadron as Cyclotron, but later he heroically sacrificed his life in order to save others. As a result, Reilly took it upon herself to care for Curtis's orphaned daughter, Terri, whom Danette helped raise to adulthood.

Over time, Reilly and Sir Justin, the Shining Knight, became romantically involved. Their relationship endured until Sir Justin's banishment into time in 1948. Sometime thereafter, Danette Reilly was slain by the knight's vengeful arch-enemy, the Dragon King.

STRATEGY & TACTICS: Reilly used her flight to keep opponents at a distance, from whence she could safely scorch them with her flames.

Firebrand

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

Coordination 3D: *Marksmanship (fire blasts) 6D*

Physique 2D: *Flying 3D*

Knowledge 2D: *Research 6D, science 5D (vulcanology +3D)*

Perception 3D: *Know-how (Fire Manipulation) 6D*

Presence 2D: *Bluff 3D, charm 4D, persuasion 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Attractive Appearance -2D, Wealth -4D; Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 8

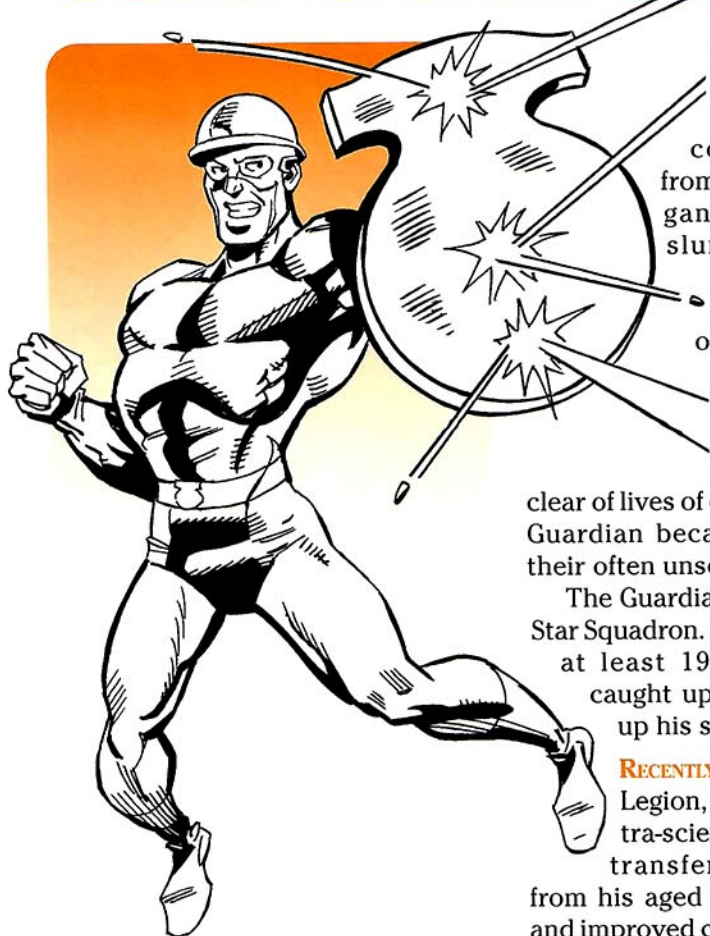
VILLAIN POINTS: 0

CHARACTER POINTS: 62

BODY POINTS: 28

POWERS: Fire Manipulation 13D.

The Guardian



REAL NAME: Jim Harper
OCCUPATION: Police officer
BASE OF OPERATIONS: Metropolis
HEIGHT: 6'1"
WEIGHT: 203 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Jim Harper grew up in Metropolis's Suicide Slum. He avoided a life of crime when Nat Milligan offered to train Harper as a prizefighter. However, Harper became so appalled by Suicide Slum's worsening state that he left Milligan's tutelage to become a policeman.

In 1942, rookie patrolman Harper was assigned Suicide Slum as his beat. He soon endured a brutal attack

by neighborhood toughs. Angered, Harper acquired a costume and shield from a local shop and began safeguarding the slum as the masked Guardian. He also received custody of four would-be hoodlum boys known as the Newsboy Legion. After helping them steer

clear of lives of crime, Harper and the Guardian became beneficiaries of their often unsolicited aid.

The Guardian later joined the All-Star Squadron. He was active through at least 1947. Age eventually caught up to him and he hung up his shield permanently.

RECENTLY: The grown Newsboy Legion, now working at the ultra-scientific Project Cadmus, transferred Harper's mind from his aged body into a youthful and improved cloned one. He soon after returned as the Guardian. (See pages 15–16 of the *Metropolis Sourcebook*).

STRATEGY & TACTICS: Harper's shield afforded him enough protection to close in on his foes and dispatch them with his trained fists. His greatest desire was to help those who could not help themselves and provide a positive inspiration to youngsters.

Guardian

Reflexes 2D: Acrobatics 6D, brawling 7D, dodge 6D, driving 4D, melee weapons 4D (shield +4D), sneak 4D

Coordination 2D: Catch 3D, thrown weapons 3D

Physique 3D: Leap 5D, lifting 4D, resistance 4D, running 5D, swimming 4D

Knowledge 3D: Criminology 4D, medicine (first aid) 4D, security 4D

Perception 3D: Hide 4D, search 4D, shadowing 4D, streetwise 4D (Metropolis +1D), surveillance 4D, tracking 4D

Presence 3D: Command 5D, interrogation 4D, intimidation 5D, persuasion 4D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) –24D, Charismatic –3D, Contact (Metropolis Police) –1D, Courage –2D, Leadership Ability –2D, Preparedness –4D, Status (police powers) –3D; Employed (police officer) +4D, Enemy (Axis agents) +6D, Dependents (the Newsboy Legion) +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 12

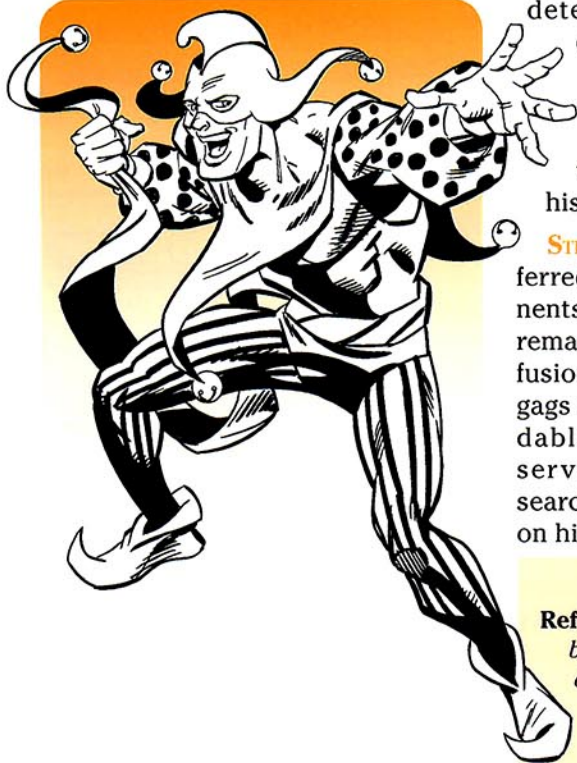
VILLAIN POINTS: 0

CHARACTER POINTS: 94

BODY POINTS: 40

EQUIPMENT: Golden shield (BDV 5D; AV 22 [when used to block] against physical and energy attacks; Body Points 100).

The Jester



REAL NAME: Chuck Lane
OCCUPATION: Police officer
BASE OF OPERATIONS: New York City
HEIGHT: 5'11"
WEIGHT: 179 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Inspired by the newly prominent costumed mystery men, as well as a medieval ancestor's vocation, rookie police officer Chuck Lane first donned the Jester's colorful garb in 1941. His reputation for using slapstick gags and practical jokes to humiliate criminals soon began to precede him. Evildoers grew wary of the sound of his belled costume and maniacal laughter.

The Jester was one of the many costumed adventurers who joined the All-Star Squadron in 1942, but ultimately his closest affiliation was with the group known as the Freedom Fighters. Lane continued to pursue criminals, but after his promotion to

detective, he appeared less frequently as the Jester. Finally, after the Jester tracked down wanted criminal Jake "Bobo" Benetti to Opal City, Detective Lane permanently retired his costumed identity in 1954.

STRATEGY & TACTICS: Lane preferred to wade into his opponents swinging, relying on his remarkable agility and the confusion sown by his arsenal of gags to see him through. His formidable detective skills served him well when searching for information on his criminal foes.

Jester

Reflexes 3D: Acrobatics 8D, brawling 7D, climbing 6D, dodge 8D, driving 6D, melee weapons 6D, sneak 6D

Coordination 3D: Catch 6D, lockpicking 6D, marksmanship 6D, sleight of hand 6D, thievery 6D, thrown weapons 6D

Physique 3D: Leap 4D, lifting 4D, running 5D

Knowledge 2D: Criminology 6D, research 6D, scholar 5D (jokes & gags +2D), security 6D

Perception 3D: Hide 6D, search 6D, shadowing 6D, streetwise 6D (New York City +2D), surveillance 6D

Presence 2D: Bluff 7D, charm 6D, command 4D, interrogation 6D, persuasion 6D, willpower 7D

Advantages/Disadvantages: Acute Balance -2D, Ally (Freedom Fighters) -18D, Ally (All-Star Squadron) -24D, Charismatic -3D, Contact (New York City Police) -1D, Intimidating Grin -2D, Status (police powers) -3D, Psychological Disorder (practical jokes) +2D, Employed +4D, Enemy ("Bobo" Benetti) +2D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 4D

HERO POINTS: 10

CHARACTER POINTS: 80

PDV: 4

P/L BONUS: +2

VILLAIN POINTS: 0

BODY POINTS: 35

Johnny Quick



REAL NAME: Johnny Chambers
OCCUPATION: Newsreel photographer
BASE OF OPERATIONS: New York City
HEIGHT: 5'11" **WEIGHT:** 170 pounds
EYES: Blue **HAIR:** Blond
RACE: Human **TECH LEVEL:** Modern (1)

Professor Gill, the guardian of Johnny Chambers, discovered on a piece of papyrus a secret formula developed by an ancient king named Amen. The parchment claimed that speaking aloud "3X2(9YZ)4A" would give a person the power to move at extraordinary speeds. Knowing he didn't have long to live, Gill told Chambers of the formula, asking that he use it in the fight for right. Chambers honored the professor's request by becoming the costumed mystery man Johnny Quick. He soon founded the All-Star Squadron. Chambers split his time between fighting the homefront war against saboteurs and filming the news for Sees All/Tells All News with his assistant and friend, Tubby Watts, who knew of Johnny's secret.

While a member of the All-Star Squadron, Johnny met and fell in love with Liberty Belle, and the two were married in 1942 in their civilian identities.

Once the war ended, Chambers and Libby Lawrence (Liberty Belle) retired their costumed identities. Their daughter, Jesse, was born some years later. The couple drifted apart after Chambers became a self-help guru, and they eventually divorced. Johnny continued to be semi-active until his death at the hands of Savitar.

STRATEGY & TACTICS: Johnny Quick was the ultimate trickster. Relying more on luck and misdirection than actual skill, Johnny's usual tactic was to keep moving and wear down his opponents before knocking them senseless with a hyper-fast blur of punches.

Johnny Quick

Reflexes 2D: Acrobatics 3D, brawling 5D, dodge 5D, piloting (self) 3D

Coordination 2D: Sleight of hand 3D

Physique 2D: Flying 4D, running 7D

Knowledge 2D: Research 3D

Perception 2D: Artist (filmmaking) 5D, know-how (journalism) 6D, repair 5D, search 7D, streetwise 5D

Presence 2D: Bluff 7D, charm 7D, persuasion 7D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Attractive Appearance -2D, Contact (Tubby Watts) -3D, Contact (JSA) -5D, Fast Reactions -4D, Observant -2D, Status (press pass) -1D, Youthful Appearance -2D; Employed +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3 (11 while running with Speed Manipulation)

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

HERO POINTS: 18 **VILLAIN POINTS:** 0

CHARACTER POINTS: 146 **BODY POINTS:** 29

POWERS: Speed Manipulation 8D (Limitation: Limited Ability [the Speed Manipulation die code drops by an amount equal to the die code in Gravity Manipulation when he is in flight] -2D), Gravity Manipulation (flight) 4D (Limitation: Linked to Speed Manipulation). All powers have the Limitation: Duration Change: Activated (he must speak the formula "3X2(9YZ)4A") -2D.

Judomaster & Tiger



Judomaster

REAL NAME: Rip Jagger

OCCUPATION: Sergeant, United States Army

BASE OF OPERATIONS: Pacific Theater of Operations

HEIGHT: 5'11" **WEIGHT:** 190 pounds

EYES: Blue **HAIR:** Blond

RACE: Human

TECH LEVEL: Modern (1)

While serving the Pacific theater of operations during World War II, Sergeant Rip Jagger learned that a small island of Japanese natives was being overrun by a Japanese commando force led by one Major Yoku. The natives had fled their homes in opposition to Nippon's war policies. Jagger went to the South Pacific is-

land and befriended the locals, whose leader honored the American by teaching him the secrets of the martial arts. Jagger immersed himself in his studies. After mastering his martial training, Jagger was awarded a colorful outfit and made the islanders' symbolic leader. Thus, Rip Jagger became the Judomaster. He eventually freed the island and returned to a nearby army base where he was reassigned to a new company. Informing his new commanding officer, General Hawkins, of his Judomaster persona, Jagger was made into a one-man task force. He was sent on clandestine missions throughout the Pacific, where he worked from time to time with the heroes of the All-Star Squadron.

RECENTLY: After World War II ended, Jagger tried to bring his young ward, Tiger, back with him to the United States. However, current anti-Japanese sentiments back home prevented him from doing so. Jagger then chose to renounce his U.S. citizenship and take Tiger with him on a search for Nanda Parbat, a mythical holy land where time stood still. But, by the time they reached India eight years later, Tiger had tired of the quest and ran off. Jagger spent years searching for the boy, but he ultimately gave up and continued his quest for Nanda Parbat. He did eventually find Nanda Parbat. Soon, he became the favored citizen of its patron deity, Rama Kushna. However, Rama was forced to banish Jagger from Nanda Parbat some decades later to save the outside world from Tiger, who had become the villain known as the Avatar. After helping to defeat the Avatar, Judomaster once again left to wander the world.

STRATEGY & TACTICS: During the dark days of World War II, Judomaster was easily the finest living master of the martial arts. He was such an adept fighter that his movements and reactions were near-perfectly flawless and instinctual. As learned student of both the martial arts and Eastern philosophy, Judomaster was extremely methodical and patient, always looking for the ultimate moment to strike.

Judomaster

Reflexes 3D: *Acrobatics 10D, brawling 10D, dodge 11D, driving 4D, escape artist 6D, martial arts 14D (arm pin, blindfighting, disarm, flip, slam, throw +2D each), melee weapons 10D, sneak 6D*

Coordination 3D: *Catch 8D, marksmanship 6D, thrown weapons 10D*

Physique 3D: *Leap 7D, lifting 4D, running 5D, swimming 5D*

Knowledge 2D: *Demolitions 4D, languages 3D (Japanese, Chinese, Korean +2D each), navigation 3D*

Perception 2D: *Hide 6D, know-how (military procedures, guerilla tactics)*

6D each, *search 5D, shadowing 5D, surveillance 5D, survival 6D, tracking 4D*

Presence 2D: *Command 6D, intimidation 5D, persuasion 6D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Contact (General Hawkins) -3D, Courage -2D, Fast Reactions -4D, Follower (Tiger) -8D, Hardiness -4D, Leadership Ability -2D, Obscure Knowledge -2D, Sixth Sense -2D, Status (U.S. Army sergeant) -3D; Dependent (islanders) +1D each, Enemy (The Acrobat, Mountain Storm, the Smiling Skull) +2D each, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 6

UNARMED BDV: 5D/1D

P/L BONUS: +2

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 110

BODY POINTS: 42

Tiger

REAL NAME: Unknown

OCCUPATION: Student, adventurer

BASE OF OPERATIONS: Pacific Theater of Operations

HEIGHT: 5'0" **WEIGHT:** 111 pounds

EYES: Brown **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

The orphaned youth who was to become Tiger was living in a Japanese relocation camp in Wyoming when he first met Judomaster. Tiger had been conned by a Japanese agent known as "The Cat" to smuggle U.S. military secrets from the camp to Japan. However, Judomaster's bravery and skill impressed Tiger so much that he turned on the Cat and helped Judomaster defeat him. Tiger stowed away on Jagger's plane back to the Pacific and was adopted by Jagger's army unit. In spite of his age, Tiger proved to be skilled in martial arts, so he was presented with the costume he would wear as Judomaster's sidekick, Tiger.

RECENTLY: When the war ended, Tiger was denied immigration back into the United States. Not wanting to abandon Tiger, Jagger opted to remain

outside the States with him, and the two set off to find the legendary city of Nanda Parbat. But the years proved difficult for Tiger, and he ran away from Jagger, hoping to find a home that he could call his own. All Tiger found, however, was the suffering the war had left behind. His bitterness eventually led him to India where he discovered the forbidden temple of Parashrama. There, he found the Armaments of the Lost God and the Elixir of Soma, which transformed him into the maniacal super villain known as the Avatar. Judomaster and the other heroes of the L.A.W. team soon defeated him, and he has not been heard from since.

STRATEGY & TACTICS: In his youth, Tiger was a natural martial artist, who used his small size and slight build to its maximum advantage, allowing his opponents to underestimate him before delivering the deciding blow.

Tiger

Reflexes 3D: *Acrobatics 7D, brawling 4D, dodge 8D, martial arts 10D (arm pin, disarm, flip, flying kick, leg sweep, throw +1D each), melee weapons 6D, sneak 5D*

Coordination 3D: *Catch 6D, thrown weapons 6D*

Physique 2D: *Leap 5D*

Knowledge 2D: *Languages 4D*

Perception 2D: *Hide 5D, know-how (guerilla tactics) 5D*

Presence 1D: *Bluff 5D, intimidation 4D, persuasion 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Contact (General Hawkins) -2D, Fast Reactions -4D, Patron (Judomaster) -4D; Age: Young (12-17) +1D, Enemy (The Acrobat, Mountain Storm, the Smiling Skull) +2D each, Enemy (Axis agents) +6D, Impulsiveness +1D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 34

BODY POINTS: 30

NOTE: These characteristics are for Tiger when he was Judomaster's sidekick.

Liberty Belle



REAL NAME: Libby Belle Lawrence
OCCUPATION: Newspaper columnist, radio and television commentator
BASE OF OPERATIONS: New York City
HEIGHT: 5'6-1/2"
WEIGHT: 123 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

Libby Lawrence was in Poland with her father, a U.S. military attaché, when war broke out in 1939. A star athlete most of her life, Libby was only able to escape from Nazi-occupied Europe by swimming the English Channel—an act that turned her into a celebrity overnight. She quickly rose to even greater prominence as a newspaper and radio commentator, one who strongly advocated America's entry into World War II.

To help promote morale at home and slow the activities of Nazi subversives and saboteurs, Lawrence became known as the heroine Liberty Belle. She soon learned her belt buckle, a replica of the real bell forged from the same metals, would chime when her confidante, Liberty Bell guard Tom Revere, rung the actual bell. She would then get an adrenaline rush that temporarily boosted her strength and speed. A later encounter with Baron Blitzkrieg and a machine he had designed left her with the power to project powerful sonic pulses.

A founding member of the wartime All-Star Squadron, she also served as its co-chairman for the duration of the team's existence. It was as a member of the Squadron that she met and fell in love with Johnny Quick. The two were married secretly in their civilian identities in 1942.

RECENTLY: Libby and Johnny divorced sometime after the birth of their daughter, Jesse. Though she retained her extranormal abilities and eventually learned how to tap into her adrenaline-enhanced strength without having to ask for the Liberty Bell to be rung, Libby retired her superhero identity and began working as a talk show personality. She hosts and produces her own current political events program. Libby is a silent partner in Quick Start Enterprises, a company started by her former husband prior to his death at the hands of Savitar.

STRATEGY & TACTICS: Liberty Belle was a practical and no-nonsense type of woman. This made her prone to taking the most logical and direct course of action. It also meant that she was not one to sit on the sidelines and was one of the first to lead any charge.

Liberty Belle

Reflexes 3D (5D): *Acrobatics* 5D (7D), *athletics* 6D (8D), *brawling* 5D (7D), *dodge* 5D (7D)

Coordination 3D (5D): *Catch* 4D (6D), *marksmanship* 4D (6D), *thrown weapons* 5D (7D)

Physique 2D (4D): *Leap* 5D (7D), *lifting* 4D (6D), *running* 5D (7D), *swimming* 6D (8D)

Knowledge 2D: *Medicine (first aid)* 4D, *research* 4D, *scholar* 4D

Perception 3D: *Artist (broadcast journalism)* 7D, *search* 6D, *shadowing* 5D, *streetwise* 4D

Presence 2D: *Charm* 6D, *command* 8D, *persuasion* 7D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -3D, *Ally (All-Star Squadron)* -24D, *Attractive Appearance* -2D, *Charismatic* -3D, *Contact (Tom Revere)* -3D, *Contact (JSA)* -5D, *Courage* -2D, *Fast Reactions* -4D (Superattributes bonus), *Leadership Ability* -2D, *Observant* -2D, *Status (press pass)* -1D; *Employed* +4D, *Enemy (Axis agents)* +6D, *Secret Identity* +3D.

SPEED: 30

PDV: 3 (4)

UNARMED BDV: 3D (4D)

P/L BONUS: +2 (+3)

HERO POINTS: 19

VILLAIN POINTS: 0

CHARACTER POINTS: 154

BODY POINTS: 29

POWERS: Superattributes: *Reflexes* 2D, Superattributes: *Coordination* 2D (bonus: improved catching ability), Superattributes: *Physique* 2D (bonus: increased P/L bonus vs. inanimate objects), *Sonic Manipulation (sonic pulses)* 7D. Superattributes powers have the Limitation: *Duration Change: Activated* (initially this was only when Liberty Bell is rung, but later she could activate it at will) -2D.

Manhunter¹



In his costumed identity as Manhunter, Richards apprehended the real killer. He continued stalking criminals with Thor's aid (and later, that of the All-Star Squadron and the Freedom Fighters). Richards retired his alter-ego in 1950.

RECENTLY: After leaving the police force, Richards published two crime novels. Five years ago, the Manhunters (Thor included) betrayed him. The Manhunters turned out to be robotic creations of the Guardians of the Universe who had turned against their masters. They had secretly infiltrated the lives of many of the heroes of Earth by duplicating friends or family members. Thor was in fact a robot sent to spy on the hero. Though Richards survived the Manhunters plot to stop the evolution of humanity, his subsequent activities are unrecorded.

STRATEGY & TACTICS: Richards relied on his detective skills and criminal files to track his prey. Once he found them, Manhunter's fists and Thor's fangs combined to end most fights favorably.

Real Name: Donald "Dan" Richards
Occupation: Police officer
Base of Operations: Washington, D.C.
Height: 6'1"
Weight: 202 pounds
Eyes: Blue
Hair: Red
RACE: Human
TECH LEVEL: Modern (1)

After graduating from the police academy in 1942, Dan Richards sought to exonerate classmate Jim Kelley (his girlfriend's brother) from a murder frame-up. Desperate, Richards agreed to use a canine companion named Thor and an extensive criminal database provided by the mysterious Grandmaster, leader of the equally mysterious Manhunters organization.

Manhunter

Reflexes 3D: *Acrobatics 5D, athletics 5D, boating 4D, brawling 7D, climbing 4D, dodge 7D, driving 6D, melee weapons 5D, sneak 7D*

Coordination 3D: *Catch 5D, lockpicking 5D, marksmanship 4D (handguns +2D), thievery 4D, thrown weapons 5D*

Physique 3D: *Leap 4D, lifting 4D, running 5D*

Knowledge 2D: *Criminology 5D, research 4D, scholar 4D (known felons +3D), security 5D*

Perception 3D: *Artist (novelist) 5D (post-WWII), hide 8D, search 8D, shadowing 7D, streetwise 7D, surveillance 7D*

Presence 2D: *Animal handling (Thor) 9D, bluff 4D, charm 4D, command 5D, intimidation 8D, interrogation 8D, persuasion 7D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Ally (Freedom Fighters) -18D, Ally (All-Star Squadron) -23D, Contact (Washington D.C. Police Department) -2D, Courage -2D, Fast Reactions -4D, Follower (Thor) -7D, Hardiness -4D, Observant -2D, Status (police powers) -3D (as Donald Richards); Dependent (girlfriend) +1D, Enemy (street thugs) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 4D

HERO POINTS: 10

CHARACTER POINTS: 78

PDV: 4

P/L BONUS: +2

VILLAIN POINTS: 0

BODY POINTS: 35

EQUIPMENT: Supersonic Whistle (to summon Thor).

Thor the Thunderdog

Reflexes 3D, brawling 6D, dodge 6D, Coordination 2D, Physique 4D, running 4D, Knowledge 2D, Perception 2D, search 4D, tracking 6D, Presence 2D, intimidation 5D, willpower 5D. Advantages/Disadvantages: Acute Senses (smell, hearing) -4D, Dark Secret (android transmitting data to the Manhunters) +3D. **Speed:** 85. **PDV:** 3. **Physique bonus:** +2. **Body Points 25. Natural abilities:** teeth (BDV 3D), claws (BDV 2D).

Midnight



REAL NAME: Dave Clark
OCCUPATION: Radio announcer
BASE OF OPERATIONS: New York City
HEIGHT: 6' **WEIGHT:** 190 pounds
EYES: Blue **HAIR:** Black
RACE: Human
TECH LEVEL: Modern (1)

Dave Clark left the Midwest and his boxing career behind in 1940 to become an announcer (and occasional actor) at radio station WXAM in New York. When a building mysteriously collapsed, Clark decided to investigate it disguised as the title character from a popular radio drama, *The Man Called Midnight*. As Midnight, Clark discovered that the willfully negligent Carleton Construction Company was responsible for a series of building disasters. He then forced an

on-air confession from owner Morris Carleton.

Afterwards, Clark continued to portray Midnight, both on the radio and in real life whenever the need arose. In the course of his adventures, he befriended the eccentric genius Dr. Wackey and his sentient ape, Gabby, who became his allies in crime-fighting. During World War II, Midnight joined the All-Star Squadron (and subsequently, the Freedom Fighters). He remained active after the war until at least through 1949.

STRATEGY & TACTICS: When trouble appeared, Midnight relied first on his own wits, fists, and guns. Failing them, he turned to his friends and connections for help.

Midnight

Reflexes 3D: *Brawling 5D, dodge 6D, driving 5D, melee weapons 4D*

Coordination 3D: *Marksmanship 5D (pistols +2D), thrown weapons 5D*

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

Knowledge 3D: *Criminology 6D, research 6D, scholar 4D (boxing +1D)*

Perception 2D: *Artist (acting) 5D, know-how (radio announcing) 7D, search 6D, streetwise 6D (New York City +2D), surveillance 5D*

Presence 3D: *Charm 4D, interrogation 5D, intimidation 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Ally (Freedom Fighters) -18D, Ally (All-Star Squadron) -23D, Contacts (Dr. Wackey & Gabby; UXAM Radio) -3D each, Courage -2D, Observant -2D, Speed Draw (pistols) -1D, Wealth -2D; Employed +4D, Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 3D

HERO POINTS: 10

CHARACTER POINTS: 84

PDV: 3

P/L BONUS: +2

VILLAIN POINTS: 0

BODY POINTS: 33

EQUIPMENT: .45 Auto-Pistol (BDV 5Dx3), vacuum gun (fires a suction cup and cable that can reel in targets with *lifting* 8D).

Miss America



REAL NAME: Joan Dale Trevor
OCCUPATION: Newspaper reporter
BASE OF OPERATIONS: New York City, later Washington, D.C.

HEIGHT: 5'7" **WEIGHT:** 123 pounds
EYES: Blue **HAIR:** Black

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

In 1941, reporter Joan Dale received an anonymous tip originating from the top-secret government Project M, which attempted to create extranormal operatives for military use. Arriving at the Statue of Liberty to meet the informer, she was seized by Project M agents and used as an experimental test subject. The experiment apparently destroyed Dale's mind—or so the project scientists thought.

Released by the scientists, the still-comatose Dale had a vision where the Statue of Liberty bestowed her with transmutation powers with which to

defend America. Awakening to discover her powers did exist, Dale was inspired to use her newfound abilities as the costumed Miss America. After America's entry into World War II, Dale left her newspaper job and took a secretarial position at the FBI headquarters in order to stay informed of new wartime developments.

Most of her subsequent adventures are unrecorded, but she is known to have served with the All-Star Squadron. Dale's powers began to fade by the end of the 1940s. When they vanished, so did her career as Miss America. Sometime thereafter, she married Admiral Derek Trevor and adopted the original Fury's daughter, Lyta.

RECENTLY: The Trevors are now retired and living in Virginia.

STRATEGY & TACTICS: Dale was quick to neutralize her target's weaponry by transmuting it into flowers, paper, etc. While she lacked scientific and technical knowledge, Dale was capable of creating any change she could visualize.

Miss America

Reflexes 2D: Brawling 3D, dodge 4D, driving 3D

Coordination 2D

Physique 2D: Running 3D, swimming 3D

Knowledge 3D: Research 5D, scholar 4D

Perception 2D: Artist (journalism) 6D, know-how (Matter Manipulation, Organic Manipulation) 8D each, search 4D

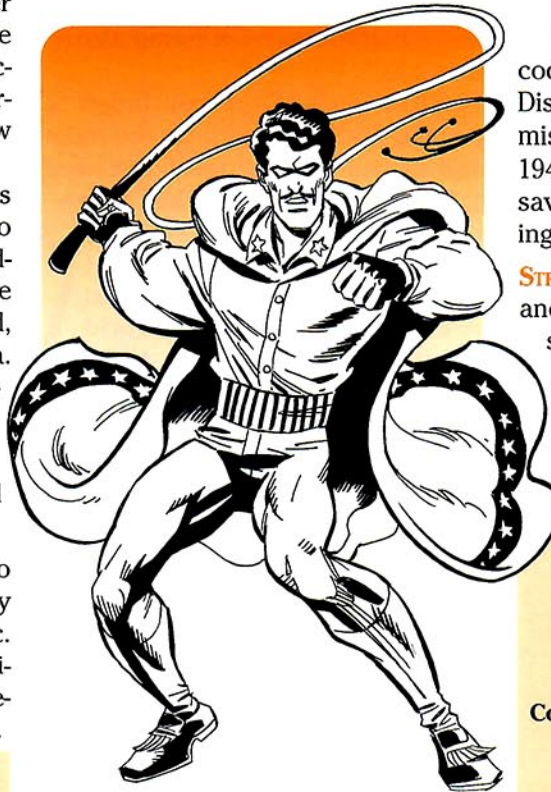
Presence 3D: Bluff 4D, charm 4D, persuasion 5D, willpower 5D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Attractive Appearance -2D, Charismatic -3D, Contact (New York newspapers) -1D, Status (press pass) -1D; Employed +4D, Enemy (Project M agents) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30 **PDV:** 2
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 6 **VILLAIN POINTS:** 0
CHARACTER POINTS: 47 **BODY POINTS:** 27

POWERS: Matter Manipulation (matter transmutation) 8D, Organic Manipulation (matter transmutation) 8D. All powers have the Limitations: Others-Only -4D, Specialist (inanimate objects only) -3D.

Mister America



The government gave Thomson the code name "Americommando" in 1942. Disguised as an SS officer, Thomson's mission was to spy inside Germany. In 1945, he was apparently killed while saving innocent German civilians during the fire bombing of Dresden.

STRATEGY & TACTICS: A natural athlete and actor, the government honed his skills before he was renamed the Americommando. He often used a whip, with which he disarmed his enemies, struck them down, or entangled them.

Mr. America

Reflexes 3D: Acrobatics 7D, boating 6D, brawling 7D, climbing 6D, dodge 7D, driving 7D, melee weapons 7D (whips +2D), piloting 7D, riding 7D, sneak 6D

Coordination 3D: Catch 6D, lockpicking 5D, marksmanship 7D, thievery 5D, thrown weapons 6D (whips +2D)

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

Knowledge 3D: Criminology 5D, demolitions 5D, languages 5D (German +5D), navigation 6D, research 7D, security 5D

Perception 4D: Artist (actor) 6D, hide 6D, search 7D, shadowing 6D, streetwise 5D, surveillance 6D, tracking 6D

Presence 3D: Bluff 6D, charm 4D, disguise 6D, interrogation 5D, intimidation 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Balance -2D, Ally (All-Star Squadron) -24D, Contact (U.S. Government) -4D, Courage -2D, Fast Reactions -4D, Follower (Bob Daley) -7D, Hardiness -4D, Observant -2D, Speed Draw (whips) -1D, Wealth -6D; Dark Secret (as Americommando: Allied agent) +3D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30 **PDV:** 4
UNARMED BDV: 4D **P/L BONUS:** +3
HERO POINTS: 18 **VILLAIN POINTS:** 0
CHARACTER POINTS: 142 **BODY POINTS:** 38

EQUIPMENT: Bullwhip (BDV 2D; extends to 12 feet).

REAL NAME: Tex Thomson

ALIAS: The Americommando

OCCUPATION: Businessman, private investigator, government agent

BASE OF OPERATIONS: Texas, later New York City

HEIGHT: 5'11-1/2"

WEIGHT: 187 pounds

EYES: Blue

HAIR: Blond, dyed black

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

Oil baron Tex Thomson and pal Bob Daley began solving mysteries together in Texas in 1938. He eventually joined Special Prosecutor Mahoney's efforts against New York's organized crime as private investigators.

In 1941, Thomson nearly died as a result of Nazi sabotage. After his recovery, he began stalking subversives as Mister America, whistling "Yankee Doodle" and leaving behind red, white, and blue feathers as his trademarks. Soon after, Daley, disguised as Fatman, once again became his partner, and the All-Star Squadron accepted Thomson for membership.

Quicksilver



REAL NAME: Max

ALIASES: Ahwehota, Windrunner, Lightning, Blue Streak, Whip Whirlwind, Thunderpace

OCCUPATION: Crime fighter

BASE OF OPERATIONS: Mobile (based out of a hideout in Oakwood Park during World War II)

HEIGHT: 6'2"

WEIGHT: 177 pounds

EYES: Blue

HAIR: Unknown

RACE: Human

TECH LEVEL: Modern (1)

A man of mystery even to the other mystery men of World War II, Quicksilver was once a U.S. Cavalry messenger in the late 1830s. He had befriended a local Indian tribe but was unable to prevent their massacre at the hands of his regiment. By ac-

cepting a magical gift from the tribe's shaman, he was instilled with a connection to the mystical "Speed Force" and became Ahwehota (Windrunner). With this power, he prevented an even greater massacre from happening. Soon after, Windrunner felt he was being "called" by a higher power and used his lightning speed to answer the summons. However, a split second of fear held him back from becoming one with the source of his power, and he was catapulted forward in time. Since then, he has tried several other times to merge with the Speed Force, only to drift from era to era. Now in the 1940s, he fights the good fight as the hero Quicksilver.

RECENTLY: Quicksilver simply vanished at the end of World War II. Jay Garrick, the Golden Age Flash, brought him out of his voluntary exile to stop Professor Zoom who had been masquerading as the late Barry Allen—calling in the favor Quicksilver, who now called himself Max Mercury, owed from their encounter with the Screaming Skull in 1949. He has since decided to remain active in order to teach the current generation of speedsters about their gifts and the inherent perils that come along with them.

STRATEGY & TACTICS: Though hardened and bitter after countless years of being denied entry into the speedster's equivalent of Heaven, Quicksilver experienced a renewal of sorts during World War II. Nicknamed the "Laughing Robin Hood," he combined his swiftness with his amazing acrobatic ability to dazzle and disable his opponents. He predominantly worked as a loner, but sometimes teamed up with fellow speedsters the Flash and Johnny Quick and, on rare occasions, the heroes of the All-Star Squadron.

Quicksilver

Reflexes 3D: *Acrobatics 6D, brawling 5D, dodge 6D*

Coordination 3D: *Catch 6D, thrown weapons 4D*

Physique 3D: *Lifting 4D, running 8D*

Knowledge 3D: *Languages 4D, scholar 7D (Native American history & culture +2D)*

Perception 2D: *Know-how (Speed Manipulation) 8D, search 5D*

Presence 1D: *Command 4D, intimidation 4D, persuasion 4D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Ally (All-Star Squadron) -24D, Fast Reactions -4D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D; Dark Secret (displaced in time) +1D, Enemy (Axis agents) +6D, Enemy (rogues gallery) +4D, Hides Emotions +1D, Obsessive Tendencies +2D, Owes Favor (to the Golden Age Flash) +5D (1949 to two years ago), Secret Identity +3D.

SPEED: 30

PDV: 3 (15 with Speed Manipulation)

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 20

VILLAIN POINTS: 0

CHARACTER POINTS: 154

BODY POINTS: 34

POWERS: Sustenance 7D (Limitations: Linked to Speed Manipulation, Self-Only -2D), Healing 4D (Limitations: Linked to Speed Manipulation, Self-Only -2D), Speed Manipulation 12D.

The Red Bee



REAL NAME: Richard Raleigh
OCCUPATION: Assistant district attorney
BASE OF OPERATIONS: Superior City
HEIGHT: 5'9-1/2"
WEIGHT: 147 pounds
EYES: Blue
HAIR: Reddish blond
RACE: Human
TECH LEVEL: Modern (1)

Assistant District Attorney Rick Raleigh first appeared as the Red Bee in 1940. Raleigh and District Attorney Tom Darrow suspected one "Boss" Storm of heading a corrupt political machine, but hard evidence eluded them. This prompted Raleigh to go outside the boundaries of the law. As the Red Bee, he acquired the information necessary to convict Storm.

Subsequently, Raleigh became the Red Bee whenever the situation demanded it. After World War II began, he became a member of the All-Star Squadron and the Freedom Fighters. Sadly, Raleigh died under unrevealed circumstances sometime in 1942.

STRATEGY & TACTICS: Raleigh relied foremost on his hand-to-hand fighting skills. He tended to save his weapons for more dire situations.

Red Bee

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

Coordination 3D: *Catch 5D, marksmanship 5D*

Physique 3D: *Leap 5D, lifting 4D, resistance 4D (bee venom +2D), running 4D*

Knowledge 3D: *Criminology 5D, research 6D, scholar 5D (criminal law, bee keeping +2D each), security 5D*

Perception 2D: *Hide 5D, search 6D, shadowing 6D, streetwise 4D (Superior City +2D), surveillance 5D*

Presence 2D: *Animal handling (insects) 10D, interrogation 7D, intimidation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -23D, Ally (Freedom Fighters) -18D, Animal Friendship (bees) -2D, Contact (Superior City Police Department) -2D, Courage -2D, Observant -2D, Status (assistant district attorney) -5D, Wealth -4D; Enemy (Boss Storm) +2D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 98

BODY POINTS: 34

EQUIPMENT: Stinger Gun (BDV 8D), Bee Belt with trained bee swarm.

Typical Bee

Reflexes 1D, brawling 2D, piloting (self) 4D, Coordination 1D, Physique 1D, flying 3D, Knowledge 1D, Perception 1D, surveillance 2D, search 2D (food/nectar sources +2D), Presence 1D. Speed: 90 (flying). PDV: 1. Scale Modifier: 7. Physique bonus: 0. Character Points: 1. Body Points: 5. Natural abilities: Cannot see red; sting (Victim rolls *resistance* vs. the number of stings he has received thus far. If successful, victim is at -1 to all action until sting is soothed. If unsuccessful, victim takes damage equal to the difference between the sting total and the *resistance* roll. This *resistance* check must be made every turn until stings are treated. Rolling a critical failure indicates that the character is allergic to the sting and not only takes damage but also gets a difficulty modifier to all actions equal to one-quarter of the damage taken. Once the victim fails a *resistance* roll, he may not do anything else except try to get rid of the bees.). **Note:** Honeybees die after one sting; all other bees can sting multiple times. These characteristics are not for africanized bees, which did not exist in the 1940s.

Robotman¹



REAL NAME: Robert Crane
ALIAS: Paul Dennis
OCCUPATION: Crime fighter
BASE OF OPERATIONS: New York City
HEIGHT: 6'1"
WEIGHT: 487 pounds
EYES: Red
HAIR: None
RACE: Human
TECH LEVEL: Modern (1)

In 1941, Dr. Robert Crane was mortally wounded during a botched robbery. His brain, however, was preserved by his assistant, Dr. Grayson, inside a robotic body the two had constructed.

Worried about public reaction to his new form, Crane called himself Robotman and kept his real identity secret. He dedicated himself to help-

ing others as Robotman in an effort to foster goodwill. Crane also disguised himself as Paul Dennis in order to remain close to his girlfriend, Joan Carter. In the course of his adventures, Robotman became a core member of the All-Star Squadron. Later, he teamed with Robbie, a robotic canine.

Sometime after 1953, a mine collapse imprisoned Robotman underground. Unable to be unearthed, Crane remained trapped in a state of suspended animation for years.

RECENTLY: Decades later, Robotman re-emerged and learned Grayson had died of a brain tumor. However, Grayson left his body cryogenically preserved to house Crane's brain. With the brain transplant successful, Crane now teaches robotics at Ivy University.

STRATEGY & TACTICS: Robotman's strength and resistance to harm were enough to overcome most adversaries. Crane utilized specialized equipment when needed.

Robotman

Reflexes 3D: *Brawling 7D, dodge 5D, piloting (self) 6D*

Coordination 4D: *Catch 7D, marksmanship 5D (flame thrower +1D), thrown weapons 6D*

Physique 8D: *Flying 5D, leap 14D, lifting 10D, running 9D*

Knowledge 5D: *Scholar 8D, science 8D*

Perception 4D: *Engineering 8D (robotics +2D), invent 8D (robots +2D), repair 7D (robots +2D, self +3D)*

Presence 3D: *Intimidation 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acute Senses (sight, hearing) -2D each, Ally (All-Star Squadron) -24D, Contact (Chuck Grayson) -3D, Courage -2D, Follower (Robbie the Robot Dog) -7D, Hardiness -4D, Mechanical Aptitude -2D, Photographic Memory -4D, Wealth -4D; Dependent (girlfriend) +1D, Depression +6D, Enemy (Axis agents) +6D, Hides Emotions +1D, Secret Identity (Paul Dennis, Robert Crane) +3D each, Unattractive Appearance +2D.

SPEED: 60

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +5

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 112

BODY POINTS: 65

NATURAL ABILITIES: Android package, Emotions, Attribute Improvement, Material Bonus (Av 30 vs. physical attacks; Av 25 vs. extreme heat and cold), Unusual Speed. (See pages 126-127 of the JLA Sourcebook for details on the android package and upgrades.) The robot body also has extendable arms (up to 25 feet) and enhanced sensors (negates darkness penalties; adds +2D to all sight- and hearing-based *Perception* rolls).

EQUIPMENT: Jet pack (allows flight for 12 hours before needing to be recharged), flamethrower (BDV 18D).

Sargon the Sorcerer



guised his gifts as the work of a stage magician. Sargent made his first public appearance under the stage name Sargon. Accompanied by his assistant, Maximillian O'Leary, he battled evil-doers of all kinds, including their most persistent foe, the evil sorceress Blue Lama.

Sometime after 1949, the ruby's influence made Sargon increasingly amoral and, eventually, criminal. Years later, he freed himself from its influence and quietly entered semi-retirement.

RECENTLY: Sargon returned to defend Earth from an attack by the Shadow Creature who threatened Heaven itself. He died heroically during the battle.

STRATEGY & TACTICS: Sargon relied on the power of the Ruby of Life to work most of his magic, although he was careful to disguise most of his effects as mere stage magic. In later years, he more openly and more diversely used his abilities.

REAL NAME: John Sargent
OCCUPATION: Stage magician
BASE OF OPERATIONS: Mobile
HEIGHT: 5'11"
WEIGHT: 176 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

John Sargent's archaeologist father recovered the Ruby of Life in 1917. Unaware of its power, he presented it to his family as a gift. From that moment on, John unknowingly began to fulfill the conditions necessary to unlock the ruby's tremendous mystical forces.

Once he discovered the ruby's forces, Sargent vowed to use its powers for good. Anticipating the fear and mistrust of mundane folk, he dis-

Sargon the Sorcerer

Reflexes 2D: *Brawling* 4D, *climbing* 3D, *dodge* 4D, *sneak* 3D

Coordination 3D: *Marksmanship (spells)* 4D, *sleight of hand* 6D

Physique 2D: *Resistance* 3D, *running* 3D

Knowledge 3D: *Arcane lore* 4D (*legends of the Tiparanes* +3D), *criminology* 4D, *languages (Spanish)* 4D, *research* 4D, *scholar* 4D (*archaeology* +2D)

Perception 2D: *Artist (stage magic)* 5D, *hide* 3D, *know-how (Wizardry)* 3D, *know-how (Ruby of Life)* 7D, *search* 3D, *shadowing* 3D, *streetwise* 3D

Presence 2D: *Bluff* 4D, *charm* 4D, *disguise* 4D, *persuasion* 5D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -3D, *Acute Manual Dexterity* -2D, *Ally (All-Star Squadron)* -24D, *Contact (magical community)* -5D, *Contact (Maximillian O'Leary)* -4D, *Magically Adept* -5D, *Renown* -2D; *Enemy (the Blue Lama)* +2D, *Enemy (Axis agents)* +6D, *Hides Emotions* +1D, *Moral Code (Magician's Code)* +6D, *Sworn Enemy (Blue Lama)* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 8

VILLAIN POINTS: 0

CHARACTER POINTS: 65

BODY POINTS: 30

POWERS: *Wizardry* 2D [Limitation: Components (Ruby of Life) -4D].

EQUIPMENT: *Ruby of Life:* Body Points 800; enhancement modifier: *Know-how (Wizardry)* +3D; power: *Animation* 15D [Limitations: Removable (only usable by the chosen successor who has spoken the incantation rites) -1D, Side Effect (spiritual corruption) -4D (On any critical failure when using the power, the character receives a phantom Villain Point, which goes away within a few weeks unless the character uses the point; in that case, the Villain Point becomes permanent.), Limited Range: Touch (the user must touch an object in order to control it) -3D].

The Tarantula



REAL NAME: Jonathan Law
OCCUPATION: Pulp mystery novelist
BASE OF OPERATIONS: New York City
HEIGHT: 5'10"
WEIGHT: 180 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Best-selling mystery novelist John Law was inspired by the mystery men who began appearing in the late 1930s. He decided to research and pen his first nonfiction work on these new celebrities. So taken was he by the lifestyle that he soon decided to become a mystery man himself. He opted for a spider motif and designed a unique "web gun" and suction discs for his boots that would enable him to climb walls. Calling himself the Tarantula, he was a member of the wartime All-Star Squadron. He continued his career as a mystery man until the group disbanded in 1945.

RECENTLY: A relatively young man during World War II, John Law survives to this day. His first book on the mystery men of the 1940s, *Altered Egos*, published in the 1960s, proved to be his only real nonfiction success. His follow-up novel, *Justice Is Served: My Life as the Tarantula*, was met with a lukewarm reception. He eventually moved to Blüdhaven, where he ekes out a life as a serial mystery novelist.

STRATEGY & TACTICS: The Tarantula is a mystery man who knows his limitations. Really just a writer looking for hands-on research experience, he tends to go after those opponents he knows he can capably handle, as opposed to really challenging himself and possibly getting in over his head. However, this instinct in no way diminishes his dedication to fighting crime in its many forms.

Tarantula

Reflexes 3D: Acrobatics 9D, brawling 7D, climbing 9D, dodge 8D, sneak 8D

Coordination 3D: Marksmanship 6D (web gun +2D)

Physique 3D: Leap 6D, lifting 4D

Knowledge 2D: Criminology 3D, research 7D, scholar 6D (mystery men +1D), science 5D, security 3D

Perception 3D: Artist (writer) 7D, engineering 5D, hide 8D, invent 5D, search 6D, shadowing 8D, streetwise 4D, surveillance 7D

Presence 2D: Bluff 5D, intimidation 7D, persuasion 5D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Courage -2D, Observant -2D, Speed Draw (web gun) -1D, Wealth -2D; Dependent (Olga his housekeeper) +1D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 11

VILLAIN POINTS: 0

CHARACTER POINTS: 89

BODY POINTS: 39

EQUIPMENT: Suction cup boots (Clinging 6D), web gun (Shoots out a strand of a sticky nylon that can entangle a target from head to toe; multiple targets can only be hit if all targets are in the direct line of fire. The nylon has an AV of 7 against cutting or slashing attacks and 15 against all others; scale modifier of 5, and 30 Body Points. Shoots a line that the Tarantula can swing from; +2D to acrobatics and +1D to climbing rolls; will support up to 300 pounds of weight without snapping).

T.N.T.



REAL NAME: Thomas "Tex" N. Thomas
OCCUPATION: High school teacher
BASE OF OPERATIONS: Denver, Colorado; New York City
HEIGHT: 5'11"
WEIGHT: 175 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

While working on a chemistry project together, high school teacher Tex Thomas and his star pupil Danny Dunbar were slowly and unknowingly irradiated. As a result, their bodies were charged with polar-opposite energies. Discovering these energies flowing through them, Thomas and Dunbar designed two rings that would allow them to tap into the power. After touching their "Dyna-Rings" together, they became stronger and gained the power to project explosive blasts from their hands.

Calling themselves T.N.T. and Dan the Dyna-Mite, Thomas and Dunbar sought to aid the American war effort by rounding up criminals and subversives on the home front. After several successful crime-fighting months together, the duo joined the All-Star Squadron. In April 1942, they were asked by that group to investigate reports of Nazi spy activity in Colorado. Their efforts paid off when T.N.T. and Dyna-Mite thwarted an attempt by saboteurs to destroy a dam. Despite the successful outcome, Thomas was killed during the mission. He was posthumously awarded the Congressional Medal of Honor for his heroism and sacrifice.

STRATEGY & TACTICS: Using surprise, stealth, and teamwork, Thomas was adept at using the duo's powers to subdue opponents quickly and with a minimum of force.

T.N.T.

Reflexes 3D: *Brawling 4D, dodge 5D, driving 4D, sneak 4D*

Coordination 3D: *Marksmanship (Energy Projection) 6D*

Physique 2D (5D): *Leap 3D (6D), lifting 3D (6D), running 3D (6D)*

Knowledge 3D: *Demolitions 4D, research 6D, scholar 4D, science 6D (chemistry +2D)*

Perception 2D: *Engineering 4D (chemical +1D), invent 5D (chemically-based items +2D), know-how (Energy Projection) 6D*

Presence 3D: *Intimidation 5D, persuasion 7D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Courage -2D, Follower (Dyna-Mite) -7D, Mechanical Aptitude -2D; Employed +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1 (+3)

HERO POINTS: 10

VILLAIN POINTS: 0

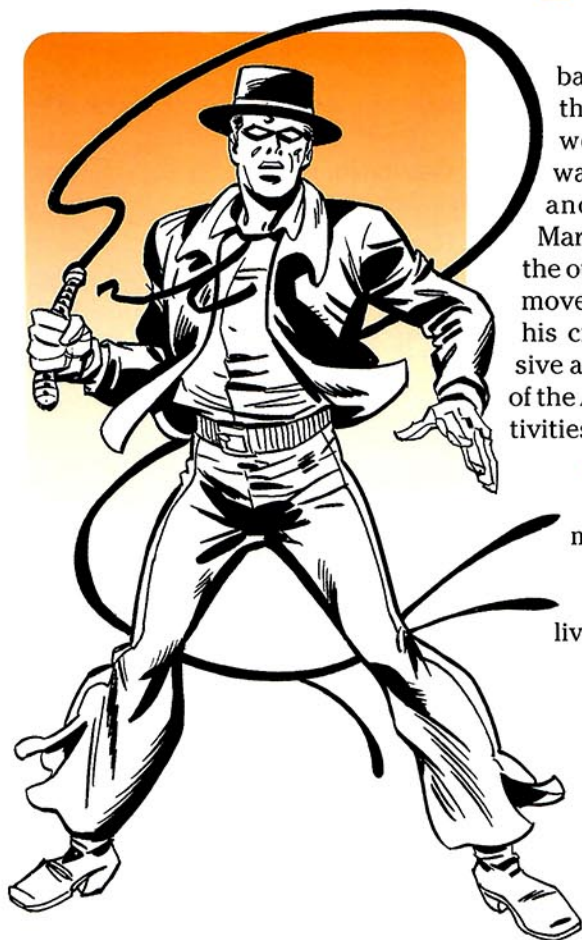
CHARACTER POINTS: 81

BODY POINTS: 30 (42)

POWERS: Superattributes: Physique 3D (bonus: increased P/L bonus vs. inanimate objects), Energy Projection (explosive punch, explosive blast) 7D. All powers have the Limitations: Conditional (must touch matching Dyna-Ring to activate chemical process that provides powers) -2D, Duration Change: Activated -2D, and Rechargeable (the more the powers are used the quicker they are depleted) -5D.

EQUIPMENT: Dyna-Ring.

The Whip



Revered by the locals, Gaynor battled corruption and injustice throughout the American Southwest for several years afterwards with his stallion Diablo and *Seguro Sentinel* reporter Marissa Dillon as his allies. With the outbreak of World War II, Gaynor moved to New York and continued his crime-fighting and anti-subversive activities. He later became part of the All-Star Squadron. Gaynor's activities since 1944 are unrecorded.

STRATEGY & TACTICS: Gaynor could outride and outfight most criminals. His mastery and versatility with a bullwhip were unmatched. He truly lived up the legend of El Castigo.

REAL NAME: Rodrigo Gaynor
OCCUPATION: Millionaire socialite
BASE OF OPERATIONS: Seguro, New Mexico; later New York City
HEIGHT: 5'10"
WEIGHT: 174 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

In 1939, millionaire socialite Rod Gaynor stopped over in Seguro, New Mexico, and was moved by the plight of the oppressed townsfolk there. He also learned about a masked champion called El Castigo (Spanish for "The Whip"). After discovering the legendary crusader's raiments, Gaynor assumed the mantle of the Whip.

Whip

Reflexes 3D: *Acrobatics* 5D, *brawling* 6D, *dodge* 6D, *melee weapons* 5D (*whips* +8D), *riding* 7D

Coordination 3D: *Thrown weapons* 5D (*whips* +8D)

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

Knowledge 2D: *Languages* 3D (*Spanish* +9D), *research* 4D

Perception 3D: *Search* 5D, *shadowing* 5D, *streetwise* 5D, *surveillance* 4D, *survival (desert)* 6D

Presence 2D: *Animal handling* 4D (*horses* +4D), *bluff* 5D, *charm* 6D, *interrogation* 4D, *intimidation* 6D, *persuasion* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Animal Friendship -2D, Contact (high society) -3D, Fast Reactions -4D, Follower (Diablo) -7D, Speed Draw (whips) -1D, Wealth -6D; Dependent (Marissa Dillon) +1D, Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 74

BODY POINTS: 30

EQUIPMENT: Bullwhip (BDV 3D).

Diablo

Reflexes 3D: *brawling* 5D, *Coordination* 2D, *Physique* 4D, *leap* 7D, *running* 7D, *Knowledge* 2D, *Perception* 3D, *intimidation* 4D, *willpower* 4D. **Speed:** 110. **PDV:** 2. **Physique bonus:** +2. **Body Points:** 24. **Natural abilities:** hoof (BDV 1D), teeth (BDV 1D).

Zatara



REAL NAME: Giovanni "John" Zatara
OCCUPATION: Stage magician
BASE OF OPERATIONS: Mobile
HEIGHT: 5'11"
WEIGHT: 170 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Inspired by his grandfather Luigi, young Giovanni Zatara set out to follow in his footsteps and become a stage magician. While looking for ideas to add to his act, Zatara discovered the transversed writings of Da Vinci. From them, he learned that by speaking commands backwards, he gained the focus and concentration necessary to work true magic.

Taking the stage name John Zatara, he and his manservant Tong solved their first case in 1938. For more than a decade afterwards, they battled gangsters, evil sorcerers, and mad scientists of all types. Zatara also joined the All-Star Squadron. He assisted that team whenever his mystical abilities were needed.

Sometime after 1951, Zatara met and married another mage, Sindella, who bore him a daughter, Zatanna. Sadly, they were together only a short time before Sindella was apparently slain. Later, a mystic curse prevented contact between Zatara and the then-adult Zatanna. Shortly thereafter, Zatara retired from both the stage and active adventuring.

RECENTLY: Decades later, Zatara regained at least a measure of his former happiness when the curse was lifted and he once again saw his daughter. Eventually, Zatara and Zatanna also reunited briefly with Sindella before she met her final end.

In his final heroic act, Zatara defended Earth from attack by the Shadow Creature. He perished during the battle.

STRATEGY & TACTICS: Initially, Zatara used his powers conservatively, thus making them far easier to disguise as mere stage magic. In later years, he used his abilities more conspicuously and with a greater flair.

Zatara

Reflexes 2D: *Brawling 3D, dodge 4D, sneak 4D*

Coordination 3D: *Catch 4D, sleight of hand 7D*

Physique 2D

Knowledge 3D: *Arcane lore 7D, criminology 4D, languages 4D, research 4D, scholar 4D (stage magic +2D)*

Perception 4D: *Artist (stage magic) 7D, know-how (Wizardry) 7D, search 5D, streetwise 5D*

Presence 3D: *Bluff 4D, charm 5D, persuasion 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Manual Dexterity -2D, Ally (All-Star Squadron) -23D, Contact (magical community) -4D, Follower (Tong) -7D, Magically Adept -5D, Renown -4D, Moral Code (Magician's Code) +6D.

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 98

BODY POINTS: 29

POWERS: Wizardry 13D [Limitation: Incantation (speaking backwards) -4D].



CHAPTER 4

Young All-Stars

Dyna-Mite



REAL NAME: Daniel Dunbar
ALIAS: Dan the Dyna-Mite
OCCUPATION: High school student
BASE OF OPERATIONS: Denver, Colorado; New York City
HEIGHT: 5'5"
WEIGHT: 127 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

While working on a chemistry project, Danny Dunbar and his teacher, "Tex" Thomas, were slowly and unknowingly irradiated. As a result, their bodies were charged with polar-opposite energies. Realizing they needed a way to access the power, they devised their "Dyna-Rings." By touching the rings together, they were able to tap

into their powers and gained increased strength and the ability to project explosive blasts from their hands.

Calling themselves TNT and Dyna-Mite, Thomas and Dunbar sought to aid the American war effort by rounding up criminals and subversives on the home front. This led them to join the All-Star Squadron, but while on a mission in April 1942, Thomas was killed by Nazi saboteurs. Dunbar survived their attack.

After learning to activate his powers alone, he continued the good fight as part of the Young All-Stars until the end of World War II. Once the war was over, Dan found little respect as a young costumed hero. He quit the business and tried to live a more normal life.

RECENTLY: Dunbar re-emerged as leader and spokesman for Old Justice. This group of 1940s-era costumed sidekicks now work to prevent youths from becoming young heroes as a result of what difficult experiences they had while growing up.

STRATEGY & TACTICS: Dunbar followed TNT's lead in fights during their partnership. Even so, he always used his powers quickly and directly with little subtlety to subdue miscreants.

Dyna-Mite

Reflexes 2D: *Brawling* 4D, *dodge* 6D, *sneak* 4D

Coordination 2D: *Marksmanship (Energy Projection)* 5D

Physique 2D (5D)

Knowledge 2D: *Scholar* 4D, *science* 4D (*chemistry* +1D)

Perception 2D: *Hide* 4D, *know-how (Energy Projection)* 5D

Presence 2D: *Intimidation* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Ally (Young All-Stars) -20D, Courage -2D, Patron (T.N.T. [until his death]) -5D, Wealth (wealthy parents) -2D; Age (12-17) +1D, Employed +4D, Enemy (Axis Amerika) +5D, Enemy (Axis Agents) +6D, Secret Identity +3D

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1 (+2)

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 74

BODY POINTS: 24

POWERS: Superattributes: Physique 3D (bonus: increased P/l bonus vs. inanimate objects), Energy Projection (explosive punch, explosive blast) 7D. All powers have the Limitations: Conditional (must touch matching Dyna-Ring to activate chemical process that provides powers) -2D, Duration Change: Activated -2D, and Rechargeable (the more the powers are used the quicker they are depleted) -5D.

EQUIPMENT: Dyna-Ring.

Flying Fox



REAL NAME: Unknown
OCCUPATION: Apprentice shaman
BASE OF OPERATIONS: New York City
HEIGHT: 5'10" **WEIGHT:** 128 pounds
EYES: Brown **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

The youth who would become the Flying Fox was the son of the chief of a hidden tribe of Indians living in Canada during World War II. During this time, the Nazis learned of the tribe's existence and attempted to get them to work against the Canadian government. When the tribe refused, the Nazi agents killed the chief. Grief-stricken over his father's death, his son followed the directions of the tribe's shaman and obtained the cape and cowl of the magical flying fox from a lost cavern. When the youth returned with the talismans, the shaman painted the symbol of the flying fox on the boy's chest, endowing him

with the cape and cowl's mystic gifts. The shaman then sent the renamed Flying Fox to the United States to aid in the war effort. Once there, he became part of the Young All-Stars. After the War's end, it is presumed that he returned to Canada and to his tribe.

STRATEGY & TACTICS: Flying Fox was a soft-spoken and spiritual individual. Only Hawkman rivaled his maneuverability in the air, while his magical powers made him an awesome foe.

Flying Fox

Reflexes 3D: Acrobatics 7D, athletics 6D, brawling 6D, dodge 7D, piloting (self) 8D, sneak 6D

Coordination 3D: Marksmanship (Wizardry) 6D, missile weapons 5D, thrown weapons 5D

Physique 2D: Flying 5D, leap 6D, lifting 6D, running 4D, swimming 4D

Knowledge 3D: Arcane lore (shamanism) 6D, medicine (natural medicine) 5D, navigation 5D, scholar 4D

Perception 2D: Hide 6D, know-how (Wizardry) 5D, surveillance 6D, survival 5D, tracking 6D

Presence 2D: Intimidation 7D, persuasion 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Ally (Young All-Stars) -20D, Courage -2D, Sixth Sense -2D; Enemy (Axis Amerika) +5D, Hides Emotions +1D, Secret Identity +3D.

SPEED: 30 **PDV:** 4
UNARMED BDV: 4D **P/L BONUS:** +3
HERO POINTS: 6 **VILLAIN POINTS:** 0
CHARACTER POINTS: 46 **BODY POINTS:** 27

POWERS: Wizardry (spells) 4D (6D with cape and cowl).

SPELLS: Fireball SV 6 [Energy Projection (fireball), Increased power (4D), Ritual (simple gesture, less than a round)], Invisibility SV 6 [Invisibility, Increased power (4D), Ritual (simple gesture, less than a round)].

EQUIPMENT: Fox fur cape and cowl [Body Points 75; Powers: Flight 10D (Enhancement: Magically Empowered +8D), Wizardry 2D].

Fury¹



REAL NAME: Helena Kosmatos
OCCUPATION: Adventurer
BASE OF OPERATIONS: Miami, Florida and New York City
HEIGHT: 5'6"
WEIGHT: 118 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

Helena Kosmatos's father was killed during the Italian Fascists' invasion in 1940. The very next year, her mother suffered a fatal heart attack when Helena revealed that her brother Michael had been collaborating with both the Fascists and the Nazis. Blaming Michael for her mother's death, Helena hunted after him, but she ended up being pursued by German troops herself. She fled to the Areopagus ("Hill of Ares") where she unwittingly released the Greek

gods of vengeance, the three Furies. She was asked by one of them, Tisiphone the Blood Avenger, if Helena wanted to kill her brother. Helena replied that she would be willing to pay any price to avenge her mother's death. Tisiphone then touched Helena on the shoulder with her scythe, endowing the girl with some of the Fury's godly might. Now garbed as Fury, she overcame the Nazis who had been chasing her. Helena's anger then transformed her into an incarnation of the Blood Avenger. She found Michael piloting a boat carrying more agents and killed him.

A reverted Helena was found floating in the Aegean Sea by Johnny Chambers, who took her to America to live with his aunt and uncle in Miami. Although she thought her meeting with the Furies was a dream, she was soon proved wrong when she once again transformed into the heroine Fury and aided the All-Star Squadron in stopping Axis Amerika. Thereafter, she joined the Young All-Stars. She and Hippolyta, the JSA's Wonder Woman, formed a special bond. The Amazon queen became like a second mother to the orphaned Helena.

RECENTLY: At some point after the end of World War II, Helena gave birth to Hippolyta Trevor, who later became the second Fury and joined Infinity, Inc. A few months ago, she resurfaced under the seductive thrall of the legendary general Alcmaeon and came to blows with her former patron's daughter, Diana.

STRATEGY & TACTICS: Fury was a passionate and emotional individual. However, she constantly strove to keep her more violent urges under control, for fear of releasing her Blood Avenger persona. This did not keep her from being one of the All-Star's strongest powerhouses.

Fury

Reflexes 2D: *Brawling 6D, dodge 8D*

Coordination 2D: *Catch 8D, thrown weapons 7D*

Physique 2D (10D): *Leap 5D (13D), lifting 3D (11D), running 3D (11D), swimming 3D (11D)*

Knowledge 2D: *Arcane lore 5D, languages (English) 5D [native language: Greek], scholar 4D (Greek mythology +4D)*

Perception 2D: *Search 4D, surveillance 3 D, survival 4D, tracking 3D*

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

ADVANTAGES/DISADVANTAGES: Ally (Young All-Stars) -20D, Attractive Appearance -2D, Hardiness -4D (Superattributes bonus), Patron (Johnny Quick) -2D, Patron (Hippolyta) -3D, Self-Healing -4D; Dark Secret (transformation into "Blood Avenger") +2D, Dependant (George & Rose Kosmatos) +1D each, Enemy (Axis Amerika) +5D, Low Self-Esteem +2D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1 (+7)

HERO POINTS: 9

VILLAIN POINTS: 1

CHARACTER POINTS: 72

BODY POINTS: 24 (65)

POWERS: Superattributes: Physique 8D (bonuses: increased P/L bonus vs. inanimate objects, lift objects without them collapsing), Speed Manipulation (superactions, supermobility) 6D each. All powers have the Limitations: Duration Change: Activated -2D, and Side Effect (Blood Avenger transformation; if Fury expresses any kind of extreme rage, she must make a Very Difficult willpower roll to prevent herself from becoming the "Blood Avenger." A failure means that she has become the Blood Avenger. She becomes a Narrator's character for the duration of the transformation, which equals the difference between the roll and the difficulty times 10 minutes, with the following powers: Superattributes: Physique +10D, Microwave Projection 12D, Invulnerability 11D, Flight 10D. The Blood Avenger will do anything to right the perceived "wrong," including attacking teammates and committing acts that will earn Fury Villain Points when the transformation ends.) -4D.

EQUIPMENT: Body armor (AV 12 vs. physical and energy attacks).

Iron Munroe



REAL NAME: Arnold "Arn" Munro

OCCUPATION: Adventurer

BASE OF OPERATIONS: New York City

HEIGHT: 5'10"

WEIGHT: 162 pounds

EYES: Blue

HAIR: Black with white streak

RACE: Human

TECH LEVEL: Modern (1)

Hugo Danner was born with superhuman strength as a result of experiments his father performed on his mother while she was pregnant. Hugo left home at the age of 18 when his high school sweetheart, Anna Blake, married another man. Hugo's unique powers enabled him to experience a number of adventures, but they forever set him apart from other men. Eventually, Hugo staged his death in the Yucatan and disappeared. But, before he vanished, he visited Anna

and the two shared one last night of passion. Nine months later, Arnold was born and led to believe that he was the son of Anna and her husband. At 10 years old, Arn's powers manifested and his mother insisted that he keep his powers a secret, lest they lead to the same isolation Hugo suffered.

In April of 1942, Arn rescued Dan the Dyna-Mite from Nazi saboteurs. This act of heroism eventually led to him joining the All-Star Squadron's youth auxiliary, the Young All-Stars, using his high school nickname, "Iron" Munro.

Arn and his fellow teammate Fury shared a romance during their days on the team, but they broke up shortly after the war ended. Arn then joined Argent, a division the Office of Strategic Services, where he met Sandra Knight, the original Phantom Lady. The two married on the spur of the moment while vacationing in Monaco. Sandra did have a son by him, but the baby was born while she was a captive of Baron Blitzkrieg and stolen by the villain. The two split soon after, and Arn retired.

RECENTLY: Iron Munro resurfaced briefly when clues to his missing son came to light. For a time, he even thought that the young hero Damage was his lost child. The mystery of his son's disappearance still unsolved, Arn has decided to live out the rest of his life in semi-seclusion aboard a houseboat in Florida with his old friend Roy Lincoln (the Human Bomb).

STRATEGY & TACTICS: Iron Munro was very much the reluctant hero. However, once he is convinced to take action, he did so whole-heartedly. He relied heavily on his Extranormal abilities. This often made him overconfident, thinking that they could get him through any scrape he got into.

Iron Munro

Reflexes 2D: *Brawling 6D, dodge 6D*

Coordination 2D: *Catch 4D, thrown weapons 4D*

Physique 3D (12D): *Leap 4D (13D), lifting 5D (14D), running 6D (15D)*

Knowledge 2D

Perception 2D: *Streetwise 5D*

Presence 3D: *Charm 6D, intimidation 8D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Young All-Stars) -20D, Attractive Appearance -2D, Charismatic -3D, Courage -2D, Hardiness -4D, Youthful Appearance -2D; Dependant (Anna Blake Munro) +1D, Enemy (Axis Amerika) +5D, Impulsiveness +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2 (+7)

HERO POINTS: 8

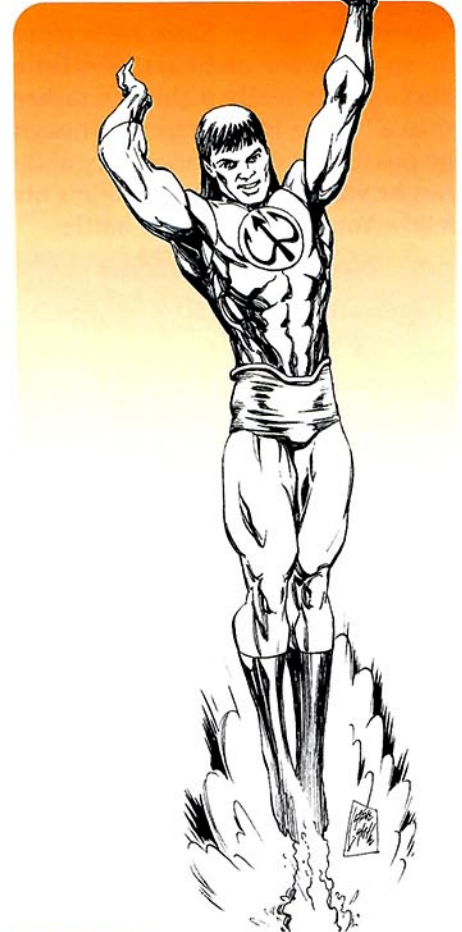
VILLAIN POINTS: 0

CHARACTER POINTS: 65

BODY POINTS: 34 (72)

POWERS: Longevity 1D, Superattributes: Physique 9D (bonus: increased P/L bonus vs. inanimate objects, can lift objects without them collapsing), Jump 7D, Immunity 8D, Invulnerability 9D.

Neptune Perkins



OCCUPATION: Author

BASE OF OPERATIONS: New York City

HEIGHT: 6'0" **WEIGHT:** 187 pounds

EYES: Blue **HAIR:** Black

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

Neptune Perkins was born essentially a "human dolphin" with a need to constantly immerse himself in sea water. He quickly adapted to an amphibious lifestyle, though he could only spend brief periods on dry land. Once Perkins reached his late teens, Nazi agents killed his parents and he retreated into the sea, becoming a marine explorer. While working on a book about marine life, he had the first of several encounters with the All-Star Squadron. Eventually, he joined the team's junior contingent, the Young All-Stars.

RECENTLY: Perkins survived the end of World War II and had a daughter named Deep Blue with his lover, Tsunami.

Perkins currently serves as a U.S. senator. He was involved in both the near invasion by the alien Hunters and the recent scandal concerning the junior JLA team Young Justice.

STRATEGY & TACTICS: Since he is more of an explorer at heart, Neptune Perkins was really a thinker rather than a fighter. However, even though he possessed no extraordinary abilities he was never afraid to follow his fellow Young All-Stars into battle.

Neptune Perkins

Reflexes 2D: Boating 5D, brawling 5D, dodge 6D

Coordination 3D

Physique 5D: Lifting 8D, swimming 7D (10D)

Knowledge 3D: Navigation (undersea) 7D, research 5D, scholar 4D (marine life +3D), science 4D (marine biology +3D)

Perception 2D: Artist (writer) 7D, know-how (marine exploration) 10D, survival 3D (marine +6D)

Presence 2D: Animal handling (undersea creatures) 5D, intimidation 4D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -24D, Ally (Young All-Stars) -20D, Animal Friendship (undersea creatures) -2D, Obscure Knowledge -2D; Enemy (Axis Amerika) +5D, Hides Emotions +1D, Medical Problem (has a severe deficiency of sodium salts necessitating a constant exposure to salt water; if he doesn't replenish his body of its salts every few hours, he falls unconscious and dies within a short period of time) +6D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +4

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 82

BODY POINTS: 37

NATURAL ABILITIES: Webbed feet and hands (+3D to swimming), water-resistant and pressure-adapted skin (all difficulty numbers for deep-sea survival are at -2), can hold breath for up to seven minutes.

EQUIPMENT: Costume (Body Points 12; allows him to spend up to 24 hours out of water).

Tsunami



REAL NAME: Miya Shimada

OCCUPATION: Adventurer

BASE OF OPERATIONS: New York City

HEIGHT: 5'6" **WEIGHT:** 121 pounds

EYES: Brown **HAIR:** Black

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

Miya Shimada was born an American citizen of Japanese descent, or *nisei*. However, the racial prejudice she experienced when the United States entered World War II drove her away from America and to Japan, where she offered her unique powers to the Nippon government's cause. Named "Tsunami" by the legendary Admiral Yamamoto, she was secretly brought back to California by submarine and soon faced off against Liberty Belle and Starman of the All-Star Squadron, the first of several clashes with the team. After a botched mission to steal Starman's gravity rod, Tsunami found herself appalled by the ruthlessness of her Japanese superiors and lack of honor toward the heroes of the Squadron,

whom she had come to respect. So, she fled and briefly disappeared. She resurfaced some months later and reluctantly joined the Young All-Stars, even though she still had no love for the Americans and their attitude toward her and her fellow *nisei*.

RECENTLY: After the Japanese surrender in 1945, Tsunami and her then-lover, Neptune Perkins, had a daughter, Deep Blue. The couple has since split under bitter circumstances. Tsunami is now in semi-retirement in an undisclosed location.

STRATEGY & TACTICS: Tsunami was an arrogant and self-centered person. As such, she had difficulty taking orders and usually tended to strike out on her own. Since her powers required that she be near a large body of water, she would only reluctantly to undertake dry land missions.

Tsunami

Reflexes 2D: Athletics ("surfing" waves) 8D, boating 4D, dodge 6D, martial arts 5D

Coordination 2D: Thrown weapons 4D

Physique 2D (8D): Swimming 4D (10D)

Knowledge 2D: Languages 3D (English +6D, native language: Japanese), navigation 4D

Perception 2D: Know-how (Water Manipulation) 10D

Presence 2D: Intimidation 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (Young All-Stars) -20D, Attractive Appearance -2D; Argumentative +1D, Enemy (Axis Amerika) +5D, Hides Emotions +1D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 1D

P/L BONUS: +1 (+4)

HERO POINTS: 7

VILLAIN POINTS: 2

CHARACTER POINTS: 68

BODY POINTS: 25 (52)

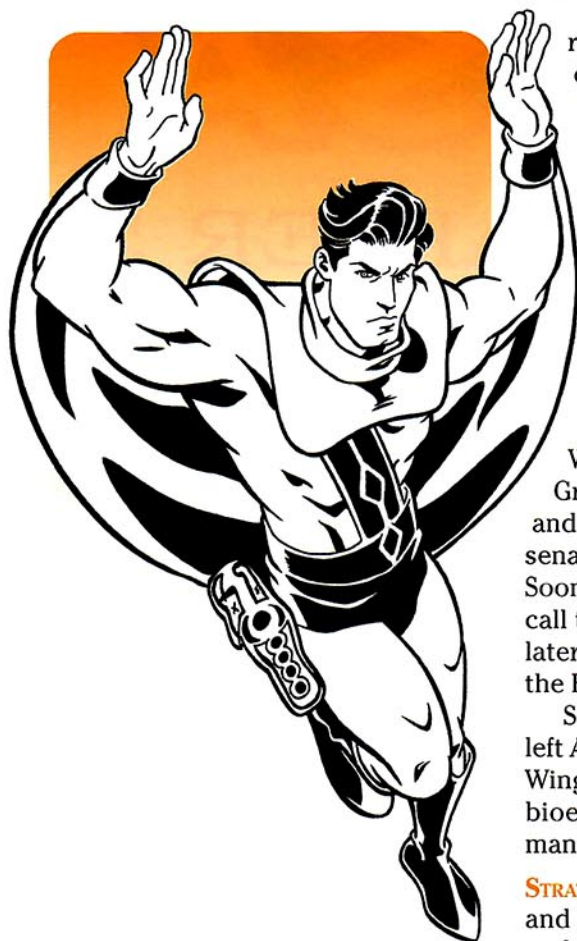
POWERS: Superattributes: Physique 6D (bonuses: increased P/L bonus vs. inanimate objects, lift objects without them collapsing), Jump 4D, Water Manipulation (breathe underwater, tidal wave creation & control, ride waves) 12D.



CHAPTER 5

Freedom Fighters

The Black Condor¹



REAL NAME: Richard Grey, Jr.
ALIAS: Thomas Wright
OCCUPATION: U.S. Senator
BASE OF OPERATIONS: Washington, D.C.
HEIGHT: 6'2"
WEIGHT: 196 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Richard Grey, Jr.'s parents led an archaeological expedition to Mongolia, but an attack by marauding Yakki tribesmen left only their infant son alive. A mother condor nurtured Richard, and it was this wild upbringing—or perhaps radiation from a meteor—that unleashed Grey's gift of flight.

Father Pierre, a hermit, befriended and educated Richard before falling victim to those same marauders. En-

raged, Richard avenged his loved ones' murders by bringing the tribesman to justice. Then he left to find his parents' homeland. Arriving in America in 1941, Grey continued battling injustices as the mystery man Black Condor.

As a dying request, crusading Senator Wright asked the Condor, his exact look-alike, to assume his identity and struggle against corruption. Abetted by Wright's friend Dr. Henry Foster, Grey inherited the senator's office and later fell in love with the former senator's girlfriend, Wendy Roberts. Soon after, the Condor answered the call to join the All-Star Squadron. He later left in favor of its splinter group, the Freedom Fighters.

Sometime after 1943, Richard Grey left America to join the Society of the Wing, an organization dedicated to bioengineering a race of flying humans.

STRATEGY & TACTICS: A superb aerialist and flyer, Grey used these abilities and his Black-Ray Pistol to surprise and harry opponents.

Black Condor

Reflexes 4D: Acrobatics 6D, athletics 5D, brawling 5D, dodge 7D, piloting (self) 7D

Coordination 3D: Marksmanship 4D (Black-Ray Pistol +3D)

Physique 3D: Flying 6D, lifting 4D

Knowledge 2D: Navigation 6D, scholar 5D (politics +1D)

Perception 3D: Tracking 6D, survival 6D

Presence 3D: Animal handling (condors) 9D, persuasion 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Acute Senses (sight) -2D, Ally (Freedom Fighters) -20D, Ally (All-Star Squadron) -23D, Animal Friendship (condors) -2D, Contact (U.S. government) -5D, Status (senator) -10D, Wealth -4D; Dependent (Wendy Roberts) +1D, Enemy (Axis agents) +6D, Secret Identity (Thomas Wright) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 110

BODY POINTS: 35

POWERS: Flight 8D.

EQUIPMENT: Black-Ray Pistol (Body Points 42; BDV 8D).

Doll Man



REAL NAME: Darrel Dane
OCCUPATION: Chemist
BASE OF OPERATIONS: Washington, D.C.
HEIGHT: 6' (Doll Man: 6")
WEIGHT: 175 pounds (Doll Man: 7-1/2 pounds)
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Chemist Darrell Dane self-tested a formula designed to shrink living beings in 1939. To his surprise, he found it allowed him to reduce his size at will and still maintain his full physical strength. Soon after, Dane's abilities helped save his fiancée, Martha Roberts, from a man called Falco, who blackmailed her with evidence of a past indiscretion. Because of this success, Dane became Doll Man, one of the first costumed heroes.

In 1942, Doll Man answered Roosevelt's plea for mystery men to join the All-Star Squadron. After several months with the group, he relocated to Washington, D.C. with several others to join Uncle Sam's splinter group, the Freedom Fighters. Dane continued battling crime throughout World War II and after, encountering foes like the Undertaker and Tom Thumb. In 1951, Martha Roberts imbibed the shrinking formula to become his partner, Doll Girl.

RECENTLY: Despite re-appearing during the Appellaxian invasion of Earth, Dane fell again into obscurity. His activities since 1953 remain unrecorded.

STRATEGY & TACTICS: Dane's diminutive form allowed him to strike stealthily at his opponents' vulnerabilities. On the defensive, he was an elusive target and easily found cover and escape routes.

Doll Man

Reflexes 3D: *Acrobatics 6D, brawling 6D, climbing 4D, dodge 6D, piloting 4D (Dollplane +2D), riding 4D (birds +2D), sneak 6D*

Coordination 3D: *Catch 5D*

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

Knowledge 3D: *Research 6D, scholar 6D, science 6D (chemistry +2D)*

Perception 2D: *Engineering (chemical) 7D, hide 6D, invent 4D (chemically-based items +4D), know-how (Size Manipulation) 6D, surveillance 4D*

Presence 2D: *Animal handling (birds) 4D, intimidation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Freedom Fighters) -20D, Ally (All-Star Squadron) -23D, Follower (Doll Girl) -8D (after 1951), Patron (Dr. Roberts) -4D, Wealth -4D; Dependent (fiancée) +1D (until 1951), Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30 (Doll Man: 3)

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 0

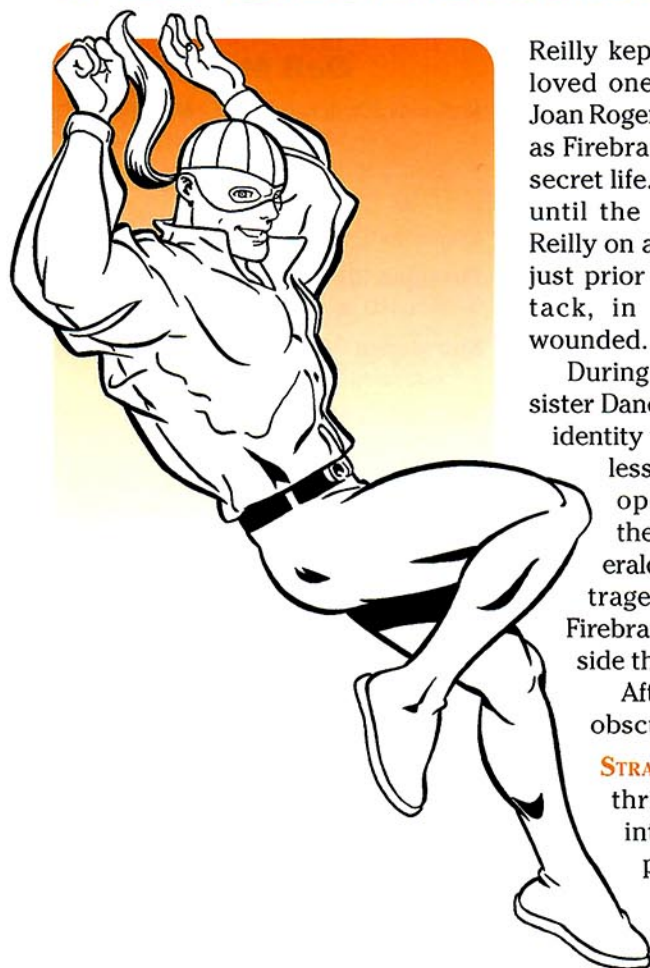
CHARACTER POINTS: 95

BODY POINTS: 33

POWERS: Size Manipulation (shrink self to doll-size) 4D (Enhancement: Mastery +6D), Superattributes: Physique 2D (bonus: increased P/L bonus vs. inanimate objects) (Limitation: Linked to Size Manipulation [allows him to retain his normal Physique at doll-size]).

EQUIPMENT: *After 1951:* Dollplane: size: 1-foot long; crew: 1; passengers: 1 (both doll-sized); maneuverability 4D; speed: 70 mph; AV 22; scale modifier 3; BDV 1D; Body Points 10.

Firebrand¹



REAL NAME: Rod Reilly
OCCUPATION: Playboy
BASE OF OPERATIONS: New York City
HEIGHT: 6'
WEIGHT: 185 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Bored by his playboy lifestyle, Rod Reilly sought adventure as a costumed mystery man. To prepare for this ultimate challenge, Reilly's manservant "Slugger" Dunn, a former heavyweight boxer, trained him to the peak of physical perfection.

Reilly debuted as Firebrand in mid-1941, fighting a criminal syndicate's attempted take-over of New York. Despite his good intentions, the police mistakenly believed Firebrand was the syndicate's leader. As a result,

Reilly kept his vigilantism from his loved ones—including his fiancée, Joan Rogers. Only Slugger (who acted as Firebrand's assistant) knew of his secret life. This state of affairs lasted until the Navy placed Ensign Rod Reilly on active duty at Pearl Harbor just prior to the Japanese sneak attack, in which he was gravely wounded.

During Rod's convalescence, his sister Danette assumed the Firebrand identity with his blessing. Nonetheless, neither could prevent Nazi operatives from murdering their father, industrialist "Emerald" Ed Reilly in mid-1942. This tragedy prompted the original Firebrand's return to action alongside the Freedom Fighters.

After the war, Reilly fell into obscurity.

STRATEGY & TACTICS: Ever the thrill-seeker, Firebrand dove into action with little or no planning. As his calling card, Firebrand left behind a burning "Torch of Justice" at the scenes of his exploits.

Firebrand

Reflexes 4D: *Acrobatics 7D, boating 5D, brawling 7D, climbing 6D, dodge 7D, driving 5D, melee weapons 5D, sneak 5D*

Coordination 4D: *Catch 5D, marksmanship 5D, thievery 5D, thrown weapons 5D (lariat +2D)*

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

Knowledge 2D: *Demolitions 4D, navigation 4D, scholar 4D*

Perception 3D: *Hide 5D*

Presence 3D: *Bluff 6D, charm 5D, interrogation 5D, intimidation 5D, persuasion 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Freedom Fighters) -20D, Ally (All-Star Squadron) -23D, Attractive Appearance -2D, Courage -2D, Fast Reactions -4D, Follower ("Slugger" Dunn) -7D, Wealth -6D; Employed (Naval Reserve Ensign) +4D, Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Fugitive (before 1942) +2D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 114

BODY POINTS: 34

EQUIPMENT: Vacuum cups (support up to 300 pounds, up to 400 pounds for short periods of time); lariat (80 feet long; +1 to climbing rolls).

The Human Bomb



REAL NAME: Roy Lincoln
OCCUPATION: Chemist
BASE OF OPERATIONS: Washington, D.C.
HEIGHT: 6'
WEIGHT: 182 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

In 1941, chemist Roy Lincoln and his father developed a devastatingly powerful explosive designated 27-QRX. Nazi agents attempted to steal the formula and murdered Roy's father in the process. In a desperate effort to thwart the robbery, Roy swallowed the compound. To his horror, the chemical's explosive power concentrated itself in his hands.

Now grievously deprived of human contact, Lincoln turned his wrath on Axis spies and other crimi-

nals. He wore a costume made of "fibro-wax" (a special compound developed by his father to contain 27-QRX's energies) that prevented accidental use of his power. Known as the Human Bomb, his loyal but bumbling friend Hustace Throckmorton aided Lincoln in his crime-fighting efforts.

At one time, Throckmorton also developed explosive powers of his own.

Lincoln joined the All-Star Squadron in 1942, but he left several months later to join the Freedom Fighters in Washington, D.C. Thereafter, he divided his efforts between crime-fighting and working in the lab, searching for the means to lift the curse of his explosive touch.

RECENTLY: After 1946, Lincoln primarily devoted himself to finding a cure. As with many other heroes, the Human Bomb reappeared during the Appellaxian invasion of Earth. Apparently cured of his explosive condition, Lincoln now lives in retirement on his houseboat *Spartacus* in Tampa Bay, Florida.

STRATEGY & TACTICS: At first, Lincoln had no qualms against exploding the skulls of enemy agents with his touch. Later in his career, after his thirst for vengeance was quenched, he stunned most opponents by exploding nearby walls and flooring. He used his power directly only against exceptional foes.

Human Bomb

Reflexes 2D: *Brawling 5D, dodge 4D*

Coordination 2D

Physique 2D: *Running 3D*

Knowledge 4D: *Demolitions 7D, research 6D, scholar 6D, science 6D (chemistry +2D)*

Perception 3D: *Engineering 5D (chemical +2D), invent 4D (chemical compounds +3D)*

Presence 2D: *Intimidation 7D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Freedom Fighters) -20D, Ally (All-Star Squadron) -23D, Contact (U.S. government) -3D, Courage -2D; Dependent (Hustace Throckmorton) +1D, Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 10

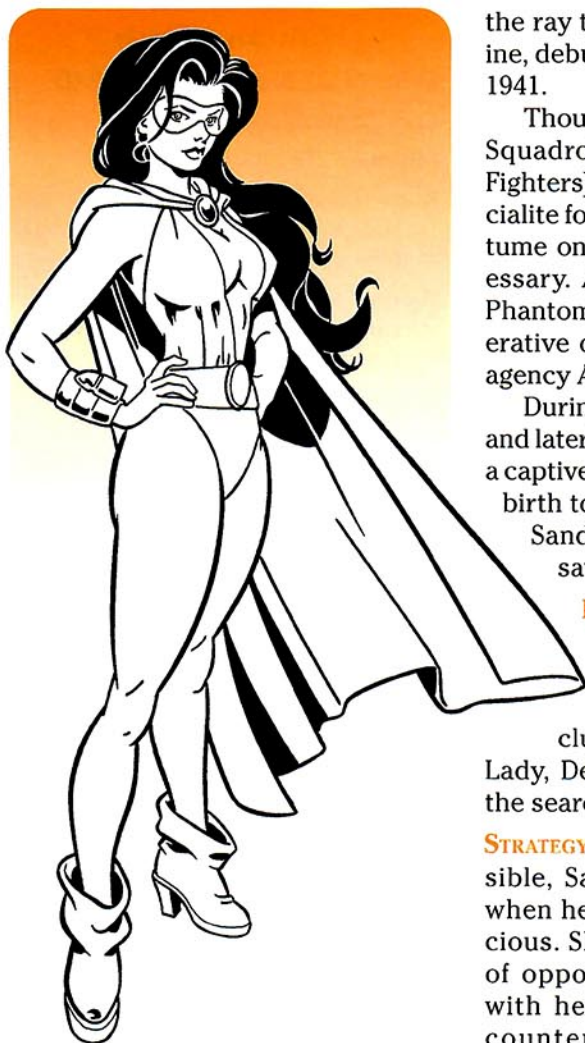
VILLAIN POINTS: 2

CHARACTER POINTS: 89

BODY POINTS: 29

POWERS: Explosion 9D [Limitations: Limited Range (touch) -3D, Ineffectiveness (fibro-wax) -1D, Uncontrollable (anything he touches with his hands explodes) -5D and Enhancement: Self-Invulnerability +3D], Natural Armor: Tough skin 8D.

The Phantom Lady¹



REAL NAME: Sandra Knight
OCCUPATION: Debutante, later Argent operative
BASE OF OPERATIONS: Washington, D.C.
HEIGHT: 5'6"
WEIGHT: 128 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

In 1939, Sandra Knight saved her father, U.S. senator Henry Knight, from a nighttime attack by armed thugs, and she did so without being recognized. She later confided in family friend Professor Abraham Davis, who offered her his invention the Blackout Ray in recognition of her heroism. Sandra accepted and used

the ray to become a costumed heroine, debuting as the Phantom Lady in 1941.

Though Sandra joined the All-Star Squadron (and later, the Freedom Fighters), she always remained a socialite foremost. She donned her costume only when she deemed it necessary. After the war, however, the Phantom Lady became a full-time operative of the American intelligence agency Argent.

During one assignment, she met and later married "Iron" Munro. While a captive of Baron Blitzkrieg, she gave birth to Munro's son. Left for dead, Sandra escaped, but she never saw her son again.

RECENTLY: Sandra is headmistress of the *Universite Notre Dame des Ombres*, training intelligence agents (including the second Phantom Lady, Delilah Tyler). She continues the search for her son.

STRATEGY & TACTICS: Whenever possible, Sandra operated after dark, when her glasses were most efficacious. She attacked small numbers of opponents after blinding them with her Blackout Ray. When encountering large numbers, she would use the ray to become invisible first, and then either blind them or use her fists.

Phantom Lady

Reflexes 2D: Athletics 4D, brawling 6D, dodge 6D, riding 6D, sneak 8D

Coordination 2D: Marksmanship (Blackout Ray) 6D

Physique 2D: Leap 3D, running 4D, swimming 3D

Knowledge 3D: Scholar 6D, science 5D

Perception 3D: Hide 8D, know-how (high society etiquette) 5D, repair (Blackout Ray) 4D, shadowing 8D

Presence 3D: Charm 5D (seduction +2D), persuasion 6D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (Freedom Fighters) -20D, Ally (All-Star Squadron) -23D, Attractive Appearance -2D, Contacts (U.S. government) -4D, Contact high society, Professor Davis) -2D each, Wealth -4D; Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Narcissistic +3D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 79

BODY POINTS: 28

EQUIPMENT: Blackout Ray (Project a blinding beam of blackness at its target: Unless a Very Heroic willpower roll is made, the target is struck blind for a number of minutes equal to the difference between the difficulty and their roll. Or, make a single person invisible for an undisclosed amount of time.), special glasses (protected wearer from the effects of the Blackout Ray).

The Ray¹



REAL NAME: Happy Terrill
OCCUPATION: New York *Globe* reporter
BASE OF OPERATIONS: New York City
HEIGHT: 5'10-1/2"
WEIGHT: 165 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

In 1941, convinced that a sentient being of light threatened Earth, Dr. Dayzl lured the unsuspecting Happy Terrill aboard a high-altitude balloon. Dayzl then exposed Terrill to a "radiant flare," giving Terrill control over light and (Dayzl hoped) the ability to communicate with the light entity. After Terrill's time-lost son Raymond (who, in his era, had become the second Ray) trained him to use his abili-

ties, Terrill adopted "the Ray" as his crime-fighting alter-ego. Soon after, he joined the All-Star Squadron. However, at Uncle Sam's behest, he left to join the Freedom Fighters.

RECENTLY: Terrill married in 1945, and his wife, Gayle, gave birth to their son, Joshua, a year later. Joshua inherited the Ray's powers. He briefly served as Terrill's partner, Spitfire, but Joshua's powers became uncontrollable, and in 1954, they inadvertently caused Gayle's death. Distraught, Terrill placed his son in cryogenic suspension and retired as the Ray.

Years later, Terrill remarried, but his second son, Raymond, also manifested light-based powers. Reminded of past tragedies, Terrill lied to his wife, telling Nadine their son had died and leaving his brother to raise Raymond as his own.

More recently, Terrill reunited with his estranged family and hopes to make amends for the past.

STRATEGY & TACTICS: Along with the Black Condor, the Ray served as the Freedom Fighters' primary air support, relying mostly on his light-based powers to fell his opponents. His tremendous air speed made him a difficult target to hit, so aerial reconnaissance missions also suited him well.

Ray

Reflexes 2D: *Brawling* 5D, *dodge* 6D, *piloting (self)* 8D

Coordination 2D: *Marksmanship (Energy Manipulation)* 8D

Physique 3D: *Flying* 9D

Knowledge 2D: *Research* 4D, *scholar* 4D

Perception 3D: *Artist (journalism)* 5D, *know-how (Energy Manipulation)* 8D

Presence 2D: *Intimidation* 5D, *persuasion* 5D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron) -23D, Ally (Freedom Fighters) -20D, Contact (the press community) -2D, Observant -2D, Status (press pass) -1D; Employed +4D, Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 12

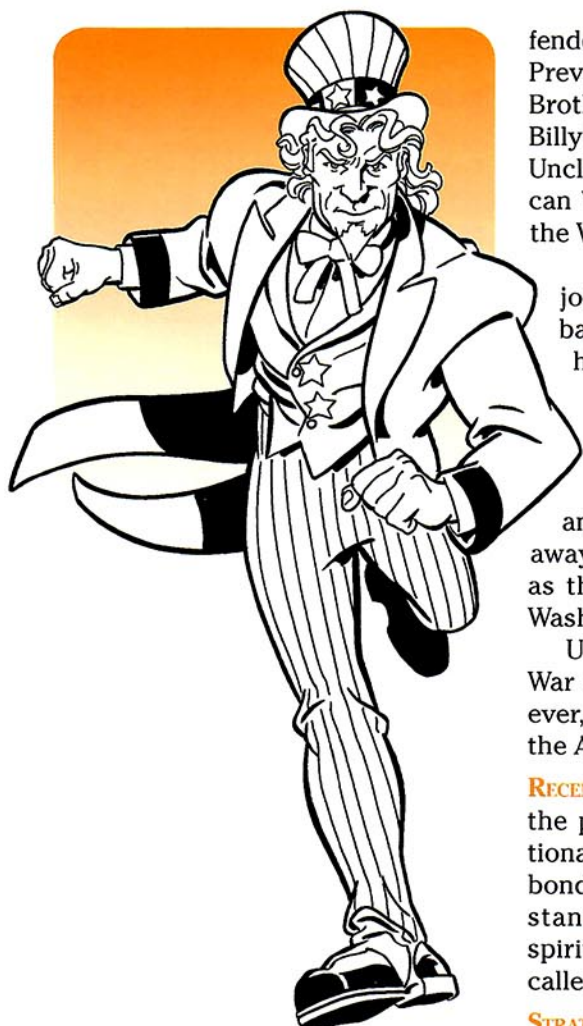
VILLAIN POINTS: 0

CHARACTER POINTS: 94

BODY POINTS: 36

POWERS: Energy Manipulation (light, heat, electricity) 13D each [Limitation: Weakness (total darkness) -6D].

Uncle Sam



REAL NAME: Samuel
OCCUPATION: Patriot
BASE OF OPERATIONS: The United States
HEIGHT: 6'2"
WEIGHT: 170 pounds
EYES: Blue
HAIR: White
RACE: Human/spirit composite
TECH LEVEL: Modern (1)

Wanting to create an iconic identity for America, its Founding Fathers commissioned the construction of a mystic American Talisman. Thereafter, whenever the United States fought a major war, the mythic spirit of America bonded with a suitably nationalistic citizen who was dying. Together they created a stalwart de-

fender for the duration of the conflict. Previously known as the Minuteman, Brother Jonathan, Johnny Reb, and Billy Yank, the spirit first appeared as Uncle Sam during the Spanish-American War. It returned as such during the World Wars.

During World War II, Uncle Sam joined with a namesake patriot to battle the forces of oppression at home and abroad, accompanied by a young orphan named Buddy. The All-Star Squadron accepted Uncle Sam into its ranks. However, in mid-1942, he and several other members broke away to form their own team known as the Freedom Fighters, based in Washington, D.C.

Uncle Sam's last recorded World War II adventure was in 1944. However, he did briefly reappear during the Appellaxian invasion of Earth.

RECENTLY: After a long absence during the post-World War II crises of national identity, the spirit once again bonded with a human host, in this instance a multi-ethnic group. The spirit/host being created this time is called Patriot.

STRATEGY & TACTICS: Uncle Sam's tremendous strength and resiliency make him a formidable brawler. He also possesses incredible charisma, which proves useful in reminding others of their patriotic duties.

Uncle Sam

Reflexes 4D: *Brawling* 9D, *dodge* 7D, *melee weapons* 5D

Coordination 4D: *Marksmanship* 5D, *thrown weapons* 6D

Physique 3D (12D): *Leap* 5D (14D), *lifting* 4D (13D), *resistance* 4D (13D), *running* 4D (13D), *swimming* 4D (13D)

Knowledge 3D: *Scholar* 7D (*American history* +8D)

Perception 3D: *Know-how (powers)* 10D each

Presence 5D (7D): *Charm* 7D (9D), *command* 10D (12D), *intimidation* 10D (12D), *persuasion* 10D (12D), *willpower* 11D (13D)

ADVANTAGES/DISADVANTAGES: *Ally* (All-Star Squadron) -23D, *Ally* (Freedom Fighters) -20D, *Charismatic* -3D, *Fast Reactions* -4D, *Leadership Ability* -2D (Superattributes bonus); *Dependent* (Buddy) +1D, *Enemy* (rogues gallery) +4D, *Enemy* (Axis agents) +6D, *Fanatic* (patriotism) +3D, *Moral Code* (the American Way) +6D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +2 (+6)

HERO POINTS: 42

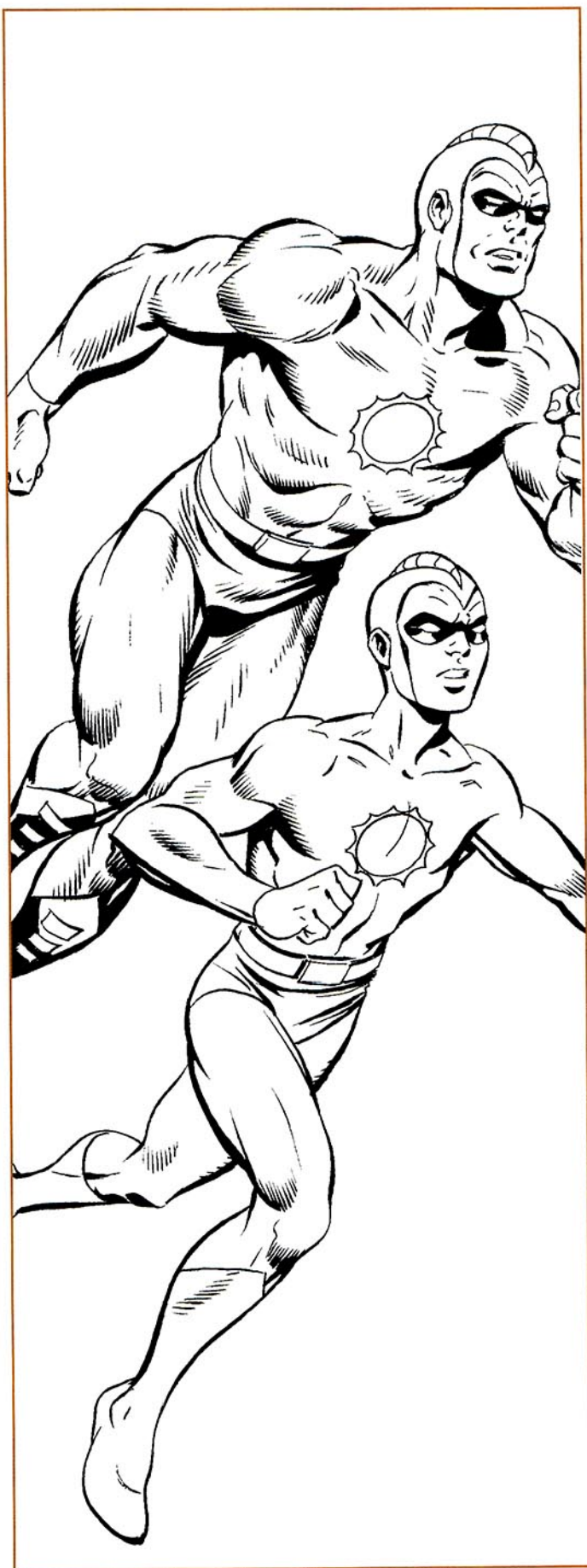
VILLAIN POINTS: 0

CHARACTER POINTS: 335

BODY POINTS: 41 (76)

POWERS: Superattributes: *Physique* 9D (bonuses: increased *P/L* bonus vs. inanimate objects, lift objects without them collapsing), Superattributes: *Presence* 2D, *Dimensional Travel* (Iconic Plane) 16D, *Invulnerability* 9D, *Sustenance* 12D. All powers have the Limitation: *Conditional* (Americans must have faith in their country) -3D.

NOTE: When the spirit of America bonds with a person, it completely usurps the character's personality, memories, and skills.



CHAPTER 6

Seven Soldiers of Victory

The Crimson Avenger



REAL NAME: Lee Walter Travis
OCCUPATION: New York Daily Globe-Leader publisher
BASE OF OPERATIONS: New York City
HEIGHT: 6' **WEIGHT:** 189 pounds
EYES: Brown **HAIR:** Brown
RACE: Human **TECH LEVEL:** Modern (1)

After serving in World War I, Lee Travis had become disillusioned with what humans were doing to one another. Seeking guidance, he wandered the world until he became lost in the Himalayas and laid down to die—but this was not his destiny.

The monks of the mystical city of Nanda Parbat took in Travis. There he was nourished back to life and given a vision by the patron of the lost city, the goddess Rama Kushna. He saw a future in which a person, known as Superman, would become a champion for goodness and self-sacrifice. Upon seeing Superman's apparent demise at the hands of the monstrous Doomsday, Travis vowed to not let his good works go to waste.

Returning to New York City, Travis learned he had inherited a newspaper, the *Daily Globe-Leader*, from his godfather, Winston Smythe, so he began his quest for justice by using the power of the press.

His fight against oppression became more direct after witnessing a close friend's murder during a robbery. This provoked Travis to dress as a scarlet masked highwayman and begin his war on crime as the Crimson Avenger.

The Avenger often posed as a criminal himself to strike at evildoers from within their organizations. This led to the police seeking the Crimson until late 1940.

Now wearing a more colorful costume and assisted by his chauffeur, Wing, in an equally colorful costume, the Avenger earned membership in two groups of mystery men, the Seven Soldiers in 1941 and the All-Star Squadron in 1942.

In 1948, the Seven Soldiers became stranded in past eras after battling the Nebula Man. The Avenger spent only a week in Aztec times, but his eventual rescue brought him into the present day, nearly 50 years after his disappearance.

RECENTLY: Feeling out of place, Travis retired as the Avenger and the publisher of his newspaper and traveled to Malaysia. While there, he discovered that he was dying of an incurable disease. Travis returned home to contemplate his future when he learned of the hijacking of a ship laden with explosive cargo. Leaping into action one final time, the Crimson Avenger died saving New York City when he heroically steered the flaming ship out of the bay, where it exploded.

STRATEGY & TACTICS: The Crimson Avenger initially infiltrated criminal organizations by masquerading as a crime lord himself. Eventually, he decided to forgo this method of opera-

tion for a more direct approach (not unlike many of the other mystery men of that time). Although not having any metahuman abilities, the Avenger did have great agility, fighting skill, cunning, and determination that he used to overcome any obstacle placed before him.

Crimson Avenger

Reflexes 3D: Acrobatics 5D, boating 4D, brawling 8D, climbing 5D, dodge 6D, driving 5D, melee weapons 5D, sneak 7D

Coordination 3D: Catch 4D, marksmanship 5D (pistols +2D), thievery 5D, thrown weapons 5D

Physique 3D: Leap 4D, lifting 5D, running 5D, swimming 4D

Knowledge 3D: Criminology 7D, languages 4D (Spanish +2D), research 7D, scholar 5D, security 4D

Perception 3D: Artist (journalist) 6D, hide 7D, search 6D, shadowing 7D, streetwise 4D (New York City +3D), surveillance 6D

Presence 3D: Bluff 4D, charm 5D, disguise 4D, interrogation 6D, intimidation 7D, willpower 7D

ADVANTAGES/DISADVANTAGES: Ally (Seven Soldiers of Victory) -20D, Ally (All-Star Squadron) -23D, Ally (Wing) -8D, Contact (the press) -4D, Courage -2D, Fast Reactions -4D, Speed Draw (pistols) -1D, Status (Globe-Leader publisher) -3D, Wealth -6D; Enemy (rogues gallery) +4D, Enemy (Axis agents) +6D, Fugitive +2D (1938-1940), Secret Identity +3D.

SPEED: 30

UNARMED BDV: 4D

HERO POINTS: 22

CHARACTER POINTS: 174

PDV: 3

P/L BONUS: +2

VILLAIN POINTS: 0

BODY POINTS: 35

EQUIPMENT: Initially, the Crimson Avenger carried two .45 Auto-Pistols (BDV 5Dx3) or a gas gun (ammo: 4 shots, fills a 20-foot square area with opaque knockout gas [anyone within this area must make an Extremely Difficult willpower roll or fall unconscious for two hours]). After changing his costume, he carried eight Crimson Smoke Pellets (each fills a 10' radius area and has the same effect as the gas gun).

The Shining Knight¹



REAL NAME: Sir Justin

ALIAS: Justin Arthur

OCCUPATION: Adventurer, assistant museum curator

BASE OF OPERATIONS: New York City

HEIGHT: 6'1" **WEIGHT:** 185 pounds

EYES: Blue **HAIR:** Blond

RACE: Human **TECH LEVEL:** Primitive (0)

Freed from a magical curse by Sir Justin, a grateful Merlin magically enhanced the young knight of Camelot's armor and sword and gave wings to his mount, Victory. Emboldened, Justin soon challenged and bested a rampaging, bloodthirsty ogre. In the aftermath, he was left frozen in ice.

Museum curator Dr. Moresby released Justin in 1941. He guided him through the strange world of the 1940s and helped him to establish the identity of Justin Arthur. Justin—dubbed the Shining Knight—quickly

found himself much in demand: capturing criminals, joining both the Seven Soldiers of Victory (acting as de facto leader) and the All-Star Squadron, serving as Churchill's bodyguard, training Percy Sheldrake (the Squire), and winning the heart of Danette Reilly (Firebrand II).

The Shining Knight's heroic deeds continued until 1948. While fighting with the Seven Soldiers against Nebula Man, Justin was thrown backward in time. Later returned to the present day by members of the JSA and JLA, Justin, still youthful, learned that during his absence his arch-enemy the Dragon King had slain his beloved Danette.

RECENTLY: With a heavy heart at the news of Danette's murder, the knight searched once more for the Dragon King to exact his revenge. Instead, the serpentine servants of the king found him first. Imprisoned and brainwashed by the Dragon King, Justin eventually made his escape. Still without knowledge of who he was, the former Shining Knight felt a pull to remain in Blue Valley. Getting a job as the janitor in the Blue Valley High School, Justin's memories returned when he saw the new Star Spangled Kid in action. Filled with knowledge of his past once more, the Shining Knight donned his armor and brandished his sword alongside the Kid to stop the Dragon King. Freeing his steed, now known as Winged Victory, Justin defeated the king in aerial combat and watched his foe perish in a mighty conflagration.

STRATEGY & TACTICS: The Shining Knight was the classic example of a knight of Camelot. Polite, honorable, noble, and courageous, the knight never backed down from a challenge. Be it with his sword or his fists, Justin could face off against almost any foe. Astride his winged steed, he could maintain the high ground and strike his foes down from above.

Shining Knight

Reflexes 4D: *Brawling 6D, dodge 6D, melee weapons 8D (sword +2D), riding 7D (Winged Victory +2D)*

Coordination 3D: *Missile weapons 5D, thrown weapons 4D*

Physique 4D: *Leap 5D, lifting 5D, running 5D*

Knowledge 2D: *Arcane lore 3D, scholar 3D (Medieval English history +5D)*

Perception 2D: *Know-how (chivalry) 5D, tracking 4D*

Presence 3D: *Animal handling 4D (Winged Victory +6D), charm 4D, command 6D, intimidation 6D, persuasion 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Seven Soldiers of Victory) -20D, Ally (All-Star Squadron) -23D, Ally (The Squire) -7D, Attractive Appearance -2D, Charismatic -3D, Contact (British government) -5D, Contact (Dr. Moresby) -3D, Courage -2D, Follower (Winged Victory) -7D, Leadership Ability -2D; Enemy (Axis agents) +6D, Enemy (Dragon King) +3D, Moral Code (Code of Chivalry) +6D, Secret Identity (Justin Arthur) +3D, Technologically Challenged +5D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 145 **BODY POINTS:** 45

EQUIPMENT: Enchanted sword [BDV 4Dx7 (edge) 2D (flat)], Enchanted Armor [AV 20 vs. physical attacks, Invulnerability (magic) 8D]. Both have the Enhancement: Magically Empowered +4D.

Winged Victory

Reflexes 3D, brawling 5D, dodge 6D, piloting (self) 6D, Coordination 2D, Physique 4D, flying 6D, leap 6D, running 6D, Knowledge 2D, Perception 3D, Presence 2D, intimidation 4D, willpower 3D.

Speed: 110. **PDV:** 3. **Physique bonus:** +2. **Body Points:** 26. **Natural abilities:** hoof (BDV 1D), teeth (BDV 1D), wings allow Winged Victory to fly for a few hundred miles before needing rest. **Note:** Horses can attack twice in one round with their hooves (two front or two back) at no penalty, or they can bite once.

The Spider¹



REAL NAME: Tom Ludlow Hallaway
OCCUPATION: Criminal boss
BASE OF OPERATIONS: St. Louis, Missouri; later Keystone City
HEIGHT: 6'1"
WEIGHT: 190 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

The Spider was one of many masquerades for this member of the Ludlow clan. First appearing in 1940, Tom Hallaway lived as a wealthy socialite by day and, aided by his driver Chuck, ruthlessly stamped out St. Louis' criminal element by night as the Spider.

Hallaway's crime busting won him membership in the Seven Soldiers and All-Star Squadron. In reality, it conveniently covered his (ultimately successful) efforts to become the city's unchallenged crime boss. For a decade, all who learned this secret were silenced, including the other Seven Soldiers, whom he betrayed in 1948.

Spider first killed Vigilante's mentor, Billy Gunn, who had learned of his secret, and then attempted to kill the remaining soldiers by removing a piece from the Nebula Rod which they were using to stop the cosmic threat, the Nebula Man. After a battle with Wing, Spider was knocked unconscious. Wing, taking the missing piece with him, was able to successfully use the rod to stop the Nebula Man. However, the Spider was still successful in silencing the other members of the Seven Soldiers when Wing sacrificed himself to stop the Nebula Man and the remaining members were scattered through time as a result of the battle.

In 1950, Hallaway relocated to Keystone City to continue his family's obsession with destroying the Shade. There, he became involved with reporter Linda Dalt. Numerous clashes with Keystone's criminal element solidified the Spider's heroic reputation. Nonetheless, in 1951, the Shade killed Hallaway and exposed his criminal acts to the public.

RECENTLY: Hallaway's son, Lucas (Luke) Ludlow-Dalt, assumed his mantle as the villainous second Spider.

STRATEGY & TACTICS: The Spider, even when acting the hero, employed brutal methods of dealing with opponents. As a criminal boss, his archery skills shone with unrestrained lethality.

Spider

Reflexes 3D: *Acrobatics 5D, brawling 6D, dodge 6D, melee weapons 5D, sneak 6D*

Coordination 4D: *Lockpicking 5D, marksmanship 6D, missile weapons 6D (bow +3D), thievery 7D, thrown weapons 5D*

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

Knowledge 3D: *Criminology 4D, forgery 5D, scholar 4D, science 4D, security 6D*

Perception 3D: *Artist (actor) 5D, hide 6D, shadowing 7D, streetwise 5D (Keystone City +1D, St. Louis +3D)*

Presence 3D: *Bluff 7D, charm 4D, command 5D, interrogation 7D, intimidation 7D, persuasion 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Senses (sight) -2D, Ally (Seven Soldiers of Victory) -20D, Contact (Criminal Underworld) -5D, Contact (High Society) -3D, Follower (chauffeur) -7D, Fast Reactions -4D, Speed Draw (arrows) -1D, Wealth -6D; Dark Secret (criminal boss) +3D, Enemy (the Shade) +3D, Secret Identity +3D, Sworn Enemy (the Shade) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 5

VILLAIN POINTS: 10

CHARACTER POINTS: 114

BODY POINTS: 34

EQUIPMENT: Bow & quiver of 20 arrows (BDV 5D; maximum range: 300 feet).

The Star-Spangled Kid¹ & Stripesy



The Star-Spangled Kid I

REAL NAME: Sylvester Pemberton, Jr.
OCCUPATION: Adventurer
BASE OF OPERATIONS: Civic City
HEIGHT: 5'8" **WEIGHT:** 136 pounds
EYES: Blue **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

In 1941, angered by the pro-Nazi agitation he saw, Sylvester Pemberton donned a flag-inspired costume to battle tyranny as the Star-Spangled Kid. The young plutocrat soon gained a partner in his chauffeur, Pat Dugan (Stripesy), and together they helped found the Seven Soldiers of Victory. When World War II began, the Kid answered the president's call to become part of the All-Star Squadron. After the war ended, Pemberton and Stripsey

continued as a team and pursued their own cases.

Pemberton's parents adopted a youth named Merry in 1948. She soon became the Kid's crime-fighting ally, Merry Girl of 1,000 Gimmicks. Their association was brief. That same year the Soldiers of Victory were betrayed by their teammate the Spider and stranded in the past. The Kid spent only a week in prehistoric times, but his rescue brought him into the future, nearly 50 years after he disappeared.

STRATEGY & TACTICS: Pemberton and Stripesy honed their teamwork to perfection, which made them formidable hand-to-hand combatants. Pemberton was a skilled detective and used his considerable fortune to further his crime-fighting activities.

Star-Spangled Kid

Reflexes 3D: *Acrobatics 6D, boating 4D, brawling 6D, climbing 4D, dodge 6D, sneak 4D*

Coordination 3D: *Catch 6D, thrown weapons 4D*

Physique 2D: *Leap 6D, lifting 4D, running 4D*

Knowledge 2D: *Scholar 5D (business +1D), security 4D*

Perception 2D: *Hide 5D, shadowing 6D*

Presence 2D: *Charm 6D, persuasion 5D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Seven Soldiers of Victory) -20D, Ally (All-Star Squadron) -23D, Ally (Merry Girl of 1,000 Gimmicks) -8D (1948 only), Charismatic -3D, Courage -2D, Fast Reactions -4D, Follower (Stripesy) -7D, Leadership Ability -2D, Wealth -8D; Age (12-17) +1D, Enemy (Axis agents) +6D, Enemy (rogues gallery) +4D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 11

VILLAIN POINTS: 0

CHARACTER POINTS: 89

BODY POINTS: 25

EQUIPMENT: The Star Rocket Racer (see Chapter 8). When the Kid joined the JSA after being freed from temporal exile, he was given the Cosmic Converter Belt [BP 65; powers: Microwave Projection (hands) 9D, Telekinesis (flight, lifting at a distance) 11D each].

Stripesy

REAL NAME: Patrick Dugan
OCCUPATION: Mechanic, chauffeur
BASE OF OPERATIONS: Civic City
HEIGHT: 6'1" **WEIGHT:** 210 pounds
EYES: Blue **HAIR:** Red
RACE: Human **TECH LEVEL:** Modern (1)

Pat Dugan witnessed a riot engineered by Nazi sympathizers and aimed to right that wrong. He was helped by a youth in attendance, Sylvester Pemberton, who convinced his parents to hire Dugan as the

family's chauffeur. A trained acrobat and boxer, Dugan taught his skills to Pemberton. Soon the two partnered as the Star-Spangled Kid and Stripesy to battle saboteurs and villains with their amazing Star-Rocket Racer, designed and built by Pat. Dugan was also a founding member of the Seven Soldiers. During World War II, he also joined the All-Star Squadron.

In 1948, the Seven Soldiers found themselves scattered through past times after a battle with the Nebula Man. Dugan spent only a few days trapped in ancient Egypt, but his rescue brought him into the present, nearly a 50 years since he disappeared.

STRATEGY & TACTICS: Dugan had considerable strength and knew how to use his fists in a fight to great advantage. Stripesy was a mechanical genius whose main interest lay in the creation of amazing vehicles such as the flying car, the Star Rocket Racer.

Stripesy

Reflexes 3D: Boating 6D, brawling 6D (haymaker, knockout, uppercut +1D each), dodge 6D, driving 6D (Star Rocket Racer +2D), piloting 6D (Star Rocket Racer +2D)

Coordination 3D: Catch 5D

Physique 4D: Leap 6D, lifting 6D

Knowledge 3D: scholar 4D (mechanics +4D), science 6D

Perception 3D: Engineering 5D (mechanical +3D), invent 5D (mechanical items +2D), repair 6D (mechanical items +2D, automobiles +3D), streetwise 4D

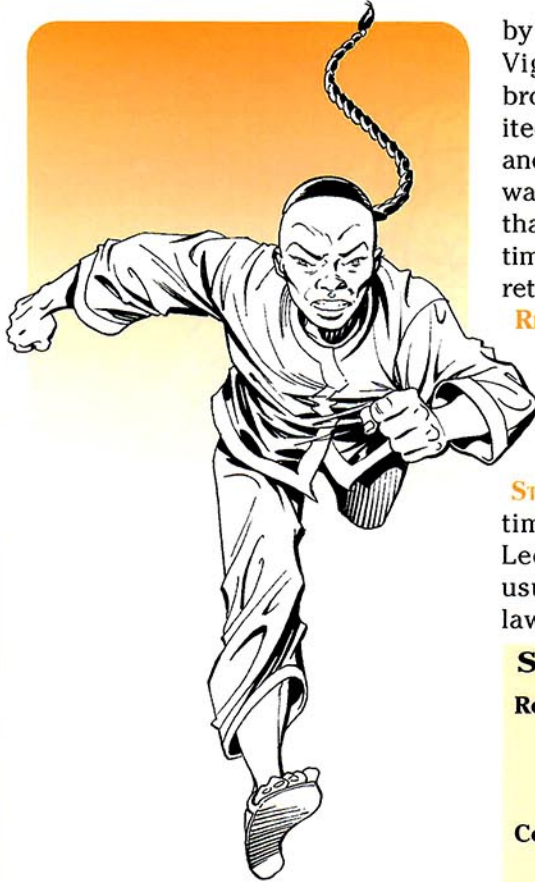
Presence 2D: Intimidation 5D, willpower 5D

ADVANTAGES/DISADVANTAGES: Ally (Seven Soldiers of Victory) -20D, Ally (All-Star Squadron) -23D, Ally (Star-Spangled Kid) -8D, Courage -2D, Hardiness -4D, Mechanical Aptitude -2D; Employed (chauffeur) +4D, Enemy (Axis agents) +6D, Enemy (rogues gallery) +4D, Secret Identity +3D.

SPEED: 30 **PDV:** 3
UNARMED BDV: 4D **P/L BONUS:** +3
HERO POINTS: 9 **VILLAIN POINTS:** 0
CHARACTER POINTS: 70 **BODY POINTS:** 45

EQUIPMENT: The Star-Rocket Racer (see chapter 8).

Stuff the Chinatown Kid 1&2



by him in 1945. Shortly thereafter, the Vigilante met Danny's younger brother Victor, who eventually inherited his role as Saunders's partner and joined the Seven Soldiers. Victor was present during the 1948 battle that scattered the team throughout time. Like them, he was rescued and returned nearly a half century later.

RECENTLY: Now retired from adventuring, Victor Leong is currently the managing partner of Greg Saunders's successful Last Roundup Restaurant chain.

STRATEGY & TACTICS: Often underestimated because of their age, the Leong brothers' jiu-jitsu prowess usually came as a rude surprise to law-breakers.

Stuff the Chinatown Kid

Reflexes 2D: Dodge 5D, martial arts 6D (double kick, elbow, flip, flying kick, instant stand, leg sweep, weapon parry +1D each), melee weapons 5D

Coordination 2D: Catch 5D, thrown weapons 5D

Physique 2D: Leap 4D, running 3D

Knowledge 2D: Languages (Mandarin) 5D, scholar 3D

Perception 2D: Hide 4D

Presence 2D: Willpower 5D

ADVANTAGES/DISADVANTAGES: Ally (Seven Soldiers of Victory) -20D, Patron (Vigilante) -5D; Age (12-17) +1D, Enemy (the Dummy) +2D, Sworn Enemy (The Dummy) +2D.

SPEED: 30
PDV: 3
UNARMED BDV: 1D
P/L BONUS: +1
HERO POINTS: 5
VILLAIN POINTS: 0
CHARACTER POINTS: 35
BODY POINTS: 23

NOTE: These characteristics are for Victor Leong as Stuff.

REAL NAMES: (I) Daniel Leong, (II) Victor Leong

OCCUPATION: Adventurers

BASE OF OPERATIONS: American West; New York City

HEIGHT: 4'11" **WEIGHT:** 110 pounds

EYES: Brown **HAIR:** Black

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

Daniel "Stuff" Leong, the original Chinatown Kid, was only a teen when he met the Vigilante and helped him prevent a New York City Triad war. Despite his youth, Danny's martial arts ability made him a valued partner. He became like a son to Saunders as the two shared many adventures together.

Sadly, Leong died an early death. Running afoul of the notorious criminal, the Dummy, Stuff was murdered

The Vigilante ¹



REAL NAME: Greg Saunders
OCCUPATION: Singer, actor
BASE OF OPERATIONS: American West; New York City
HEIGHT: 6' **WEIGHT:** 188 pounds
EYES: Hazel **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

Greg Saunders, "the Prairie Troubadour," was a radio star who in 1941 became the Vigilante to avenge his lawman father's murder. To honor his memory, Greg dedicated himself thereafter to bringing lawless men to justice.

Saunders soon acquired a sidekick, Stuff the Chinatown Kid. Their partnership endured until the kid's murder by the mobster known as the Dummy in 1945. After a year of try-

ing, the Vigilante finally avenged his friend's death, but he nearly died in the process.

In 1948, Saunders and the second Chinatown Kid, the brother of the original, were scattered through time. Transported to the Old West, Saunders had 20 years of adventures there before returning to the present day and a well-earned retirement.

RECENTLY: Saunders is currently a partner in the Last Roundup Restaurant chain with the now adult Stuff.

STRATEGY & TACTICS: A skilled brawler and superior marksman, Saunders fearlessly rode to sources of trouble and settled matters directly. His Western drawl made many criminals tremble in their boots.

Vigilante

Reflexes 3D: *Brawling* 6D, *dodge* 6D, *driving* 4D (*motorcycle* +2D), *melee weapons* 4D (*knife* +1D), *riding* 8D, *sneak* 4D

Coordination 3D: *Marksmanship* 6D (*pistols, rifles* +3D each), *thrown weapons* 5D (*knife* +1D, *lasso* +4D)

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

Knowledge 2D: *Criminology* 4D, *scholar* 4D (*cowboy lore* +3D)

Perception 3D: *Artist* 4D (*musician, actor* +1D each), *search* 4D, *surveillance* 4D

Presence 3D: *Animal handling (horses)* 8D, *charm* 5D, *interrogation* 4D, *intimidation* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: *Acute Senses (sight)* -2D, *Ally (Seven Soldiers of Victory)* -20D, *Ally (All-Star Squadron)* -23D, *Contact (the entertainment industry)* -3D, *Courage* -2D, *Fast Reactions* -4D, *Follower (Billy Gunn; later Stuff)* -7D, *Speed Draw (pistols)* -1D, *Wealth* -4D, *Dependent (girlfriend Betty Stuart)* +1D, *Enemy (Axis agents)* +6D, *Enemy (The Dummy)* +2D, *Secret Identity* +3D, *Sworn Enemy (The Dummy)* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 95

BODY POINTS: 35

EQUIPMENT: Two six-shooters (BDV 5Dx3; Range: 30/90/165; 6-round ammo cylinder), lasso (80 feet long; AV 5 against cutting or slashing and AV 10 against all other attacks; Body Points 10), motorcycle (size: 6 feet long; crew: 1; passengers: 1; cargo capacity: 1 cubic foot; maneuverability: 3D; speed: 60 mph; AV 6; BDV 3Dx2; Body Points 50).

Wing



were meant for better things than costumed vigilantism.

Though never an official member, Wing often assisted the Seven Soldiers of Victory with their cases, including their final one in 1948. Wing saved the other Soldiers from a betrayal by the Spider and, at the cost of his own life, defeated the colossal Nebula Man.

STRATEGY & TACTICS:

Originally only the Crimson's driver, the costumed Wing put his formidable kung fu skills to use in a more direct role as the Avenger's sidekick. Though the Avenger preferred to keep him out of fights, Wing never backed down when he saw his friends in need.

REAL NAME: Wing
(last name unrevealed)
OCCUPATION: Chauffeur, valet
BASE OF OPERATIONS: New York City
HEIGHT: 5'6"
WEIGHT: 140 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Wing was hired as valet to publisher Lee Travis. He quickly became his confidant as well. So close were they that when Travis adopted the Crimson Avenger persona, Wing agreed to serve as his getaway driver.

In 1942, Wing acquired his own costume and became the Avenger's crime-fighting partner. Travis accepted this change with great reluctance, as he believed Wing's talents

Wing

Reflexes 3D: *Acrobatics* 5D, *brawling* 4D, *climbing* 5D, *dodge* 6D, *driving* 5D, *martial arts* 6D (double kick, elbow, flip, flying kick, instant stand, instant stun, leg sweep, lunge, throw, weapon parry +1D each), *melee weapons* 6D, *sneak* 5D

Coordination 3D: *Catch* 6D, *marksman-ship* 4D, *thievery* 4D, *thrown weapons* 5D

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

Knowledge 2D: *Languages* 3D (*English* +3D), *scholar* 4D, *security* 5D

Perception 2D: *Hide* 5D, *repair* 3D (*automobiles* +2D), *shadowing* 5D

Presence 2D: *Persuasion* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Ally (Seven Soldiers of Victory) -20D, Courage -2D, Fast Reactions -4D, Gifted in Learning -8D, Patron (Crimson Avenger) -5D; Employed +4D, Enemy (rogues gallery) +4D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 7

VILLAIN POINTS: 0

CHARACTER POINTS: 54

BODY POINTS: 34

EQUIPMENT: 1938 Packard Sedan (size: 15.5 feet; crew: 1; passengers: 5; cargo capacity: 17 cubic feet; maneuverability: 2D; speed: 160 mph; AV 8; BDV 4Dx2; Body Points 100).



CHAPTER 7

Golden Age Adversaries

Axis Amerika



Little is known for certain about the origins of Axis Amerika and its members. Ubermensch claims to have received his powers as a result of a serum concocted by Abednago Danner, the man indirectly responsible for "Iron" Munro's powers. Other members are said to have been given

their powers by the brilliant Nazi biogeneticist Klaus Schimmel, but it is not clear exactly which members these are. However, it is known that Gudra was summoned from Valhalla by Adolf Hitler himself, using the Spear of Destiny.

Axis Amerika first appeared as a group in April 1942, consisting of representatives from each of the three major Axis powers. Nazi Germany contributed Ubermensch, Gudra, the Sea Wolf, and the father-and-son duo of the Great Horned Owl and the Bat. They were joined by Usil from Fascist Italy and Tsunami from Imperial Japan. Soon after, Tsunami, disgusted with the Axis cause, switched her allegiance to the All-Star Squadron. Kamikaze was sent by Japan to be her replacement.

The team's missions were broadly subversive, meaning that they would operate on the American home front for much of the time. So, on their first assignment, they attempted to kill several costumed mystery men in an effort to break American morale. Though they were largely unsuccessful due to the intervention of the Atom and the Young All-Stars, "Tex" Thomas (the hero known as T.N.T.) died by their hands. Axis Amerika, too, suffered casualties. The Great Horned Owl's son, the Bat, was also killed during this mission.

The group's next recorded assignment was carried out in conjunction with other Axis operatives, Baron Blitzkrieg and Sumo, in June 1942. Together, they were to kidnap the leading scientists developing an uranium (atomic) bomb for the Allies. Through electronic means, they would then extract that knowledge from the scientists' minds in order to build their own bomb.

Their plans proceeded accordingly up until the last moment, when again members of the Young All-Stars and a few other Allied heroes intervened to stop them. Most of Axis Amerika managed to escape in the aftermath of this defeat, but Usil was captured by the Allied heroes.

Where they went and what they did after this appearance remains unknown.

STRATEGY & TACTICS: The Great Horned Owl and the Bat demonstrated well-honed teamwork and thus, coordinated their assaults effectively. This usually meant subduing their opponents from a distance with one of their gadgets and then dispatching them up close with their hand-to-hand fighting skills.

Gudra rode Stormwind, her winged horse, into battle whenever possible, which usually afforded her prime opportunities with which to strike with her lance. Her role as chooser of the slain occasionally conflicted with some of her teammates' more intricate plans.

Kamikaze's armor allowed him to strike opponents at close range. His keen piloting and flying skills enabled him to execute intricate maneuvers while in the armor, even in tight, enclosed spaces.

The Sea Wolf naturally preferred fighting underwater. Regardless of the element he was in, the Wolf always savagely attacked his opponents with his preternaturally sharp claws.

Übermensch's ultrahuman leaping ability allowed him to surprise most opponents. With his high damage threshold and incredible strength, he made short work of many foes.

Usil's array of specialized arrows gave him the potential to be a versatile fighter. However, his poor choice of targets usually nullified this advantage. In short, Usil, through bad luck or incompetence, usually shot his arrows at those heroes who were immune to the effects of the villain's projectiles.

Die Grosshorn Eule (The Great Horned Owl)

REAL NAME: Unknown
OCCUPATION: Axis agent
BASE OF OPERATIONS: Mobile
HEIGHT: 5'11" **WEIGHT:** 200 pounds
EYES: Blue **HAIR:** Unrevealed
RACE: Human **TECH LEVEL:** Modern (1)

Die Grosshorn Eule

Reflexes 4D: *Acrobatics 8D, athletics 6D, brawling 7D, climbing 7D, dodge 8D, melee weapons 6D, sneak 8D*

Coordination 3D: *Catch 7D, lockpicking 6D, marksmanship 6D, thievery 8D, thrown weapons 7D (boomerang +3D)*

Physique 3D: *Leap 6D, lifting 5D, running 4D*

Knowledge 2D: *Languages (English) 7D (native language: German), security 6D*

Perception 3D: *Hide 8D, shadowing 8D, surveillance 8D, tracking 8D*

Presence 2D: *Intimidation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Axis Amerika) -20D, Fast Reactions -4D, Follower (Die Fledermaus) -7D (until June 1942), Patron (the Axis) -4D, Speed Draw (pellets) -1D, Wealth -2D; Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Enemy (Young All-Stars) +4D, Enemy (Allied agents) +6D, Fanatic (Nazism) +3D, Secret Identity +3D, Sworn Enemy (Allied agents) +6D.

SPEED: 30 **PDV:** 4
UNARMED BDV: 4D **P/L BONUS:** +2
HERO POINTS: 0 **VILLAIN POINTS:** 18
CHARACTER POINTS: 140 **BODY POINTS:** 36

EQUIPMENT: Utility belt: Boomerang [BDV 1D; can be attached to 150 feet of cable (+1 success to any *climbing* roll)], 3 flash pellets (all viewers within 150 feet must make an Extremely Difficult *Physique* or *willpower* roll or be blinded for a number of rounds equal to the difference), 5 smoke pellets [cloud a 40-foot square area for 10 minutes indoors or 5 minutes outdoors (+4 to the difficulty for all actions unless sight is aided)], 2 stun pellets (BDV 8D).

Die Fledermaus (The Bat)

REAL NAME: Wilhelm
OCCUPATION: Axis agent
BASE OF OPERATIONS: Mobile
HEIGHT: 5'5" **WEIGHT:** 140 pounds
EYES: Blue **HAIR:** Red
RACE: Human **TECH LEVEL:** Modern (1)

Die Fledermaus

Reflexes 3D: *Acrobatics 6D, brawling 6D, climbing 6D, dodge 6D, melee weapons 5D, sneak 6D*

Coordination 3D: *Catch 6D, lockpicking 6D, marksmanship 5D, thievery 6D, thrown weapons 6D*

Physique 2D: *Leap 4D, lifting 4D, running 4D*

Knowledge 2D: *Languages (English) 6D (native language: German), security 6D*

Perception 3D: *Hide 6D, shadowing 6D, surveillance 6D, tracking 7D*

Presence 2D: *Willpower 4D*

ADVANTAGES/DISADVANTAGES: Ally (Axis Amerika) -20D, Patron (the Axis) -4D, Speed Draw (pellets) -1D; Age (12-17) +1D, Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Enemy (Young All-Stars) +4D, Enemy (Allied agents) +6D, Fanatic (Nazism) +3D, Secret Identity +3D, Sworn Enemy (Allied agents) +6D.

SPEED: 25
PDV: 3
UNARMED BDV: 4D
P/L BONUS: +2
HERO POINTS: 0
VILLAIN POINTS: 9
CHARACTER POINTS: 68
BODY POINTS: 25

EQUIPMENT: Utility belt: Boomerang [BDV 1D; can be attached to 150 feet of cable (+1 success to any *climbing* roll)], 3 flash pellets (all viewers within 150 feet must make an Extremely Difficult *Physique* or *willpower* roll or be blinded for a number of rounds equal to the difference), 5 smoke pellets [cloud a 40-foot square area for 10 minutes indoors or 5 minutes outdoors (+4 to the difficulty for all actions unless sight is aided)], 2 stun pellets (BDV 8D).

Gudra

OCCUPATION: Chooser of the slain

BASE OF OPERATIONS: Mobile

HEIGHT: 6'

WEIGHT: 140 pounds

EYES: Blue

HAIR: Blond

RACE: Valkyrie

TECH LEVEL: Primitive (0)

Gudra

Reflexes 4D: *Brawling* 8D, *dodge* 6D, *melee weapons* 10D (*lance* +2D), *riding* 8D (*Stormwind* +2D)

Coordination 4D: *Marksmanship* (*lance blast*) 10D, *missile weapons* 8D, *thrown weapons* 8D

Physique 9D: *Leap* 10D, *lifting* 10D, *resistance* 11D, *running* 10D

Knowledge 2D: *Arcane lore* 5D (*Spear of Destiny* +2D), *Languages* 5D (native language: German), *scholar* 4D (*Valhalla* +10D)

Perception 3D: *Surveillance* 5D (*seeking the noble dead* +10D), *tracking* 5D

Presence 4D: *Animal handling* (*horses*) 8D, *command* 6D, *intimidation* 8D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Ally (Axis Amerika) -20D, Contacts (*Valhalla*, Nazi Germany) -6D each, *Courage* -2D, *Fast Reactions* -4D, *Follower* (*Stormwind*) -7D, *Hardiness* -4D, *Obscure Knowledge* -2D, *Speed Draw* (*sword*) -1D; *Argumentative* +1D, *Enemy* (All-Star Squadron) +5D, *Enemy* (Young All-Stars) +4D, *Enemy* (Allied agents) +6D, *Sworn Enemy* (JSA) +5D, *Sworn Enemy* (Allied agents) +6D, *Technologically Challenged* +5D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +5

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 128

BODY POINTS: 64

NATURAL ABILITIES: As a Valkyrie, Gudra is able to remove the soul from a recently fallen warrior and send it to Valhalla; she can also travel to Valhalla at will.

EQUIPMENT: *Lance* [BDV 6D (point); powers: *Energy Projection: Death Ray* 15D (Limitation: *Rechargeable* -4D)], *Shield* (AV 18 when used to block), *sword* [BDV 5D (edge)/3D (flat)].

Stormwind

Reflexes 3D, *brawling* 6D, *dodge* 6D, *piloting (self)* 6D, *Coordination* 3D, *Physique* 5D, *flying* 6D, *leap* 6D, *running* 6D, *Knowledge* 2D, *Perception* 3D, *Presence* 3D, *intimidation* 5D, *willpower* 5D.

Speed: 110. **PDV:** 3. **Physique bonus:** +2. **Body Points:** 30. **Natural abilities:** hoof (BDV 1D), teeth (BDV 1D), wings allow Stormwind to fly for a few hundred miles before needing rest. Note: Horses can attack twice in one round with their hooves (two front or two back) at no penalty, or they can bite once.

Kamikaze (The Divine Wind)

REAL NAME: Tetsujiro Yoneda

OCCUPATION: Axis agent

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: 179 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Kamikaze

Reflexes 3D: *Dodge* 4D, *martial arts* 5D (*lunge* +2D), *melee weapons* 4D, *piloting* (*Rocket Armor*) 10D

Coordination 3D: *Marksmanship* 4D

Physique 3D: *Flying* 9D, *lifting* 4D, *running* 5D, *swimming* 4D

Knowledge 2D: *Languages* (*English*) 6D (native language: Japanese), *navigation* 7D, *scholar* 3D

Perception 3D: *Repair* 4D (*Rocket Armor* +2D), *shadowing* 5D, *surveillance* 4D (*aerial* +2D)

Presence 2D: *Intimidation* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Ally (Axis Amerika) -20D, *Courage* -2D, *Patron* (the Axis) -4D, *Special Equipment* (*Rocket Armor*) -5D, *Wealth* -2D; *Delu-*

sions of Grandeur +3D, *Enemy* (All-Star Squadron) +5D, *Enemy* (Young All-Stars) +4D, *Enemy* (Allied agents) +6D, *Fanatic* (*defending the Empire*) +3D, *Moral Code* (*Code of Bushido*) +3D, *Secret Identity* +3D, *Sworn Enemy* (Allied agents) +6D.

SPEED: 30

PDV: 2 (3 in *Rocket Armor*)

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 112

BODY POINTS: 33

EQUIPMENT: *Rocket Armor* [Made of a durable but remarkably light material. *Head cone* (*Natural Armor: plating* 10D; AV 15; *Body Points* 150), *suit* (AV 12, *Flight* 9D, *Speed Manipulation* (*Supermobility*) 1D). All powers have the Limitations: *Removable* -1D and *Rechargeable* -3D.]

Der See Wulf (The Sea Wolf)

REAL NAME: Unknown

OCCUPATION: Axis agent

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: 170 pounds

EYES: Red

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Der See Wulf

Reflexes 3D [4D]: *Acrobatics* 5D [6D], *brawling* 5D [6D] [*claws* +2D], *climbing* 4D [5D], *dodge* 6D [7D], *sneak* 6D [7D]

Coordination 3D: *Catch* 5D, *thrown weapons* 5D

Physique 4D [7D]: *Leap* 5D [8D], *lifting* 5D [8D], *swimming* 7D [10D]

Knowledge 2D: *Languages* (*English*) 4D (native language: German)

Perception 3D: *Hide* 6D, *surveillance* 4D, *survival* 4D, *tracking* 4D [*underwater* +2D]

Presence 2D [5D]: *Intimidation* 4D [7D], *willpower* 4D [7D]

ADVANTAGES/DISADVANTAGES: Acute senses (all five) -10D, Ally (Axis Amerika) -20D, [Fast Reactions -4D], [Hardiness -4D], Patron (the Axis) -4D; Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Enemy (Young All-Stars) +4D, Enemy (Allied agents) +6D, Fanatic (Nazism) +3D, Secret Identity (werewolf form) +3D, Sworn Enemy (Allied agents) +6D.

SPEED: 30 walking/45 swimming

PDV: 3 [4]

UNARMED BDV: 3D [4D]

P/L BONUS: +2 [+4]

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 140

BODY POINTS: 40 [58]

NATURAL ABILITIES: Transforms into a wolf/human hybrid each time he is submerged: While transformed, he gains the ability to breathe underwater; underwater mobility (Speed 45 while underwater); +3D to *Physique* and *Presence* and their related skills; +1D to *Reflexes* and its related skills; claws (BDV 4D); teeth (BDV 6D); enhanced senses (Supersenses 4D), and Healing (werewolves) 6D [Limitations: Ineffectiveness (wounds caused by silver objects) -3D, Self-Only -2D]. All natural abilities have the Limitations: Super Hero Form -3D, Conditional (must be submerged in water) -3D, Vulnerability (5 hours or more out of water) -7D, and Weakness (15 minutes or more out of water) -6D.

NOTE: The attributes, skills, Advantages, and Disadvantages in brackets are when Der See Wulf is in his wolf/human hybrid form.

Übermensch (Overman)

REAL NAME: Unknown

OCCUPATION: Axis agent

BASE OF OPERATIONS: Mobile

HEIGHT: 6'3" **WEIGHT:** 255 pounds

EYES: Brown **HAIR:** None

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

Übermensch

Reflexes 4D: *Brawling* 9D, *climbing* 6D, *dodge* 8D, *melee weapons* 6D

Coordination 4D: *Marksmanship* 6D, *thrown weapons* 8D

Physique 5D (14D): *Leap* 6D (15D), *lifting* 6D (15D)

Knowledge 3D: *Demolitions* 5D, *languages (English)* 6D (native language: German), *navigation* 5D, *research* 5D, *scholar* 5D, *science* 4D

Perception 3D: *Search* 6D, *streetwise* 4D, *surveillance* 6D, *survival* 8D, *tracking* 7D

Presence 4D: *Command* 9D, *interrogation* 9D, *intimidation* 10D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Ally (Axis Amerika) -20D, Courage -2D, Hardiness -4D, Leadership Ability -2D, Patron (the Axis) -4D, Wealth -4D; Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Enemy (Young All-Stars) +4D, Enemy (Allied agents) +6D, Fanatic (Nazism) +3D, Secret Identity +3D, Sworn Enemy (Allied agents) +6D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +3 (+7)

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 300

BODY POINTS: 86

POWERS: Superattributes: *Physique* 9D (bonuses: increased P/L bonus vs. inanimate objects, can lift objects without them collapsing), *Jump* 7D, *Invulnerability* 8D, *Speed Manipulation* (superactions, supermobility) 1D each.

Usil the Sun-Archer

REAL NAME: Unknown

OCCUPATION: Axis agent

BASE OF OPERATIONS: Mobile

HEIGHT: 6' **WEIGHT:** 190 pounds

EYES: Blue **HAIR:** Black

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

Usil

Reflexes 3D: *Acrobatics* 4D, *brawling* 5D, *climbing* 6D, *dodge* 6D, *melee weapons* 5D, *sneak* 4D

Coordination 4D: *Marksmanship* 5D, *missile weapons* 5D (bows +5D), *thrown weapons* 6D

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

Knowledge 2D: *Languages (English)* 4D (native language: Italian)

Perception 3D: *Hide* 4D, *repair (bow & arrow)* 6D, *search* 6D, *surveillance* 7D, *tracking* 5D

Presence 2D: *Charm* 3D, *intimidation* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Acute Senses (sight) -2D, Ally (Axis Amerika) -20D, Patron (the Axis) -4D, Wealth -4D; Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Enemy (Young All-Stars) +4D, Enemy (Allied agents) +6D, Fanatic (Fascism) +3D, Secret Identity +3D, Sworn Enemy (Allied agents) +6D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

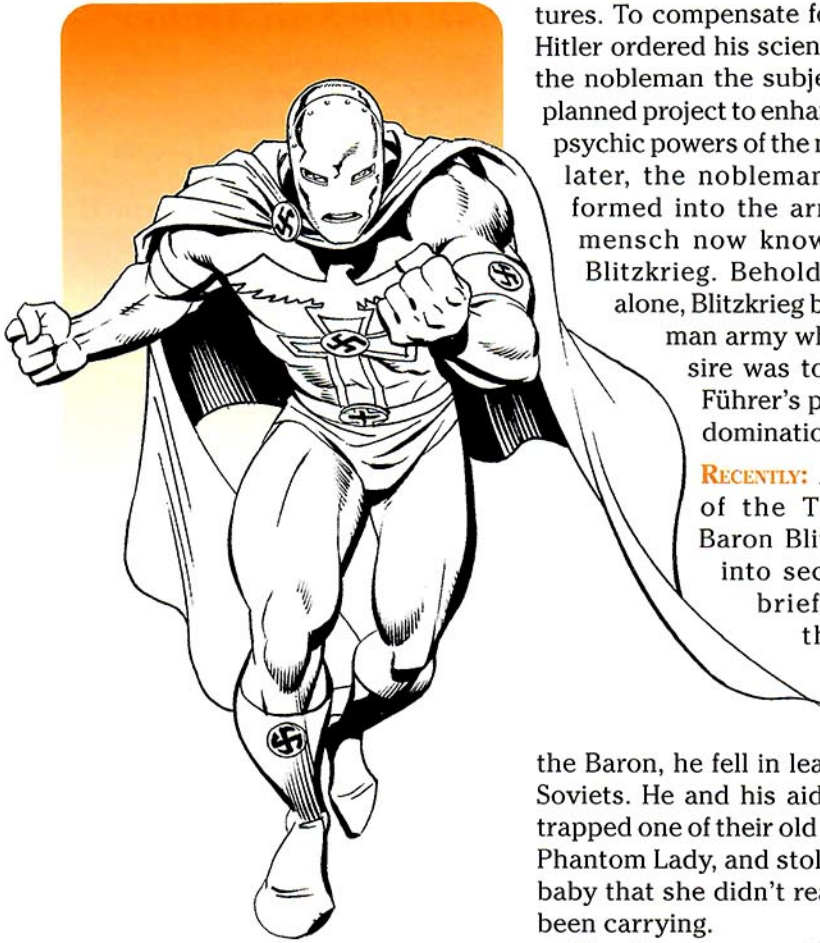
VILLAIN POINTS: 15

CHARACTER POINTS: 120

BODY POINTS: 32

EQUIPMENT: Bow (maximum range: 150 feet), quiver of 20 trick arrows [5 stun arrows (BDV 7D), 3 grappling hook arrows (150 feet of cable, adds +1 to any climbing roll), 10 normal arrows (BDV 4D), 2 smoke arrows (cloud a 40-foot area for 10 minutes indoors or 5 minutes outdoors)].

Baron Blitzkrieg



REAL NAME: Unknown
ALIAS: The Baron
OCCUPATION: Terrorist
BASE OF OPERATIONS: Nazi Germany
HEIGHT: 6'6"
WEIGHT: 245 pounds (with armor)
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

The man who became Baron Blitzkrieg was a Prussian nobleman favored by Adolf Hitler. The Führer made him a commandant of a concentration camp, where he showed himself to be a ruthless and terrifying administrator. One day, a new inmate threw a vial of acid in the nobleman's face, permanently damaging his fea-

tures. To compensate for the injury, Hitler ordered his scientists to make the nobleman the subject of a long-planned project to enhance the latent psychic powers of the mind. Months later, the nobleman was transformed into the armored ubermensch now known as Baron Blitzkrieg. Beholden to Hitler alone, Blitzkrieg became a one-man army whose only desire was to further Der Führer's plan for world domination.

RECENTLY: After the fall of the Third Reich, Baron Blitzkrieg went into seclusion for a brief period. He then resurfaced. Calling him-

self simply the Baron, he fell in league with the Soviets. He and his aide, Kodrescu, trapped one of their old nemeses, the Phantom Lady, and stole the unborn baby that she didn't realize she had been carrying.

The Baron eventually broke with the Soviets and became an independent operator. His most recent activities have included facing off against the young hero Damage and blowing up the U.S. capital building during the "Underworld Unleashed" crisis.

STRATEGY & TACTICS: Baron Blitzkrieg was uncommonly arrogant and self-centered. He took orders from no one but Hitler himself, and he usually worked alone. His awesome powers and military training made him a formidable adversary.

Baron Blitzkrieg

Reflexes 3D: *Brawling* 8D, *dodge* 8D, *piloting* 5D, *sneak* 5D

Coordination 3D: *Catch* 4D, *marksmanship* 6D, *thrown weapons* 8D

Physique 5D (16D): *Leap* 7D (18D), *lifting* 6D (17D), *resistance* 7D (18D)

Knowledge 3D: *Languages* 4D (*English, Japanese, Italian* +3D each) (native language: German), *scholar* 7D (*Nazi intelligence, prison management* +4D each), *security* 10D

Perception 3D: *Artist (art appreciation)* 6D, *hide* 6D, *invent* 6D, *know-how (military tactics)* 8D, *search* 6D, *survival* 8D

Presence 4D: *Command* 10D, *interrogation* 10D, *intimidation* 10D, *willpower* 12D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Hardiness* -4D, *Leadership Ability* -2D, *Patron (Adolf Hitler)* -5D, *Preparedness* -4D, *Wealth* -8D; *Arrogance* +3D, *Center of Conversation* +2D, *Delusions of Grandeur* +3D, *Enemy (All-Star Squadron)* +5D, *Enemy (Allied agents)* +6D, *Fanatic (loyal to Hitler & Nazi ideals)* +3D, *Secret Identity* +3D, *Sworn Enemy (All-Star Squadron)* +5D, *Sworn Enemy (Allied agents)* +6D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3 (+8)

HERO POINTS: 0

VILLAIN POINTS: 27

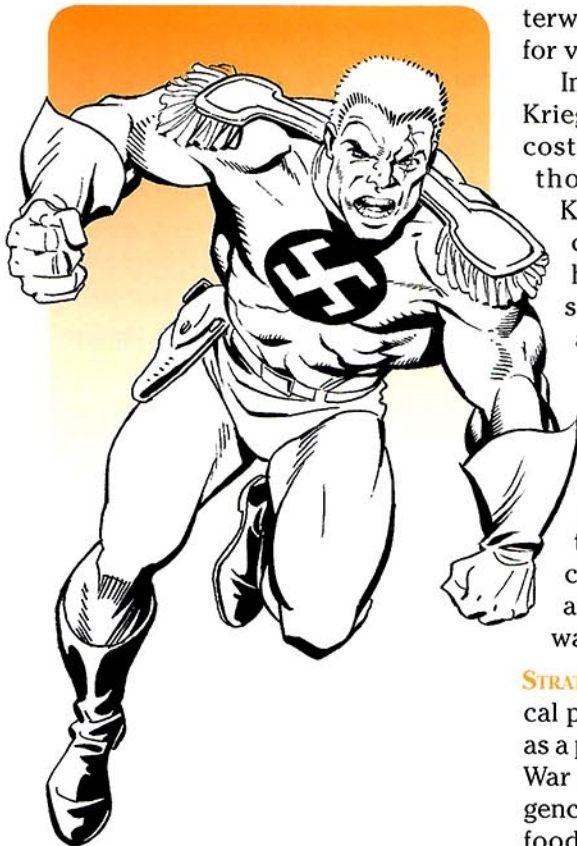
CHARACTER POINTS: 220

BODY POINTS: 42 (95)

POWERS: Microwave Projection (eyes) 9D (Limitations: Duration Change: Concentration -2D, Rechargeable [after every use, self-recharging] -4D), Super-attributes: Physique 11D (bonuses: increased P/L bonus vs. inanimate objects, can lift objects without them collapsing). All powers have the Limitation: Singularity [must focus to use power] -2D.

EQUIPMENT: Armor (AV 12).

Captain Nazi



terwards), which allowed him to fly for variable intervals.

In the course of these activities, Krieger battled many of America's costumed mystery men, primarily those based in Fawcett City. Krieger's last recorded wartime case was in June 1945, after which he and Hitler were placed inside suspended animation capsules and hidden away.

RECENTLY: While the former German dictator's capsule failed, Krieger's kept him alive and youthful. He recently emerged from it to spread his ideology in the modern world. Krieger was captured by the Marvel Family and sent to Israel to stand trial for war crimes.

STRATEGY & TACTICS: Despite his physical prowess, Krieger acted primarily as a plotter and planner during World War II. Using the heightened intelligence he also gained from the miracle food, he masterminded numerous schemes for the Axis powers.

REAL NAME: Albrecht Krieger
OCCUPATION: Would-be conqueror
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4"
WEIGHT: 205 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Nourished from birth and endowed with extraordinary strength by the "miracle food" his father invented, Albrecht Krieger was presented to Adolf Hitler as the archetypal Aryan superior human. Impressed, Hitler dubbed Krieger "Captain Nazi" and sent him to America in 1941 to supervise Axis' sabotage efforts. Sometime before his departure, Krieger acquired Zyphlon 227 gas from the French scientist who invented it (whom Krieger murdered af-

Captain Nazi

Reflexes 5D (6D): Boating 6D (7D), brawling 6D (7D), dodge 6D (7D), driving 6D (7D), melee weapons 6D (7D), piloting 6D (7D) (self +2D), sneak 6D (7D)

Coordination 5D (6D): Catch 6D (7D) Marksmanship 6D (7D), missile weapons 6D (7D), thrown weapons 6D (7D)

Physique 5D (15D): Flying 6D (16D), leap 6D (16D), lifting 6D (16D), resistance 6D (16D), running 6D (16D)

Knowledge 5D (6D): Demolitions 6D (7D), forgery 6D (7D), languages (English) 7D (8D) (native language: German), scholar 7D (8D), science 6D (7D), security 6D (7D)

Perception 5D: Hide 6D, search 6D, shadowing 7D, surveillance 6D, survival 6D

Presence 5D: Command 7D, interrogation 8D, intimidation 8D, willpower 9D

ADVANTAGES/DISADVANTAGES: Courage -2D, Fast Reactions -4D, Gifted in Learning -4D, Hardiness -4D, Leadership Ability -2D, Patron (Nazi Germany) -6D, Wealth -6D; Delusions of Grandeur +3D, Enemy (Fawcett City heroes) +4D, Enemy (Allied agents) +6D, Fanatic (Nazism) +3D, Sworn Enemy (Fawcett City heroes) +4D, Sworn Enemy (Allied agents) +6D.

SPEED: 30

PDV: 3 (4)

UNARMED BDV: 4D

P/L BONUS: +3 (+8)

HERO POINTS: 0

VILLAIN POINTS: 22

CHARACTER POINTS: 176

BODY POINTS: 44 (86)

POWERS: Superattributes: Reflexes 1D, Superattributes: Coordination 1D (bonus: improved catching ability), Superattributes: Knowledge 1D, Superattributes: Physique 10D (bonuses: increased P/L bonus vs. inanimate objects, can lift objects without them collapsing), Invulnerability 8D.

EQUIPMENT: Zyphlon 227 Flying Gas [Flight 9D (Limitation: Short Circuit -2D)].

Cyclotron



REAL NAME: Terrence Kurtzberger
ASSUMED NAME: Terry Curtis
OCCUPATION: Research scientist
BASE OF OPERATIONS: New York City
HEIGHT: 5'11"
WEIGHT: 182 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

In 1939, Terry Curtis was the first scientist to split the atom. Though he was working in secret, he attracted the attention of the villainous Ultra-Humanite. Curtis was coerced into helping the Ultra-Humanite to blackmail the city of Metropolis. The plan

failed, and Curtis returned to his research.

Two years later, one of Curtis's experiments accidentally killed his wife and fatally irradiated him and his infant daughter, Terri. Curtis was once again contacted by the Ultra-Humanite, who offered to employ the technology at his command to save Curtis and his daughter. The bargain came with a hefty price. The Ultra-Humanite used his devices to stabilize Terri, but Curtis's genetic structure was altered, giving him atomic-based metahuman powers. Threatening to withhold further treatment from his baby daughter, the Ultra-Humanite turned Curtis into his agent, Cyclotron.

Curtis's first assignment as Cyclotron was to recover an artifact known as "the Hammer of Thor." The heist brought him into conflict with the All-Star Squadron, including Firebrand II—his ex-fiancée, Danette Reilly. While attempting to escape, Cyclotron accidentally killed a police officer. Consumed with guilt, Cyclotron returned to the Ultra-Humanite. He grabbed a hold of his master and flew up into the stratosphere, where he detonated himself along with the Ultra-Humanite (or so he believed).

Firebrand and the Atom took it upon themselves to care for the now orphaned Terri, who grew into adulthood and was the mother of the hero Nuklon (now known as Atom Smasher).

STRATEGY & TACTICS: Cyclotron was a reluctant ally of the Ultra-Humanite. He only did the absolute minimum to keep his master from taking revenge on either him or his daughter.

Cyclotron

Reflexes 2D: *Brawling* 6D, *dodge* 7D, *piloting (self)* 6D, *sneak* 4D

Coordination 2D: *Thrown weapons* 4D

Physique 2D (12D): *Lifting* 4D (14D)

Knowledge 4D: *Research* 7D, *scholar* 6D, *science* 7D (*nuclear physics* +2D)

Perception 2D: *Invent* 7D, *repair* 4D

Presence 2D: *Intimidation* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Hardiness* -4D, *Mechanical Aptitude* -2D, *Patron (Ultra-Humanite)* -4D; *Dark Secret* (the Ultra-Humanite is holding his daughter hostage) +2D, *Dependant* (Terri Rothstein) +3D, *Enemy* (All-Star Squadron) +5D, *Fugitive* +1D, *Owes Favor* (the Ultra-Humanite saved him and his daughter) +5D, *Secret Identity* +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2 (+7)

HERO POINTS: 1

VILLAIN POINTS: 8

CHARACTER POINTS: 72

BODY POINTS: 30 (76)

POWERS: *Energy Projection:* Atomic bursts (hands) 14D, *Superattributes:* *Physique* 10D (bonuses: increased P/L bonus vs. inanimate objects, can lift objects without them collapsing), *Gravity Manipulation* (flight) 10D, *Matter Manipulation* (restructuring matter) 4D. All powers have the *Limitation: Self-Damaging* -4D.

Dark Angel



CURRENT HOST: Baroness Paula Von Gunther

OCCUPATION: Demon

BASE OF OPERATIONS: Nazi Germany (in World War II); usually mobile

HEIGHT: 6'8"

WEIGHT: 240 pounds

EYES: White

HAIR: Black

RACE: Demonically possessed human

TECH LEVEL: Modern (1)

Also called the Bringer of Doom and the Herald of Destruction, the demonic entity known as the Dark Angel was brought to this plane by the Baroness Paula Von Gunther. Com-

pletely devoted to the ideals of the Third Reich and obsessed with the occult, Von Gunther had pledged to offer Der Führer the immense power promised in an ancient tome. She captured the Bahdnesian thunderbolt controlled by JSA member Johnny Thunder and used its energies to serve as the host for the Dark Angel. The Justice Society was only able to defeat the Dark Angel's plan to fulfill Hitler's fondest wish, the absolute annihilation of the Allied forces, with the aid of Queen Hippolyta. (Hippolyta had assumed the role of Wonder Woman and time-traveled to 1942 specifically to end the Dark Angel's threat.)

Hippolyta and the Dark Angel battled each other for years until Hippolyta defeated her in 1950.

RECENTLY: In retaliation for her defeat at Queen Hippolyta's hands, the Dark Angel returned in the present day and kidnapped Hippolyta's daughter, Diana. She then subjected the girl to an endless series of alternate lives where the girl was allowed to know complete happiness, only to have it stolen away in the most painful way possible. What the Dark Angel did not know was that she hadn't kidnapped Diana, but rather an exact duplicate of the Amazonian princess who had been created as a companion for Diana. This duplicate eventually became the Teen Titan known as Wonder Girl and later Troia (Donna Troy). The Dark Angel was banished forever when she was struck down by the purity of Donna Troy's soul.

STRATEGY & TACTICS: Dark Angel can only act as a conduit for the desires of others, so she is naturally drawn to those who lust for power. This does not mean that she cannot use her immense powers on her own initiative or that the person she has allied her-

self with has enslaved her. Rather, she can only use her demonic gifts in ways that ultimately serve the ends of her ally or allies.

Dark Angel

Reflexes 3D: *Brawling* 5D, *dodge* 6D

Coordination 3D

Physique 4D

Knowledge 5D: *Arcane lore* 15D, *scholar* 12D

Perception 3D: *Know-how (Sorcery)* 17D, *search* 5D, *surveillance* 5D

Presence 5D: *Interrogation* 12D, *intimidation* 12D, *willpower* 15D

ADVANTAGES/DISADVANTAGES: *Contact (Nazis)* -3D, *Intimidating Grin* -2D, *Obscure Knowledge* -2D, *Preparedness* -4D; *Arrogance* +3D, *Delusions of Grandeur* +3D, *Enemy (JSA)* +5D, *Enemy (Wonder Woman II)* +2D, *Obsessive Tendencies* +2D, *Sworn Enemy (Wonder Woman II)* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 129

BODY POINTS: 39

POWERS: *Sorcery* 18D (see the *Magic Handbook*, pages 11-13 for a complete description of the *Sorcery* power).

Deathbolt

REAL NAME: Jake Simmons
OCCUPATION: Criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'11"
WEIGHT: 182 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

In 1942, murderer Jake Simmons fled police in a biplane, only to be struck by lightning and crash. The villainous Ultra-Humanite found Simmons unconscious and brought him to his secret laboratory before the authorities arrived on the scene.

The Humanite proceeded to experiment on Simmons. He eventually endowed him with the ability to project electricity from his body. Thereafter, Simmons became the Humanite's loyal minion. He was party to all his evil plans, at least through mid-1942. After this point, Simmons disappeared into obscurity.

RECENTLY: Deathbolt reappeared in Opal City, contracted to kill former Starman Ted Knight. He failed and vanished again soon after.

STRATEGY & TACTICS: Simmons was the archetypal lackey. He slavishly followed whatever plans his patron outlined. When acting alone, Simmons attempted to electrocute his foes as quickly as possible.

Deathbolt

Reflexes 2D: *Brawling 4D, dodge 5D, driving 4D, piloting 4D, sneak 4D*

Coordination 2D: *Lockpicking 5D, marksmanship 5D (electric blasts +2D), thievery 4D*

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

Knowledge 2D: *Forgery 4D, security 4D*

Perception 2D: *Hide 4D, know-how (Electricity Manipulation) 6D, shadowing 4D, streetwise 5D*

Presence 2D: *Intimidation 4D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Contact (Criminal Underworld) -3D, Patron (Ultra-Humanite) -4D; Enemy (All-Star Squadron) +5D, Fugitive +2D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 80

BODY POINTS: 33

POWERS: Electricity Manipulation 8D, Sustenance 2D (Limitation: linked to Electricity Manipulation).



The Dragon King



REAL NAME: Unknown

OCCUPATION: Agent of the Nippon government

BASE OF OPERATIONS: Japan

HEIGHT: 5'11" **WEIGHT:** 184 pounds

EYES: Brown **HAIR:** Unknown

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

Prior to the outbreak of World War II, the man known as the Dragon King held a high rank in the Imperial Japanese government. His sole charge was to oversee special plans and stratagems to use against the Allies and their mystery men. A master scientist and inventor, the Dragon King was the leader of the enigmatic Black Dragon Society and was responsible for the creation of the K887 nerve agent. His greatest accomplishment during the war was securing the legendary Holy Grail for Japanese Prime Minister Hideki Tojo. By combining its mystic

energies with that of the Spear of Destiny held by Hitler in Germany, they created two magical barriers. One barrier covered most of Europe, while the other covered his native Japan. Both had the power to cause any hero empowered by or vulnerable to magic that passed through the barriers to become a soldier for the Axis cause. These barriers were the sole reason that the more powerful heroes of the JSA and the All-Star Squadron were unable to invade the Axis nations and end World War II more quickly.

RECENTLY: In the wake of Japan's defeat, the Dragon King went into hiding and allowed himself to be subjected to a series of experiments that extended his lifespan, but they turned him into a human/lizard hybrid. In the 1950s, he encountered two heroes, the Shining Knight and Firebrand II. It was a battle that left the Knight an amnesiac and subjected Firebrand to an as yet unknown final fate.

He recently surfaced again in the town of Blue Valley with his daughter Cindy Burman (Shiv) where he fought the new Star-Spangled Kid, S.T.R.I.P.E., and a vengeful Shining Knight. The Dragon King apparently perished in this final battle, but his body was never located.

STRATEGY & TACTICS: The Dragon King worked behind-the-scenes. With infinite patience, he made sure that all the parts of a plan were precisely where they should be before execution.

Dragon King

Reflexes 2D: *Brawling 5D, climbing 4D, dodge 6D, martial arts 9D, melee weapons 9D, piloting 4D, sneak 6D*

Coordination 2D: *Marksmanship 4D (pistols +2D), thrown weapons 9D*

Physique 3D: *Leap 4D, lifting 4D, running 5D, swimming 4D*

Knowledge 4D: *Arcane lore 8D, research 6D, scholar 8D, science 8D*

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

Presence 3D: *Command 10D, interrogation 10D, intimidation 10D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Followers (Black Dragon Society) -17D, Gifted in Learning -4D, Leadership Ability -2D, Obscure Knowledge -2D, Patron (Prime Minister Tojo) -5D, Preparedness -4D, Wealth -8D; Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Obsessive Tendencies +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 26

CHARACTER POINTS: 198

BODY POINTS: 38

NOTE: If the Dragon King is encountered during the present day, add +2D to all skills, give him the Longevity power at 1D, and the Disadvantage Unattractive Appearance +2D.

The Magic Barrier

POWERS: Sorcery (Domination) 40D (see the *Magic Handbook*, pages 11–13, for a complete description of the Sorcery power).

The magical Axis barrier was created on December 9, 1941—two days after the attack on Pearl Harbor. By using the Spear of Destiny and the Holy Grail, a machine designed by the Dragon King focused their magical energies to create two invisible barriers. One covered all of the Nazi-occupied territories of Europe, as well as Italy and Northern Africa. The second protected Japan and its conquests. Should any magically powered hero try to cross the barrier, they fell under the power of the Dragon King and became pawns of the Axis regimes. So potent were these barriers that the first time the All-Star Squadron tried to cross the one over Europe, their most powerful members tried to kill the rest of the team. All that could save them was the quick thinking of Hawkman, who lured those affected outside of the barrier's influence.

There were several intelligence missions into Japan in an effort to find and destroy the machine that created the barriers. However, none were successful. So, by presidential edict, most of the nation's mystery men were forbidden to go behind Axis lines.

The Golden Wasp



REAL NAME: Unknown
ALIASES: The Yellow Wasp, Killer Wasp
OCCUPATION: Criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'8"
WEIGHT: 160 pounds
EYES: Blue
HAIR: Green
RACE: Human
TECH LEVEL: Modern (1)

Little has been revealed about the Yellow Wasp. Beginning in 1943, Wildcat thwarted a series of his criminal schemes, which seemed to drive him towards greater mayhem.

In 1947, the Golden Wasp (as he was then calling himself) deduced Wildcat's identity and vengefully kid-

napped his son Jake, subjecting him to an unknown fate. Some years ago, Wildcat finally apprehended Killer Wasp (his ultimate criminal identity), but he divulged nothing about Jake's whereabouts.

RECENTLY: The now-elderly Wasp remains incarcerated in Opal City, although a new Killer Wasp has been sighted as a member of Johnny Sorrow's new Injustice Society.

STRATEGY & TACTICS: The Wasp employed his swarms to pull off spectacular robberies, but as time progressed, he became more homicidal in both outlook and methods.

Golden Wasp

Reflexes 3D: *Brawling 5D, dodge 5D, driving 4D (Waspmobile +2D), melee weapons 4D, piloting 5D (self +1D), sneak 6D*

Coordination 3D: *Lockpicking 5D, marksmanship 4D (stinger gun +3D), thievery 6D*

Physique 2D: *Flying 4D, resistance (wasp venom) 6D, running 4D*

Knowledge 3D: *Forgery 4D, scholar 6D, science 7D (entomology +2D), security 5D*

Perception 3D: *Engineering 5D, hide 6D, invent 7D, repair 5D, shadowing 5D, streetwise 5D (New York City +1D)*

Presence 2D: *Animal handling (wasps) 8D, bluff 4D, command 3D (bee men +2D), intimidation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Animal Friendship (wasps) -2D, Followers (bee men) -8D, Mechanical Aptitude -2D; Delusions of Grandeur +3D, Enemy (Wildcat I) +2D, Fugitive +2D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (Wildcat I) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

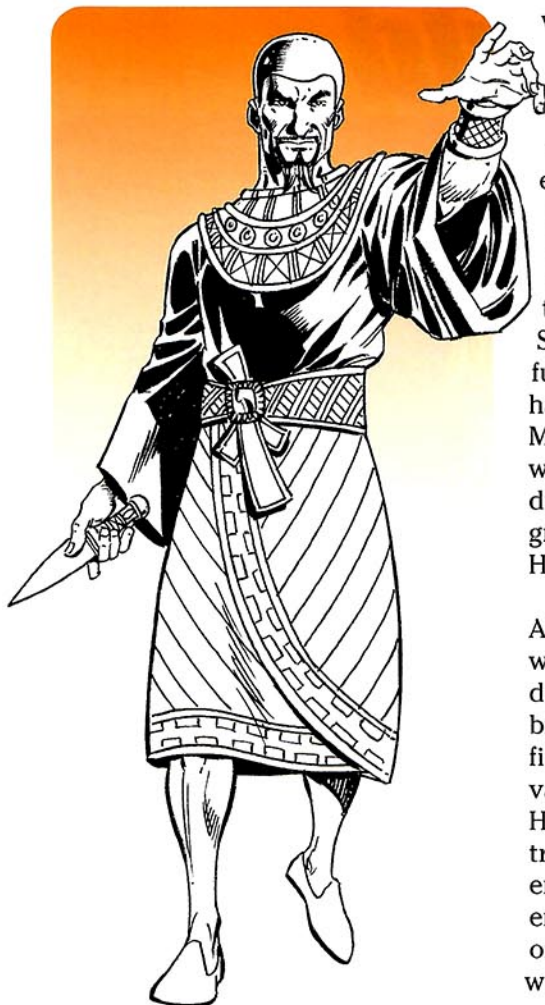
VILLAIN POINTS: 9

CHARACTER POINTS: 70

BODY POINTS: 29

EQUIPMENT: Pheromone fluid [Mind Control (wasps) 12D (see Red Bee in Chapter 3 for stats on bees)], mechanical wings (allow the wasp to fly for several hours), goggles (negates darkness penalties), stinger gun (BDV 8D), Waspmobile (Size: 15-1/2 feet; crew: 1; passengers: 5; cargo capacity: 17 cubic feet; maneuverability: 2D; speed: 160 mph; AV: 8; BDV 4Dx2; Body Points 100).

Dr. Anton Hastur



REAL NAME: Hath-Set in an earlier incarnation

OCCUPATION: Would-be conqueror

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 170 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

In the days of ancient Egypt, Hath-Set was the high priest of the dark god Anubis. Using treachery and deceit, he quelled a revolt started by a young prince named Khufu and his betrothed, Chay-Ara. Hath-Set slew Khufu, and with his dying breath, the prince swore that both he and the priest would live again and that he

would be the victor. Khufu's words came true in 1940 when amateur archaeologist Carter Hall discovered that he was the reincarnation of Khufu, and at the same time electrical genius Dr. Anton Hastur realized that he was Hath-Set reborn. Hastur then set out to kill the reincarnated Khufu and his betrothed, who had come back as Shiera Saunders, before Khufu could fulfill his promise. However, Carter had discovered the mysterious "Nth Metal" and used it to become the winged avenger Hawkman. Not only did Hawkman save Saunders from a grisly death but he seemingly killed Hastur as well.

Unfortunately, Hastur survived. After healing himself through sheer will alone, Hastur decided to track down Dr. Elwood Napier and the brain trust Napier had assembled. He finally found the group in a secret valley near Napier's estate. There, Hastur discovered that the brain trust had built a giant flying eye, powered by the collective will of the scientists. They intended to use as part of a staged alien invasion. Their goal was to force all the nations of the world to band together to fight the apparent threat, thereby ending World War II and bringing about peace. Hastur tricked the trust and commandeered the flying eye, fully intent on using it to rule the Earth. He was stopped by Hawkman and the All-Star Squadron.

RECENTLY: Hastur died while in prison, and was reincarnated as Helene Astar. He then assumed the identity of the deceased scientist Helen Rock. It was as Dr. Rock that Hath-Set brought about his ultimate revenge, using the son of Carter and Shiera Hall as the unwilling host of the evil Silver Scarab. While the Scarab was defeated by Infinity, Inc., Hath-Set remains at large as industrialist Helene Astar.

STRATEGY & TACTICS: Hastur is a single-minded, egomaniacal megalomaniac. His only goals in life are the death of the reincarnated Prince Khufu and the absolute conquest of the planet. When he was in command of the "Evil Eye" during World War II, he directed the ship using the power of his mind. With a thought, he could access its awesome ability to neutralize any energy source (including Hawkman's Nth Metal) and fire powerful destructive rays.

Dr. Anton Hastur

Reflexes 2D: *Brawling 4D, dodge 4D*

Coordination 2D: *Marksmanship (pistols) 4D*

Physique 2D

Knowledge 4D: *Arcane lore 5D, research 8D, scholar 8D, science 8D (electricity +2D)*

Perception 3D: *Engineering (electrical) 7D, invent 9D, repair 6D*

Presence 2D: *Intimidation 6D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Gifted in Learning -4D, Mechanical Aptitude -2D, Wealth -2D; Dark Secret (reincarnation of Hath-Set) +1D, Delusions of Grandeur +3D, Enemy (All-Star Squadron) +5D, Fugitive +1D, Obsessive Tendencies +2D, Psychological Disorder (megalomania) +3D, Sworn Enemy (Hawkman I) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 82

BODY POINTS: 30

EQUIPMENT: "The Evil Eye" aircraft (Size: 75 feet; crew: 1; passengers: 12; cargo capacity: none; maneuverability: 5D; speed: 300 mph; PDV: 12; BDV 6Dx2; Body Points 200; powers: Psychic Blast 12D, Forcefield 12D, Energy Manipulation 11D. All powers have the Enhancement: Remote +4D.]

The Injustice Society of the World



A sinister counterpart to the JSA, the Injustice Society of the World was the most persistent and among the most dangerous threats the original hero team faced in the years following World War II. The group even resurfaced not long after the JSA came out of retirement, clashing with both their old adversaries and their current contemporaries, the Justice League. Some of the Society's more notable schemes included a multi-layered conspiracy to take over the

United States, and the so-called "Patriotic Crimes," a bout of one-upsmanship to determine the leader of the group that revolved around who could pull off the greatest caper, one of which included stealing the Washington Monument.

The Injustice Society's usual mode of operation was to develop an overall master plan, then split up, with each member carrying out some part of the plan, relying on his or her unique talents. It was perhaps this

disjointed and scattered approach that inevitably led to defeat time and again at the hands of the Justice Society. Nonetheless, their membership over the years has boasted a who's who of villainy, including the Brain Wave, the Gambler, Per Degaton, the original Thinker, Vandal Savage, the Wizard, the Fiddler, the first Harlequin, the Tigress, the first Icicle, the Sportsmaster, the Shade, and Solomon Grundy.

Brain Wave I

REAL NAME: Henry King
OCCUPATION: Criminal
BASE OF OPERATIONS: Sharktooth Bay
HEIGHT: 5'7"
WEIGHT: 128 pounds
EYES: Blue
HAIR: None
RACE: Human
TECH LEVEL: Modern (1)

Henry King grew up as a frail, profoundly lonely child, which filled him with a deep resentment towards others. When King discovered the incredible mental powers he possessed, he acted upon those negative feelings and abandoned his psychiatry career for crime. Using his mental abilities in a series of successful bank robberies, King grew more ambitious and set out to conquer the world.

King realized the greatest obstacles to his goals were costumed mystery men, so throughout the 1940s, the Justice Society and All-Star Squadron became targets of his schemes. When he found he could not succeed alone, King also acted in concert with other like-minded criminals, primarily the various incarnations of the Injustice Society and its individual members.

Despite his past, King apparently reformed for a time. During his brief law-abiding interval, he married Merry Pemberton (the Girl of 1,000 Gimmicks) and fathered a son, Henry Jr. However, King returned to his life of crime, driving Merry to a nervous breakdown in the process.

RECENTLY: King was mortally wounded while protecting his son from the Ultra-Humanite, but before his demise, he transferred his powers and memories to his offspring.

STRATEGY & TACTICS: Owing to the nature of his powers and slight stature, King acted from behind cover whenever possible. In addition to his ability to hypnotize his victims or destroy them with a blast of mental force, Brain Wave created realistic illusions to dupe his opponents.

Brain Wave

Reflexes 2D: *Driving* 3D

Coordination 2D: *Marksmanship (Psychic Blast)* 8D, *thievery* 4D

Physique 2D

Knowledge 3D: *Medicine* 4D (*psychiatry* +3D), *scholar* 5D, *science* 5D, *security* 4D

Perception 2D: *Engineering* 4D, *invent* 4D, *know-how (powers)* 10D each, *repair* 4D, *surveillance* 7D

Presence 2D: *Charm* 3D, *intimidation* 5D, *persuasion* 5D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -4D, Mechanical Aptitude -2D, Wealth -6D; Enemy (JSA, All-Star Squadron) +5D each, Long Winded +1D, Physically Limited (myopic without glasses) +3D, Shady Background +2D, Sworn Enemy (JSA, All-Star Squadron) +5D each, Unattractive Appearance +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 180

BODY POINTS: 26

POWERS: ESP 10D (Limitation: Linked to Illusion), Illusion 14D, Mind Control (hypnosis) 12D, Psychic Blast 10D, Mental Shield 8D.

The Dummy

REAL NAME: Unrevealed
OCCUPATION: Criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 3'1"
WEIGHT: 69 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

The Dummy is in truth an animate, sentient wooden figure, but nothing about his origins has ever been revealed. He first came to public attention in 1942 as leader of one of the East Coast's largest criminal organizations. Then he saw his criminal empire toppled by the masked Vigilante.

After this, the Dummy acted as a freelance mob hitman. Such notables as "Bugsy" Siegel and the Vigilante were among his targets. The latter proved to be the Dummy's last for many years. The Vigilante seemingly destroyed him in 1946, gaining vengeance for the Dummy's murder of his partner Stuff the Chinatown Kid.

RECENTLY: The Dummy returned a few years ago and re-formed the supervillain team Injustice Unlimited. Though he successfully engineered both the dissolution of Infinity, Inc. and the demise of its leader, Skyman, the surviving team members brought the Dummy and his allies to justice.

The Dummy apparently burned to death while with Injustice, Unlimited.

STRATEGY & TACTICS: The Dummy, whether acting as mastermind or hired assassin, was completely ruthless. He killed unhesitatingly in pursuit of his goals, as if he had no soul.

The Dummy

Reflexes 2D: Dodge 4D, melee weapons 3D, sneak 5D

Coordination 2D: Marksmanship 4D (cane +3D)

Physique 2D: Leap 3D, running 4D

Knowledge 4D: Forgery 6D, research 6D, scholar 6D, science 8D, security 6D

Perception 4D: Engineering 8D, hide 5D, invent 8D, repair 8D, shadowing 6D, streetwise 6D

Presence 3D: Command 6D, intimidation 6D, willpower 7D

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Wealth -4D; Enemy (the Vigilante I & Stuff) +2D each, Fugitive +2D, Sworn Enemy (the Vigilante I) +2D, Unattractive Appearance +2D.

SPEED: 20

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 120

BODY POINTS: 26

POWERS: As an animated wooden being, the Dummy has the following: material bonus: hard wood (AV 3), apparently does not need to eat or sleep, never ages, Limitation: Vulnerability (fire) -8D.

EQUIPMENT: Pistol (BDV 5Dx3), cane (BDV 2D; Energy projection: Force beam 8D), straight razor (BDV 2D).

NOTE: As a member of Injustice Unlimited, the Dummy had 22 Villain Points and 170 Character Points.

The Fiddler

REAL NAME: Isaac Bowin

OCCUPATION: Criminal

BASE OF OPERATIONS: Keystone City

HEIGHT: 6'1"

WEIGHT: 176 pounds

EYES: Blue

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

In 1934, Isaac Bowin, while imprisoned for petty theft in India, learned from an elderly fakir how to accomplish arcane feats with musical instruments. After learning the fakir's secrets, Bowin murdered him and escaped to America.

Bowin initially appeared as the Fiddler in 1947 in Keystone City, and his misdeeds led to his first meeting with the Flash. Bowin clashed with him often over the coming years, singly and with the Injustice Society and Crime Champions, but always unsuccessfully.

In concert with other notorious Flash foes, Bowin managed to suspend Keystone City in time, erasing it from the outside world's memories. The Fiddler then robbed the city at will for over three decades' time, until the first two Flashes returned the city to normal.

RECENTLY: Bowin claims that arthritis has robbed him of his ability to play, presumably ending his criminal career.

STRATEGY & TACTICS: In no part a brawler, Bowin relied on elaborate plans and gadgetry in his crime spree. His preferred weapon is the violin, of which he has several specialized versions.

The Fiddler

Reflexes 3D: Brawling 4D, dodge 4D, driving 5D (fiddle car +2D), sneak 5D

Coordination 3D: Lockpicking 5D, marksmanship 4D (fiddle weaponry +2D), thievery 5D

Physique 2D: Leap 4D, lifting 4D, running 4D

Knowledge 3D: Arcane lore 4D, forgery 5D, scholar 5D (music +4D), science 5D, security 5D

Perception 4D: Artist (musician) 10D, engineering 5D (fiddle gadgets +2D), hide 5D, invent 5D (fiddle gadgets +2D), repair 5D (fiddle gadgets +2D), shadowing 5D

Presence 3D: Charm 5D, command 6D, intimidation 5D, willpower 6D

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -3D, Courage -2D, Wealth -4D; Delusions of Grandeur +3D, Enemy (Flash I) +3D, Fanatic (music-motif crimes) +3D, Shady Background +2D, Sworn Enemy (Flash I) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 120

BODY POINTS: 30

EQUIPMENT: Machine gun fiddle (BDV 6Dx3), hypnotic fiddle (Mind Control 10D), forcefield fiddle (Forcefield 6D), shatter fiddle [Sonic Manipulation (sonic beam) 9D]. All have Limitations: Removable -1D. Fiddle car (Size: 15.5-foot; crew: 1; passengers: 5; cargo capacity: 17 cubic feet; maneuverability: 1D; speed: 160 mph; AV: 8; BDV 4Dx2; Body Points 100).

NOTE: Due to the time the Fiddler spent in the temporally displaced Keystone City, his stats are not changed when he appears as a member of Injustice Unlimited.

The Gambler I

REAL NAME: Steven Sharpe III
OCCUPATION: Criminal
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'7"
WEIGHT: 151 pounds
EYES: Blue
HAIR: White
RACE: Human
TECH LEVEL: Modern (1)

After being jilted by his first true love sometime in the early 1940s, Steven Sharpe concluded that in life, only luck truly matters. Modeling himself on his riverboat-wagering grandfather, Sharpe then became the Gambler and embarked on a nationwide crime spree.

In 1944, Sharpe targeted Gotham City. Unluckily for him, he had his schemes thwarted by the Green Lantern, a scene repeated many times in subsequent years. As a result, Sharpe spent years behind bars. Not even a stint in the Injustice Society changed his fortunes.

While on parole, Sharpe found time to start a family. Beloved by his grandchildren, Sharpe passed along his "trade secrets" to them.

RECENTLY: A paroled Sharpe lost his remaining money in a crooked casino, the Taj Mahal run by Seymour Taj. Despondent over his lost fortune, Sharpe committed suicide. Sharpe's granddaughter, the criminal known as Hazard, would eventually use her probability altering powers to gain vengeance on Taj and thus bankrupt his casino.

STRATEGY & TACTICS: Sharpe's mastery of disguise was his criminal hallmark. He used his concealed weaponry only if forced, preferring to instead rely on his keen wits to get him by.

The Gambler

Reflexes 2D: *Brawling 3D, dodge 4D, melee weapons 3D (knives +2D), sneak 6D*

Coordination 3D: *Catch 5D, lockpicking 5D, marksmanship 4D (derringer +3D), sleight of hand 6D (palming +4D), thievery 9D, thrown weapons 4D (knives +4D)*

Physique 2D: *Leap 3D, lifting 3D, running 4D*

Knowledge 2D: *Forgery 5D, scholar (card games) 8D, security 7D*

Perception 4D: *Artist (actor) 6D, engineering 5D, hide 6D, know-how (card playing) 10D, invent 5D, repair 5D, shadowing 6D, streetwise 5D (Gotham City +2D), surveillance 5D (counting cards +4D)*

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

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Contact (criminal underworld) -4D, Observant -2D, Wealth -4D; Dependent (family) +3D (Disadvantage declined to 0D over time), Enemy (Green Lantern I) +3D, Shady Background +2D, Sworn Enemy (Green Lantern I) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 14

CHARACTER POINTS: 110

BODY POINTS: 28

EQUIPMENT: Pepperbox revolver (range: 15/30/60; ammunition: 5): normal bullets (BDV 5Dx3), smoke capsules (cloud a 30-foot radius for 10 minutes indoors or 5 minutes outdoors), or ammonia gas capsules (cloud a 30-foot radius for 10 minutes indoors or 5 minutes outdoors, plus everyone within must make a Legendary *Physique* roll or be blinded); 10 throwing knives (BDV 4D; range 15/30/50).

The Harlequin I

REAL NAME: Molly Mayenne; later Molly Mayenne Scott
OCCUPATION: Secretary, later business manager
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'7"
WEIGHT: 120 pounds
EYES: Green
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

Shunned by men jealous of her athletic prowess, a dejected Molly Mayenne hid under the guise of a milquetoast Gotham City secretary. While working for Alan Scott (Green Lantern I), Mayenne fell madly in love with his alter ego. Desperate to attract his attention by becoming a villain if need be, Mayenne received her trademark glasses from the Manhunters and became the Harlequin in 1947.

Mayenne committed robberies for two years, but she failed to win the Lantern's affections, even after betraying the Injustice Society to save his life. Changing tactics, Mayenne began work as an undercover FBI operative in exchange for a pardon, but she was still denied his love.

Unable to win Scott by hook or crook, Mayenne disappeared from the scene, apparently for good.

RECENTLY: Many years later, Mayenne resurfaced at the first press conference for Infinity, Inc. While there, she learned that the villainess Thorn was plotting against her children, Jade and Obsidian. Once again, she became Harlequin to fight alongside them and their father, Alan Scott. Realizing their mutual feelings for each other finally, Scott and Mayenne were wed soon after.

STRATEGY & TACTICS: Maynne relied on her illusions to distract her opponents so that she could move in and use her formidable athletic skills to their best advantage. When that failed to work, she would use the illusions to cover her escape.

The Harlequin

Reflexes 3D: *Acrobatics 4D, athletics 5D, brawling 6D, dodge 6D, melee weapons 6D (mandolin club +2D), sneak 6D*

Coordination 4D: *Catch 6D, lockpicking 5D, marksmanship 5D, missile weapons 6D, thievery 6D, thrown weapons 6D*

Physique 3D: *Leap 5D, lifting 4D, running 4D, swimming 4D*

Knowledge 2D: *Scholar 4D (business +2D), security 6D*

Perception 3D: *Hide 6D, shadowing 5D, surveillance 5D, streetwise 5D*

Presence 2D: *Bluff 4D, charm 6D, command 5D, persuasion 5D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Contacts (criminal underworld, the FBI) -3D each, Special Equipment (hypnotic glasses) -5D; Enemy (Green Lantern I) +3D, Obsessive Tendencies (love for Green Lantern I) +2D, Secret Identity +3D (prior to marriage), Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 8

CHARACTER POINTS: 70

BODY POINTS: 35

EQUIPMENT: Hypnotic glasses [BDV 11D (electrical shock to anyone who tries remove glasses other than Harlequin); Illusion 11D (Limitation: Removable -2D)], mandolin club (BDV 3D).

The Icicle I

REAL NAME: Dr. Joar Makent

OCCUPATION: Criminal

BASE OF OPERATIONS: Mobile; later Makent Sound

HEIGHT: 5'11"

WEIGHT: 179 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

European physicist Dr. Joar Makent first came to Gotham City in 1947, where he hoped to exploit his newly developed freeze gun for criminal gain as the costumed villain the Icicle. However, Makent saw his schemes come to naught due to the intervention of the original Green Lantern.

Makent and the Lantern clashed numerous times during the years that followed. Sometimes Makent acted in conjunction with the Injustice Society or Crime Champions, but the Icicle invariably came out the loser. He also suffered defeats by the first two Flashes, though he developed a grudging respect for both.

RECENTLY: At some point, Makent married, only to lose his wife in childbirth as his metahuman son Cameron's cryokinetic abilities first manifested. Joar left the boy in an orphanage and had little or no contact with him afterwards. Eventually tiring of the criminal life, Makent went straight, remarried, and made a fortune from the sale of his discoveries in cryogenic super-conductors.

Makent was killed during the Crisis when he teamed up with a group of other villains in an attempt to stop the event from happening.

STRATEGY & TACTICS: Icicle preferred to use his freeze gun to render his opponents immobile, rather than to face them physically. His robberies usually centered on newly developed applications of cryogenic technology.

Icicle

Reflexes 2D: *Sneak 4D*

Coordination 2D: *Marksmanship 4D (freeze gun +5D), thievery 5D*

Physique 2D: *Running 3D*

Knowledge 4D: *Languages (English) 8D (native language: unknown), scholar 6D, science 9D (physics +2D, cryonics +4D), security 5D*

Perception 4D: *Engineering 5D (cryonic devices +6D), hide 5D, invent 5D (cryonic devices +6D), know-how (Ice Manipulation) 9D, repair 5D (cryonic devices +6D), shadowing 5D*

Presence 2D: *Charm 3D, intimidation 4D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -3D, Mechanical Aptitude -2D, Wealth -4D; Enemy (Green Lantern I) +3D, Shady Background +2D, Sworn Enemy (Green Lantern I) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 14

CHARACTER POINTS: 110

BODY POINTS: 28

EQUIPMENT: Freeze gun [Ice Manipulation 12D (Limitations: Rechargeable -1D, Removable -2D)]; insulated costume (protects the wearer from the effects of extreme cold).

Per Degaton

OCCUPATION: Laboratory assistant, would-be world conqueror

BASE OF OPERATIONS: Mobile

HEIGHT: 5'4"

WEIGHT: 135 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

For most of his life, Per Degaton was nothing more than a laboratory assistant obsessed with time travel. Finally, in 1947, while working for Professor Malachi Zee, Degaton shot the professor and stole the time machine Zee had designed. He went back into the past and changed the outcome of the decisive battle between Alexander the Great and Persian king Darius in 331 B.C. This created an alternate history that enabled Degaton to conquer the world in 1947. However, Zee had survived and told the JSA how to set things right. When history returned to its rightful course, everyone, including Degaton, forgot what he had done.

Degaton's memory eventually returned, and he again went back in time. Now, he wanted to change the United States's priorities just after the Japanese attack on Pearl Harbor in 1941. His defeat came at the hands of the newly formed All-Star Squadron. He encountered and was defeated by them again when he tried to blackmail the Allies and Axis powers into surrendering to him by threatening to use Soviet nuclear missiles stolen from 1962. Like before, when all was put back in its proper place, no one (including Degaton, at least for awhile) remembered the events.

When Degaton's memory next returned, he had acquired the head of a robot named Mekanique who had come from the future to destroy the All-Star Squadron. Mekanique instructed Degaton to give Professor Zee her chrono-crystal, which powered her ability to time travel. Degaton's plan to kill Zee and steal the time machine he had built with the crystal was foiled when he impulsively shot Zee. The dying scientist used the machine to travel 40 years into the future. Degaton tried to stop the machine from leaving but failed. Now completely insane and power-mad, Degaton buried Mekanique's head and began a career as a paramilitary commander. He later became a member of the Injustice Society of the World, but he was arrested while leading an army of prison escapees in their name.

RECENTLY: After his release 30 years later, Degaton became a derelict. His old Injustice Society comrade Brain Wave later found him, and the pair attempted to kill the JSA. But, again, he was arrested and later released after 10 years due to advanced age. Free one last time, Degaton rebuilt Mekanique, and the two fought Infinity, Inc. at the place where Zee and the time machine were scheduled to arrive. However, when it did appear, it held not only a dying Zee but also a duplicate Degaton who was created when he had tried to stop the machine 40 years prior. The older Degaton disintegrated due to the time paradox, while Mekanique slew the younger one so that he could never betray her.

STRATEGY & TACTICS: Per Degaton is a military genius and criminal strategist. He functions best as the leader of troops, particularly considering his average hand-to-hand combat skills. Most of his plans revolve around using time travel to alter a past event and thus make it easier for his current self to conquer the world.

Per Degaton

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

Coordination 2D: *Marksmanship 3D (pistol +2D), thievery 6D*

Physique 2D: *Lifting 4D*

Knowledge 3D: *Research 6D, scholar 4D (military tactics +4D), science 4D*

Perception 2D: *Engineering 4D, hide 5D, invent 4D, repair 4D, search 4D*

Presence 3D: *Command 9D, intimidation 9D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Followers -14D, Intimidating Grin -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Obscure Knowledge (memories of his conquests) -2D, Preparedness -4D; Delusions of Grandeur +3D, Enemy (JSA, All-Star Squadron) +6D each, Fallback Plan +4D, Psychological Disorder (megalomania) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 15

CHARACTER POINTS: 122

BODY POINTS: 31

The Shade

REAL NAME: Richard Swift (later bonded with Simon Culp)

OCCUPATION: Criminal bon vivant

BASE OF OPERATIONS: Opal City

HEIGHT: 6'2"

WEIGHT: 170 pounds

EYES: Gray

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

In 1838, London resident Dickie Swift gained shadowy powers from an arcane ritual. Immediately thereafter, he ran afoul of the wealthy and immoral Ludlow family, who hunted the now-immortal Swift for many generations to follow, right up to the present.

During the next century, Swift journeyed the world, making many famous acquaintances. In his travels, he encountered yet another arch-foe: Simon Culp, who had gained shadowy powers concurrent with his. Their feud climaxed during the London Blitz, when an exploding bomb fused their essences. Thereafter, Swift retained mastery of their combined form until fatigue allowed Culp to usurp control for an interval.

In 1942, Swift took to crime for the exhilaration and the much-needed diversion that jousting with costumed heroes (primarily the first Flash) brought to his unending existence. Driven by sport rather than malevolence, Swift secretly did his share of good deeds when it served his purposes, such as preserving the tranquility of Opal City, his adopted home.

RECENTLY: No longer acting the villain, the Shade retired to his beloved Opal City. He has since become a trusted advisor to Jack Knight (Starman VII).

STRATEGY & TACTICS: Shade's control over darkness and shadow coupled with his immortality made him a truly formidable opponent. However, for him most of his criminal endeavors were merely a means to pass the time and therefore he was not above disappearing when he tired of sparring with his current opponent. When Culp managed to rest control over their form, the Shade became cruel and malicious, delighting in acts of violence and bloodshed.

The Shade

Reflexes 3D: *Acrobatics 4D, boating 4D, brawling 5D, climbing 4D, dodge 6D, driving 4D, melee weapons 5D (knife, sword +1D each), riding 4D, sneak 8D*

Coordination 2D: *Lockpicking 4D, marksmanship 4D (Darkness Manipulation +4D), thievery 6D*

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

Knowledge 2D: *Arcane lore 8D, criminology 5D, forgery 3D, languages 8D, medicine 3D, scholar 6D, science 4D, security 6D*

Perception 3D: *Hide 8D, know-how (Darkness Manipulation) 13D, search 6D, shadowing 6D, streetwise 6D (Opal City +2D), surveillance 5D, survival 4D*

Presence 4D: *Bluff 5D, charm 6D, command 6D, interrogation 6D, intimidation 7D, persuasion 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -4D, Courage -2D, Intimidating Grin -2D, Obscure Knowledge -4D, Observant -2D, Wealth -4D; Blackout (when the Shade blacks out, make a Very Difficult *willpower* roll to see if Culp gains control; once Culp has control, periodically make *willpower* rolls until the Shade is able to succeed at Very Difficult, then he has regained control), Enemy (the Ludlows) +4D, Hides Emotions +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 160

BODY POINTS: 34

POWERS: Darkness Manipulation 15D (Enhancement: Mastery +6D), Immunity 15D (Limitation: Linked to Longevity), Longevity 1D, Sustenance 10D (Limitation: Linked to Longevity).

NOTE: Due to the time the Shade spent in the temporally displaced Keystone City, his stats are not changed when he appears as a member of Injustice Unlimited.

Solomon Grundy

OCCUPATION: None

BASE OF OPERATIONS: Slaughter Swamp (outside Gotham City)

HEIGHT: 7'5"

WEIGHT: 517 pounds

EYES: White

HAIR: White

RACE: Human/plant composite

TECH LEVEL: Primitive (0)

In 1894, robbers slew wealthy merchant Cyrus Gold in Gotham City's Slaughter Swamp. For the next 50 years, the surrounding mass of plant life and a shard of Gold's life force gestated together. They finally emerged as the fearsome swamp monster known as Solomon Grundy in 1944.

Grundy's first murderous rampage was halted by Green Lantern, Alan Scott, which earned Scott the behemoth's undying wrath. Other costumed heroes encountered Grundy over the next 50-odd years. As his reputation for mindless mayhem grew, he also became a dupe for numerous criminal masterminds. It was in this capacity that Grundy served with the Injustice Society of the World.

Though destroyed on more than one occasion, Grundy is always eventually reborn in Slaughter Swamp. Each time this occurs, Grundy inherits a different aspect of Cyrus Gold's personality. As a result, different manifestations of Grundy possess varying levels of intelligence and malice. At least two versions of Grundy have befriended costumed heroes, including (surprisingly) Alan Scott's daughter Jade and Jack Knight (Starman VII).

RECENTLY: The most recent version of Grundy was befriended by Jack Knight before being seriously injured during a rash of bombings in Opal City. Although Jack, alongside his father, Alan Scott (Sentinel), Batman, and Jason Woodrue (the Floronic Man) fought to save him, Grundy died. What the next Grundy's demeanor will be remains to be seen.

STRATEGY & TACTICS: Most incarnations of Grundy lack the mentality for detailed plans; they simply destroy everyone in their paths. Those that do have intelligence also seem to gain a taste for malice along with it, and they tend towards conniving and treachery.

Solomon Grundy

Reflexes 3D: *Brawling 8D (haymaker +2D), dodge 4D, melee weapons 4D*

Coordination 2D: *Thrown weapons 4D*

Physique 8D: *Lifting 9D, resistance 10D*

Knowledge 1D

Perception 2D: *Hide 4D, survival 3D*

Presence 3D: *Intimidation 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Courage -2D, Hardiness -4D, Intimidating Grin -2D; Impulsiveness +2D, Obsessive Tendencies +2D, Sworn Enemy (Green Lantern I) +3D, Technologically Challenged +5D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 8

CHARACTER POINTS: 64

BODY POINTS: 60

NATURAL ABILITIES: Solomon Grundy is an apparently immortal plant-like being able to resurrect itself in a new form after a period of time after it is killed. Each time he is resurrected, roll a Wild Die. If a Critical Success is rolled, his *Knowledge* is 2D and he is a docile gentle being. If a Success is rolled, his *Knowledge* is 1D and he is mindless brute bent solely on destruction but easily manipulated by others. If a Failure is rolled, his *Knowledge* is 1D and he is a kind, good-hearted brute. If a Critical Failure is rolled, his *Knowledge* is 2D and he is a black-hearted being capable of cruelty and wickedness. All of his other characteristics remain the same.

Grundy's woodish structure also gives him a measure of protection against attacks (Invulnerability 6D) and nourishment (Sustenance 3D). Grundy has shown an ability to absorb some forms of energy in the past, but it is unknown whether or not this was a freak occurrence or another ability of his unnatural form.

NOTE: The above characteristics reflect Grundy as a member of the Injustice Society of the World.

The Sportsmaster

REAL NAME: Lawrence Crock

OCCUPATION: Criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 6'2"

WEIGHT: 197 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

In 1947, "Crusher" Crock's on-field brutality forced an end to his unparalleled multi-sport career. Embittered, Crock turned his athletic gifts to crime as the Sportsmaster.

His thefts usually attracted the attention of Green Lantern, who defeated him on numerous occasions. Later, wanting to be a part of a win-

ning team again, Crock joined the Injustice Society, where he first met his wife, the Huntress (formerly called Tigress). After marriage, the Crocks operated together and raised a daughter, Artemis, who follows in their criminal paths.

STRATEGY & TACTICS: Obsessed with winning at any cost, the Sportsmaster designed his accouterments around the crime itself and the anticipated opposition. He usually relied on sports equipment, either legal or specially designed, which he had a natural ability with.

Sportsmaster

Reflexes 3D: *Acrobatics 6D, boating 6D, brawling 8D, climbing 6D, dodge 6D, driving 6D, martial arts 6D, melee weapons 8D (sports gadgets +2D), piloting 6D, riding 6D, sneak 6D*

Coordination 4D: *Catch 8D, lockpicking 5D, marksmanship 6D (sports gadgets +2D), missile weapons 6D (sports gadgets +2D), thievery 6D, thrown weapons 8D (sports gadgets +2D)*

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

Knowledge 2D: *Scholar (sports) 8D, security 6D*

Perception 3D: *Engineering 4D (sports gadgets +2D), hide 6D, invent 4D (sports gadgets +2D), repair 4D (sports gadgets +2D), shadowing 5D, streetwise 6D, surveillance 4D, survival 6D, tracking 5D*

Presence 3D: *Bluff 4D, intimidation 6D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (Tigress/Huntress) -8D, Contact (criminal underworld, professional sports community) -3D each, Courage -2D, Fast Reactions -4D; Delusions of Grandeur +3D, Dependents (family) +3D (Disadvantage declined and disappeared over time), Enemy (Green Lantern I), Extremely Competitive +2D, Fanatic (sports-motif crimes) +3D, Shady Background +2D, Sworn Enemy (Green Lantern I) +3D.

SPEED: 30
PDV: 3
UNARMED BDV: 4D/1D
P/L BONUS: +3
HERO POINTS: 0
VILLAIN POINTS: 12
CHARACTER POINTS: 94
BODY POINTS: 45

EQUIPMENT: Baseball bat (BDV 3D), golf club (BDV 3D), chest protector (AV 8), exploding balls: baseballs, golf balls, soccer balls (BDV 10D each), fishing rod & reel (contains an 80 foot line that does no damage but entangles its target [AV 15, AV 5 vs. cutting and slashing]), flying platform (will stay aloft for 8 hours before needing to be refueled), hang glider (can fly for several miles depending on updrafts), jet-powered skis (propelled Sportsmaster along at speeds upwards of 70 mph and allowed him to fly for short distance given a surface he could use as a ramp), Parachute, 5 razor-edge playing cards (BDV 1D each), soccer net (10 foot area).

The Thinker I

REAL NAME: Clifford Devoe
OCCUPATION: Criminal
BASE OF OPERATIONS: Keystone City
HEIGHT: 6'1"
WEIGHT: 173 pounds
EYES: Brown
HAIR: White
RACE: Human
TECH LEVEL: Modern (1)

Keystone City District Attorney Cliff Devoe's frustrated attempts to convict bootlegger Hunk Norvock left him completely disillusioned with the justice system. Eventually, Devoe joined with Norvock in a criminal alliance. Devoe masterminded Norvock's criminal enterprises under the alias of the Thinker.

Devoe's long-running feud with the Flash began in 1943, when the speedster uncovered this arrangement and sent the Thinker to prison. However, the resourceful Devoe continually escaped to embark on new schemes. The Thinker's reputation as a criminal genius grew, earning him a place in the Injustice Society.

Around 1947, Devoe acquired the "Thinking Cap." With that device, he continued his criminal career. He joined with the Shade and the Fiddler to place Keystone City in a time warp for over 30 years before being stopped by Flash I and Flash II.

RECENTLY: After a botched overseas mission with the Suicide Squad nearly killed him, Devoe retired from crime and returned to Keystone. Later, the now-reformed Devoe befriended his old enemy Jay Garrick (Flash I). Devoe passed away from a malignant brain tumor.

STRATEGY & TACTICS: Devoe's machinations focused on acquiring new technologies to expand his criminal arsenal. When confronted, he would rely on his wits to escape. After gaining the Thinking Cap, he used the mental powers it granted him to hold his foes at bay as he attempted to either finish his plan or make good his escape.

The Thinker

Reflexes 2D: Dodge 4D, driving 4D, sneak 5D

Coordination 3D: Lockpicking 4D, marksmanship 4D, thievery 5D

Physique 2D: Running 3D

Knowledge 3D [5D]: Criminology 5D [7D], forgery 4D [6D], research 8D [10D], scholar 6D [8D] (law +2D, crime strategy +2D), science 8D [10D], security 5D [7D]

Perception 3D [5D]: Engineering 8D [10D], hide 5D [7D], invent 8D [10D], know-how (powers) 6D [8D] each, repair 8D [10D], search 4D [6D], shadowing 5D [7D], streetwise 4D [6D] (Keystone City +2D), surveillance 5D [7D]

Presence 3D: Bluff 5D, charm 5D, command 4D, intimidation 5D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -2D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Wealth -6D; Enemy (Flash I) +2D (prior to retirement), Shady Back-

ground +2D, Sworn Enemy (The Flash I) +2D (prior to retirement).

SPEED: 30
PDV: 2
UNARMED BDV: 1D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 13
CHARACTER POINTS: 100
BODY POINTS: 30

EQUIPMENT: (After 1947) Thinking Cap [Body Points 40; Enhancement Modifiers: *Knowledge*, *Perception* +2D each; powers: Illusion 9D, Mind Control 11D, Telekinesis 7D, Teleportation: Short range 15D, Matter Manipulation (create matter) 13D. All powers have the Limitation: Removable -1D.].

NOTE: The characteristics in brackets represent the Thinker wearing his Thinking Cap.

Tigress I

REAL NAME: Paula Brooks Crock
ALIAS: Huntress I
OCCUPATION: Criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'6"
WEIGHT: 119 pounds
EYES: Green
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Paula Brooks strove to be the equal of her idol, big-game hunter Paul Kirk (Manhunter II). She even sought membership in the All-Star Squadron as the Tigress to be near him. After briefly serving with the Young All-Stars, Brooks left the team on bad terms in 1942.

She was next seen in Africa during 1945, in Kirk's company. Kirk was intent on helping Brooks curb her wilder tendencies, but he evidently failed because her next appearance in 1947 was as the villainous Huntress.

Brooks stalked crime fighters—primarily Wildcat—just as they hunted criminals. To that end, she joined the Injustice Society. There, she met her future husband Lawrence

Crock (the Sportsmaster). After marriage, the Crocks operated in tandem and raised a criminal daughter, Artemis.

STRATEGY & TACTICS: Crock liked to lure her opponents to trap-laden grounds of her own design where she could use her skills as a hunter to her best advantage.

Tigress

Reflexes 4D: *Acrobatics 7D, brawling 5D, climbing 8D, dodge 8D, martial arts 7D (backhand, choke, flip, flying kick, throw +1D each), melee weapons 6D (claws +2D), riding 7D, sneak 7D*

Coordination 3D: *Catch 6D, lockpicking 5D, marksmanship 6D (hunting rifles +2D, crossbow +4D), missile weapons 6D (bows +2D), thievery 6D, thrown weapons 6D*

Physique 3D: *Leap 6D, lifting 4D, resistance 4D, running 5D, swimming 5D*

Knowledge 2D: *Criminology 4D, medicine (first aid) 4D, scholar (hunting) 6D, security 6D*

Perception 3D: *Hide 8D, know-how (hunting) 10D, search 4D, shadowing 8D, streetwise 4D (New York City +2D), surveillance 7D, survival 5D (jungle +2D), tracking 8D*

Presence 2D: *Animal handling 4D, bluff 4D, charm 5D, intimidation 5D, persuasion 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (Sportsmaster) -8D, Attractive Appearance -2D, Contact (criminal underworld) -3D, Courage -2D, Fast Reactions -4D, Observant -2D, Speed Draw (crossbow pistol) -1D, Wealth -4D; Delusions of Grandeur +3D, Dependents (family) +3D (Disadvantage declined and disappeared over time), Enemy (Wildcat I) +2D, Shady Background +2D, Sworn Enemy (Wildcat I) +2D.

SPEED: 30
PDV: 4
UNARMED BDV: 3D/1D
P/L BONUS: +2
HERO POINTS: 2
VILLAIN POINTS: 12
CHARACTER POINTS: 94
BODY POINTS: 32

EQUIPMENT: Crossbow pistol (BDV 5D; range: 30/75/130), other equipment as called for by the hunt.

The Wizard

REAL NAME: William Asmodeus Zard

OCCUPATION: Criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 6'

WEIGHT: 182 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

William Zard was once an unsuccessful small-time criminal, searching for new angles he hoped would change his fortunes. Eventually finding his way to a Tibetan monastery, he learned the arcane arts from a master lama, whom Zard later murdered after he could teach him no more.

Zard returned to America in 1945, and as the criminal Wizard, he first encountered the Justice Society. The JSA proved to be Zard's most implacable foes. Destroying them became one of his lifelong goals. On two occasions, Zard assembled the most notorious criminals of the day into the Injustice Society of the World, which proved to be perhaps the greatest challenge the original JSA ever faced.

Over time, Zard's knowledge of black magic increased, making him an ever-deadlier foe for all who opposed him. He has often acted in concert with other villain teams, including most recently, Injustice Unlimited.

RECENTLY: After an unsuccessful attempt to steal the Spear of Destiny, Zard is currently imprisoned within the Ragman's mystical raiments.

STRATEGY & TACTICS: Zard's crimes were always meticulously planned, and he employed his powers of illusion to their utmost. His greatest skill lay in his ability to rally other criminals to his side and use them as a group in his schemes.

The Wizard

Reflexes 2D: *Brawling 3D, climbing 3D, dodge 4D, melee weapons 3D (cane +1D), sneak 4D*

Coordination 3D: *Lockpicking 4D, marksmanship (spells) 4D, sleight of hand 4D, thievery 4D*

Physique 2D: *Running 3D*

Knowledge 3D: *Arcane lore 4D, forgery 4D, languages 4D (Tibetan +4D), research 5D, scholar 5D, security 5D*

Perception 3D: *Hide 4D, know-how (Astral Form, Illusion, Mind Control) 8D each, shadowing 4D*

Presence 4D: *Bluff 5D, charm 5D, command 6D, intimidation 5D, persuasion 6D, willpower 7D*

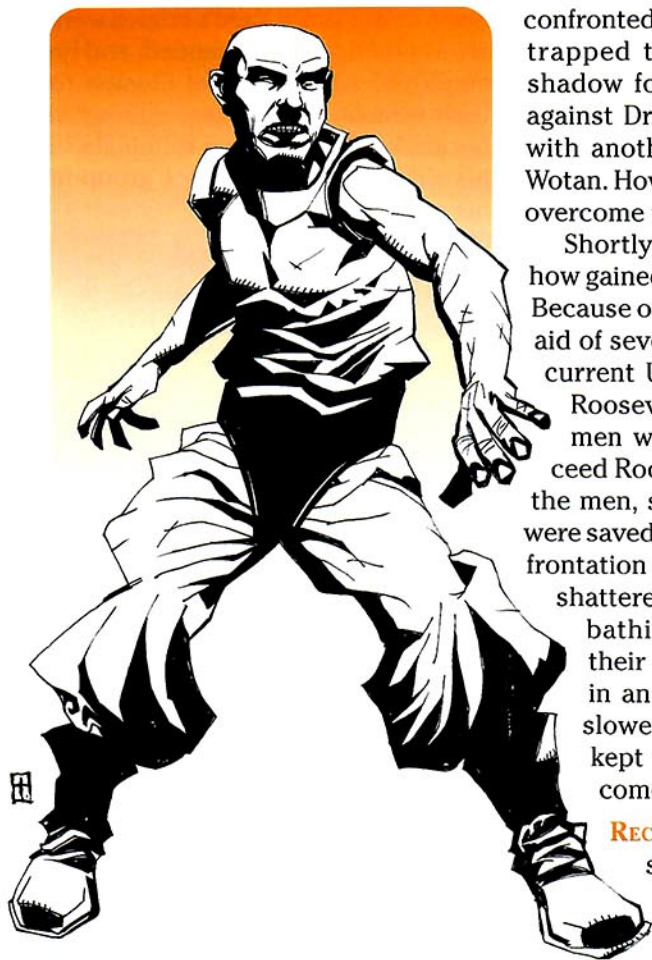
ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -3D, Leadership Ability -2D, Obscure Knowledge -2D, Tainted -3D, Wealth -4D; Arrogance +3D, Delusions of Grandeur +3D, Long Winded +3D, Shady Background +2D, Sworn Enemy (the JSA) +3D.

SPEED: 30
PDV: 2
UNARMED BDV: 3D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 16
CHARACTER POINTS: 128
BODY POINTS: 29

POWERS: Astral Form 10D, Illusion 13D, Mind Control (hypnotism) 10D, Sorcery 4D.

NOTE: The characteristics above are for the Wizard as a member of the Injustice Society of the World. To show him at the time of Injustice Unlimited, increase his Sorcery to 8D, his *arcane lore* to 7D, his Villain Points to 26, and his Character Points to 200, and give him *know-how (Sorcery)* 8D.

Ian Karkull



OCCUPATION: Criminal scientist

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: (in human form) 161 pounds

EYES: (in human form) Brown

HAIR: (in human form) Bald

RACE: Human

TECH LEVEL: Modern (1)

Sometime in the late 1930s, scientist Ian Karkull discovered the fabled lost city of Rangor with his then-partner Everett Dahlen. Everett double-crossed Karkull, stole the city's riches, and left him to die. Karkull survived and created a device that could turn a man into an insubstantial shadow and back again. He used it to kill Dahlen. The original Dr. Fate investigated the murder. When he

confronted Karkull with the crime, he trapped the scientist in his own shadow form. Swearing vengeance against Dr. Fate, Karkull teamed up with another of Fate's adversaries, Wotan. However, Dr. Fate managed to overcome their combined might.

Shortly thereafter, Karkull somehow gained a glimpse into the future. Because of his vision, he enlisted the aid of several other criminals to kill current U.S. President Franklin D.

Roosevelt along with eight other men who were destined to succeed Roosevelt as President. All of the men, save one anonymous boy, were saved by the JSA. In his final confrontation with the JSA, the Spectre shattered Karkull's shadow form, bathing the JSA and some of their closest friends and allies in an energy that dramatically slowed their aging process and kept them vital in the years to come.

RECENTLY: Karkull somehow survived his apparent death. He returned to corrupt the young hero Obsidian, the son of the original Green Lantern. However, his newly converted disciple soon turned on him and snuffed him out of existence.

STRATEGY & TACTICS: Ian Karkull was a master of manipulation and subterfuge, preferring to use allies and followers to do his bidding rather than getting directly involved. The full extent of the sorcerous powers his shadow form gave him has never truly been charted.

Ian Karkull

Reflexes 2D: *Brawling 3D, climbing 3D, dodge 4D, sneak 6D*

Coordination 2D: *Sleight of hand 4D, thievery 4D*

Physique 3D

Knowledge 3D: *Arcane lore 5D (Ragnorian sorcery +1D), languages (Arabic, Aramaic, Ragnorese) 6D each, research 6D, scholar 5D (archaeology +2D), science 4D*

Perception 3D: *Engineering 4D, hide 7D, invent 4D, know-how (powers) 4D each, search 5D, shadowing 6D, spell-bind (Rites of Ragnor) 6D, surveillance 4D*

Presence 2D: *Intimidation 6D, persuasion 5D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -1D, Obscure Knowledge -2D; Enemy (JSA) +5D, Psychological Disorder (psychotic) +3D, Sworn Enemy (Dr. Fate I) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 69

BODY POINTS: 34

POWERS: Darkness Manipulation (shadow form) 14D (Limitation: Duration Change [Permanent] -2D), Sorcery 3D. (Note: see the *Magic Handbook*, pages 11-13, for a complete description of the Sorcery power.)

Mekanique



OCCUPATION: Agent of Rotwang
BASE OF OPERATIONS: Twenty-third century Earth
HEIGHT: 5'9"
WEIGHT: 278 pounds
EYES: Red
HAIR: None
RACE: Android
TECH LEVEL: Advanced (3)

Mekanique was built by the twenty-third century scientist Rotwang, who sent her back in time to the year 1942 to change the future course of history. In Rotwang's era, a popular revolt toppled the oppressive social order the scientist supported. Mekanique was to alter past events so the rebellion never happened.

Rotwang's plan called for the destruction of the All-Star Squadron, which Mekanique infiltrated by manipulating Robotman's sympathies. Though she nearly succeeded, Mekanique's body was destroyed during her battle with the team.

Per Degaton recovered Mekanique's severed head, which remained functioning. In return, she grew to love him. Feeling disgusted by her affections, he kept her locked away for decades. Only after a long imprisonment was Degaton moved to reconstruct her body, claiming to then share her romantic feelings.

Together, they embarked on a final power play, but they were opposed by Infinity, Inc. When their plans were foiled, an angry Degaton let slip that he still felt repulsed by Mekanique's love, which prompted her to self-destruct and kill them both.

STRATEGY & TACTICS: Along with her considerable powers, Mekanique was a skilled liar and manipulator. She eagerly took advantage of others' trust.

Mekanique

Reflexes 3D: *Brawling* 5D, *dodge* 6D

Coordination 4D: *Marksmanship (electric blast)* 10D

Physique 8D: *Leap* 13D, *lifting* 13D, *running* 9D

Knowledge 5D: *Computer ops* 9D, *languages* 9D, *scholar* 9D (*future history, time travel* +2D each), *science* 9D, *security* 9D

Perception 5D: *Engineering* 9D (*robotics* +2D), *know-how (powers)* 6D each, *repair* 9D (*robots* +2D), *surveillance* 8D, *tracking (electronic)* 9D

Presence 3D: *Intimidation* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Acute Senses (sight, hearing) -2D each, Ally (Per Degaton) -8D, Hardiness -4D, Mechanical Aptitude -2D, Patron (Rotwang) -4D, Photographic Memory -4D, Technologically Advanced -20D; Fanatic (love for Degaton) +3D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +6

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 90

BODY POINTS: 55

NATURAL ABILITIES: Android package, Attribute Improvement, Emotions, Material Bonus (AV 30). (See pages 126-127 of the *JLA Sourcebook* for details on the android package and upgrades.) Her android body had sensors that allowed her to see in all directions.

POWERS: Energy Projection (electric blasts) 10D, Invisibility (mechanical imaging systems) 9D, Dimensional Travel 8D, Forcefield: neutron shield 9D.

The Mist¹



REAL NAME: Kyle (surname unknown)
OCCUPATION: Criminal scientist
BASE OF OPERATIONS: Opal City
HEIGHT: 5'7"
WEIGHT: 145 pounds
EYES: Blue
HAIR: White
RACE: Human
TECH LEVEL: Modern (1)

After serving in the Canadian Army during World War II (and being decorated for valor), Kyle developed a device capable of transforming matter into mist. He funded further improvements upon it by using it in the employ of organized crime. Kyle hoped to sell the device to the U.S. military in 1939, but his mob contacts,

unwilling to surrender access to it, turned the device upon Kyle, transforming him into the Mist.

For the next six decades, the Mist acted as a criminal mastermind—first as leader of his own gang and later in conjunction with other super villains. Naturally, he ran afoul of costumed heroes. He developed a particular grudge against the original Starman. **RECENTLY:** Kyle groomed his son as his successor and teamed with him during his final assault on Opal City. However, this event led to his son's death, and the elder Kyle's mind snapped as a result.

After an apparent recovery from Alzheimer's disease, the Mist staged one last great plot—to destroy Opal City and everyone in it with a nuclear bomb he had stolen from LexCorp. But as so often happened before, the Mist was foiled again by Ted Knight, the original Starman, who saved his city at the cost of both his own and the Mist's lives.

STRATEGY & TACTICS: Originally, the Mist orchestrated daring robberies committed by invisible thieves. Over time, his focus became more murderous with a end towards vengeance against costumed heroes—particularly Starman.

Mist

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

Coordination 3D: *Lockpicking 5D, marksmanship 5D, thievery 5D*

Physique 2D: *Flying 12D, leap 4D, lifting 4D, running 5D*

Knowledge 4D: *Forgery 5D, scholar 5D, science 6D (chemistry, physics +2D each), security 5D*

Perception 4D: *Engineering 6D, hide 5D, invent 6D, repair 5D, shadowing 6D, surveillance 6D, streetwise 5D*

Presence 2D: *Bluff 5D, charm 3D, command 4D, intimidation 6D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -4D, Courage -2D, Intimidating Grin -2D, Mechanical Aptitude -2D, Wealth -4D; Dependent (family) +3D (Disadvantage declined and then disappeared over time), Enemy (Starman I) +3D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (Starman I) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 24

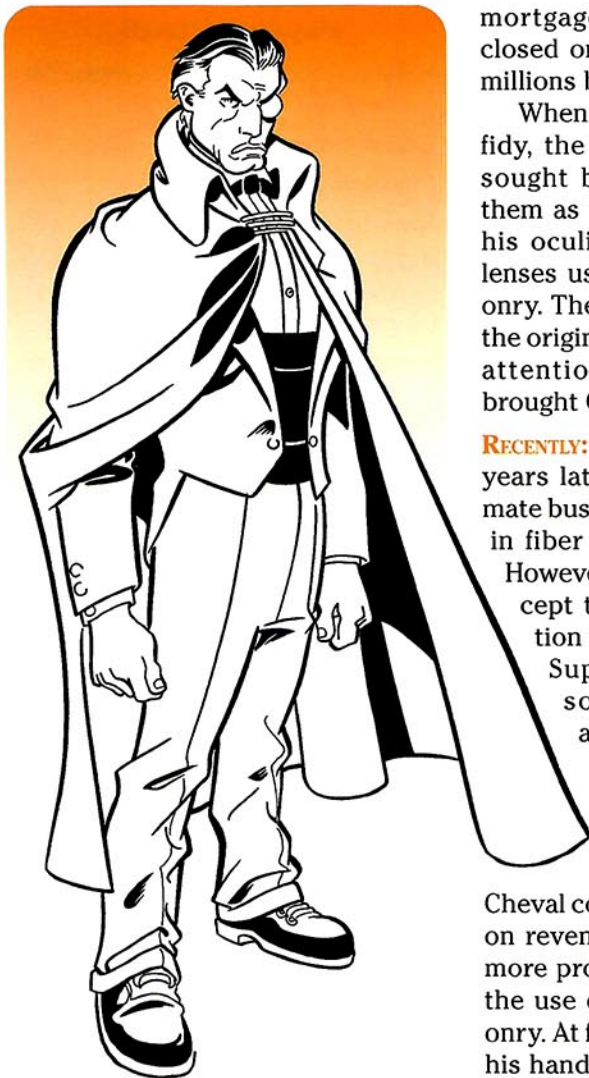
CHARACTER POINTS: 190

BODY POINTS: 30

POWERS: Air Manipulation (change into mist form) 12D [Enhancement: Mastery (can make selective parts of himself and objects he is carrying—like a gun—solid) +6D].

EQUIPMENT: Inviso-Solution (turns anything doused in it invisible; the light from Starman's rod will make such a doused item visible and eventually wear off the solution).

The Monocle



REAL NAME: Jonathan Cheval
OCCUPATION: Criminal
BASE OF OPERATIONS: New York City; later southern France
HEIGHT: 5'11"
WEIGHT: 175 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Jonathan Cheval carried on his family's traditional vocation as a renowned optical-glass maker. He operated a small shop in downtown New York until 1945, when a cadre of unscrupulous bankers stole Cheval's

mortgage payment receipts, foreclosed on his shop, and then made millions by auctioning the land.

When Cheval learned of their perfidy, the formerly law-abiding man sought bloody vengeance against them as the Monocle. He employed his oculist skills to design deadly lenses used in his trademark weaponry. The bankers' murders came to the original Hawkman and Hawkgirl's attentions, and they eventually brought Cheval to justice.

RECENTLY: Released from prison some years later, Cheval went into legitimate business and his breakthroughs in fiber optics made him wealthy. However, boredom led Cheval to accept the Ultra-Humanite's invitation to join the Secret Society of Super-Villains. The Monocle soon returned to action against both the JSA and JLA. He even attempted to join a new Secret Society, which proved to be a JLA ruse.

STRATEGY & TACTICS: Initially, Cheval concentrated single-mindedly on revenge, but he eventually grew more proficient as a criminal and in the use of his various ocular weaponry. At first, the Monocle had to use his hand to focus and aim his weapons, but later, he devised a method of remote operation that allowed his hands to remain free while he fired.

Monocle

Reflexes 2D: *Brawling* 3D, *dodge* 4D

Coordination 4D: *Marksmanship* (monocles) 8D, *thievery* 6D

Physique 2D: *Leap* 3D, *running* 4D, *swimming* 4D

Knowledge 3D: *Forgery* 6D, *Languages* (French) 9D, *scholar* 4D, *science* 7D (physics +2D), *security* 5D

Perception 4D: *Engineering* 7D (optics +2D), *invent* 7D (optical devices +2D), *repair* 7D (optical devices +2D), *streetwise* 5D, *surveillance* 5D

Presence 3D: *Charm* 4D, *persuasion* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Acute Manual Dexterity -2D, Contact (criminal underworld) -3D, Mechanical Aptitude -2D, Wealth -4D; Enemy (Hawkman I, Hawkgirl I) +2D each, Physically Limited (myopic without monocle) +3D, Shady Background +2D, Sworn Enemy (Hawkman I, Hawkgirl I) +2D each.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

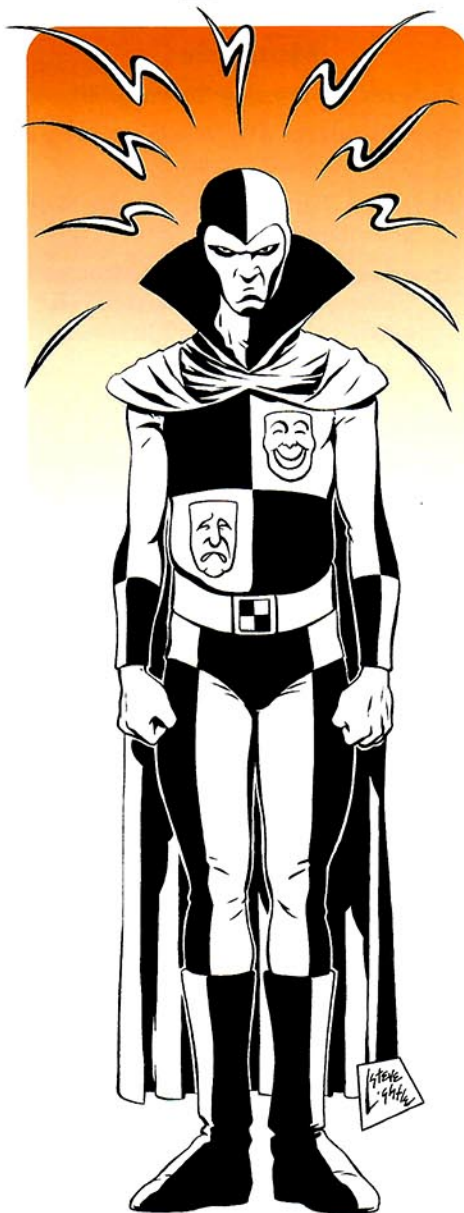
VILLAIN POINTS: 14

CHARACTER POINTS: 112

BODY POINTS: 30

EQUIPMENT: Cosmic Ray Monocle (Disintegration 10D), Electric Monocle (Energy Projection: Electric Blast 10D), Laser Monocle (Microwave Projection 10D). All monocles have the Limitations: Rechargeable -1D, Removable The Monocle-1D, and eventually had the Enhancement: Remote +4D.

Psycho-Pirate²



REAL NAME: Roger Hayden
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 6'
WEIGHT: 180 pounds
EYES: Blue-green
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

The first man to be called the Psycho-Pirate was a disgruntled newspaper employee named Charley Halstead who based his crimes on emotions. After being arrested and

imprisoned by the JSA, Halstead told his cellmate Roger Hayden about the enchanted Medusa Masks, artifacts found on an archaeological dig by Kent Nelson (Doctor Fate I) that were fabled to effect people's emotions.

Hayden stole the masks and used their manipulative power to become the second Psycho-Pirate. At one point during his criminal career, he joined the Ultra-Humanite's Secret Society of Super-Villains and took on members of both the JSA and the Justice League of America.

RECENTLY: Eventually, his powers drove him insane, and he ended up in a mental ward. It was there that he was found by Harbinger and recruited to aid the Monitor during the Crisis. However, he switched sides and allied himself with the Anti-Monitor soon after. The Pirate was forced to aid the second Flash (Barry Allen) in defeating the Anti-Monitor's plan, and the Pirate's fear of the Anti-Monitor's wrath sank him even deeper into insanity. He was then returned to the mental ward, babbling something about "infinite earths."

The Psycho-Pirate was one of several villains who made a deal with the demon Neron for enhanced power in exchange for their souls. In the Psycho-Pirate's case, he was melded with the Medusa Mask, which enabled him to not only affect the sanity of his targets but also transform them into nightmarish versions of themselves. He was recaptured by Manhunter III and returned to the psychiatric ward at the Slab penitentiary.

STRATEGY & TACTICS: By altering his facial expressions, the Psycho-Pirate could make his victims experience whatever emotion he was portraying. He took great delight in using his powers, and he usually chose those emotions that would cause his opponents the most pain and suffering.

Psycho-Pirate

Reflexes 2D: *Brawling 3D, dodge 5D, sneak 6D*

Coordination 2D: *Thievery 5D*

Physique 2D: *Running 3D*

Knowledge 2D: *Scholar 4D, security 6D*

Perception 2D: *Hide 6D, know-how (powers) 8D each, shadowing 5D, streetwise 5D*

Presence 2D: *Bluff 9D, charm 6D, command 6D, persuasion 9D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D; Cowardice +2D, Delusions of Grandeur +3D, Enemy (JSA, JLA) +6D each, Fugitive +1D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 15

CHARACTER POINTS: 124

BODY POINTS: 28

EQUIPMENT: The Medusa Mask [Body Points: 125; powers: Empathy 18D, Illusion 12D (Limitation: Linked to Empathy)].

The Rag Doll



REAL NAME: Peter Merkel

OCCUPATION: Professional criminal, former contortionist

BASE OF OPERATIONS: Keystone City; later Opal City

HEIGHT: 5'7"

WEIGHT: 133 pounds

EYES: Blue

HAIR: Sandy blonde

RACE: Human

TECH LEVEL: Modern (1)

When the carnival that Peter Merkel worked for went bankrupt in 1942, he decided to rob a local department store. He disguised himself as a human rag doll, sneaked into the store, and laid about in a limp, inhuman posture until he robbed the store that night. Spurred on by his success, Merkel became the costumed criminal the Rag Doll. But, his limited gift for crime made him little more than annoyance to such heroes as the original Flash and the first Starman.

RECENTLY: Some decades later, the Rag Doll became a part of the Ultra-Humanite's Secret Society of Super-Villains in an effort to have his final revenge upon his nemesis the Flash. The plan failed, and the Rag Doll went back to prison.

After his last release from prison, the Rag Doll had lost most of his acrobatic ability due to age and realized that much of his life had been a failure. However, he did discover that he had a gift for inspiring others to do wrong. A cult formed around the aging villain, and all the violence he had churned up came to a head seven years ago in Opal City. In the end, Starman was forced to slay the Rag Doll, making him into a twisted kind of martyr.

It has just been discovered that in fact the Rag Doll survived that fateful night. He was one of several super-criminals who made a deal with Neron. In exchange for his soul, the

Rag Doll not only became more limber and agile, but he also recovered his lost youth.

STRATEGY & TACTICS: During his days as a thief, the Rag Doll's usual modus operandi was to fold himself into a gift box or other unlikely hiding place, then pop out when he was least expected. In his later years, his acrobatic abilities allowed him to become a murderous whirling dervish, flipping, spinning, and cart wheeling about with bullets blazing.

Rag Doll

Reflexes 5D: *Acrobatics 12D, brawling 7D, climbing 6D, dodge 12D, escape artist 13D, sneak 10D*

Coordination 5D: *Lockpicking 6D, marksmanship 6D (pistols +2D), thievery 9D*

Physique 2D: *Leap 6D, running 4D*

Knowledge 2D: *Security 7D*

Perception 3D: *Hide 10D, know-how (contortionism) 14D, search 7D*

Presence 3D: *Charm 4D, intimidation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Charismatic -3D, Fast Reactions -4D, Intimidating Grin -2D, Leadership Ability -2D; Enemy (the Flash I, Starman I) +2D each, Enemy (JLA, JSA) +6D each, Fugitive +2D, Shady Background +2D, Sworn Enemy (Flash I) +2D.

SPEED: 30

PDV: 6

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 16

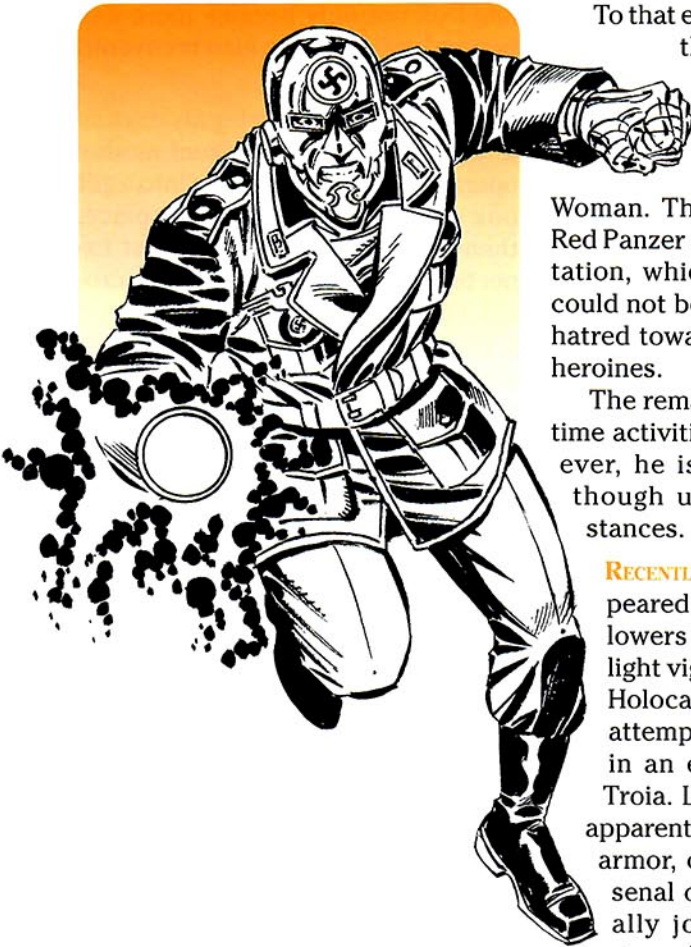
CHARACTER POINTS: 128

BODY POINTS: 28

NATURAL ABILITIES: Triple-jointed [able to bend and contort his body in unlikely ways; a +3 bonus to all applicable skills (such as acrobatics and thievery)].

NOTE: The characteristics above are for the Rag Doll at his prime.

Red Panzer¹



To that end, Streicher constructed the Red Panzer armor. He used it to battle against America's costumed heroes, particularly the Golden Age Wonder Woman. The Amazon defeated the Red Panzer during their first confrontation, which Streicher's misogyny could not bear, provoking a seething hatred towards Hippolyta and other heroines.

The remainder of Streicher's wartime activities are unrecorded. However, he is said to be dead now, though under unknown circumstances.

RECENTLY: A new Red Panzer appeared and led troops of his followers in an assault on a candlelight vigil in remembrance of the Holocaust in New York City. The attempt failed and he perished in an explosion after fighting Troia. Later, a third Red Panzer, apparently still wearing Streicher's armor, confronted Troia and Arsenal of the Titans and eventually joined the super-villain group Tartarus.

STRATEGY & TACTICS: Streicher dedicated himself to altering the future, and preferred to do so in ways that involved harming costumed heroines. His most potent weapon was his arm cannon, which he employed with devastating effects.

REAL NAME: Helmut Streicher
OCCUPATION: Nazi agent
BASE OF OPERATIONS: Mobile
HEIGHT: 6'2"
WEIGHT: 205 pounds
EYES: Blue
HAIR: White
RACE: Human
TECH LEVEL: Modern (1)

Helmut Streicher was a Nazi scientist sent to America in 1943 to aid German sabotage efforts. While his superiors thought little of his abilities, Streicher's genius had in fact produced a time scanner capable of showing the future. Through it, Streicher foresaw the eventual German defeat. He immediately took steps to alter history's course.

Red Panzer

Reflexes 2D: *Brawling 5D, dodge 6D, driving 5D, melee weapons 4D*

Coordination 2D: *Marksmanship 5D (arm cannon +3D), thrown weapons 4D*

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

Knowledge 3D: *Demolitions 8D, languages 5D (English +4D) (native language: German), navigation 5D, research 6D, scholar 6D, science 6D*

Perception 3D: *Engineering 7D, invent 6D, repair 6D (Red Panzer armor +1D), search 4D, surveillance 5D*

Presence 3D: *Bluff 4D, command 6D, intimidation 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D, Mechanical Aptitude -2D, Patron (Nazi Germany) -5D, Wealth -2D; Fanatic (Nazism; misogynist) +3D each, Fugitive +3D, Physically Limited (missing eye) +6D, Sworn Enemy (Wonder Woman II) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 14

CHARACTER POINTS: 110

BODY POINTS: 35

EQUIPMENT: Armor (AV 15; Body Points 70), arm cannon (Energy Projection: Concussive blast 8D).

Vandal Savage



REAL NAME: Vandal Adg
OCCUPATION: Conqueror, businessman
BASE OF OPERATIONS: Mobile
HEIGHT: 5'10"
WEIGHT: 176 pounds
EYES: Brown
HAIR: Black
RACE: Cro-Magnon
TECH LEVEL: Modern (1)

Over 50,000 years old, Vandal Savage has witnessed humankind's history firsthand, all the while seeking a way to conquer it. Once a Cro-Magnon warrior, Savage gained immortality after a meteor explosion irradiated him. Thereafter, with his boundless knowledge and utter ruthlessness, he assisted anyone capable of granting him absolute authority.

Savage saw World War II as his best opportunity for ultimate power, but his schemes were repeatedly frustrated by the JSA. However, during their confrontations Savage collected DNA samples from his unwitting foes. Years later, he employed them in the creation of Grant Emerson (Damage).

Eventually sent to prison by the JSA, Savage, as head of the Illuminati, engineered congressional hearings that forced the JSA's disbanding in 1951. Ironically, Savage's failed attempt at revenge against the JSA's members after his release persuaded the team to reunite in the modern age.

STRATEGY & TACTICS: A master manipulator, Savage knows that his immortality is the best weapon at his disposal. He uses that knowledge to outlast his opponents. If push comes to shove, however, he is not above dealing with the situation directly.

Vandal Savage

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 7D, demolitions 9D, languages 10D, scholar 10D (business, history, politics +2D each), science 5D, security 6D*

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 -4D, Observant -2D, Preparedness -4D, Wealth -8D; Delusions of Grandeur +3D, Shady Background +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2 (+5)

HERO POINTS: 0

VILLAIN POINTS: 28

CHARACTER POINTS: 230

BODY POINTS: 35 (61)

POWERS: Dimensional Travel 8D, Super-attributes: Physique 6D [both have Limitation: Rechargeable (must drink human blood monthly) -1D], Immunity 8D, Longevity (consciousness) 50D (he must restore damaged body parts with those from members of his bloodline to stay alive).

Stalker



REAL NAME: Unknown
OCCUPATION: Warrior
BASE OF OPERATIONS: Mobile
HEIGHT: 8'2" **WEIGHT:** 420 pounds
EYES: Red **HAIR:** Black
RACE: Soulless humanoid
TECH LEVEL: Modern (1)

Tens of thousands of years ago on another world, an outcast youth made a pact with Dgrth, the war god of his realm. In exchange for his soul, Dgrth promised to turn the boy into the greatest warrior his world had ever known. The youth agreed, and Dgrth ripped his soul out of his body, granting him the warrior's gifts the boy had so craved. The boy, now called Stalker, soon realized how high a price he had paid for his supernatural talent for war. He confronted Dgrth in an effort to regain his soul. However, he learned that as long as war existed, the demon god would be too powerful for him to defeat. Stalker then began a quest to bring an

end to all conflict wherever he found it. As the centuries passed, his impossible mission took its toll, and Stalker became hopelessly mad. With his insanity came a hideously flawed clarity of vision: if he eliminated all life, he would eliminate all war. Since that day, he has traveled from world to world, from dimension to dimension, bringing an end to whatever life he discovered.

Stalker was eventually drawn to the Earth realm, where the JSA opposed by him. In their initial battle, Stalker was weakened and used his sorcery to create seven disciples who would continue his works while he recovered. In perhaps one of their greatest campaigns ever, the JSA not only defeated the disciples but Stalker as well, bringing an end to his eternal quest.

STRATEGY & TACTICS: Though his methods probably varied from world to world, on Earth, Stalker created disciples who he sent to carry out his

destructive will. He was so accomplished at the art of war that he could fend off the combined attack of over 16 members of the JSA. So consumed with destroying all life, he knew no mercy.

Stalker

Reflexes 4D (8D): *Brawling* 8D (12D), *dodge* 6D (10D), *melee weapons* 8D (12D), *riding* 5D (9D), *sneak* 5D (9D)

Coordination 4D (8D): *Marksmanship (Microwave Projection)* 6D (10D), *missile weapons* 6D (10D), *thrown weapons* 6D (10D)

Physique 5D (10D): *Leap* 6D (11D), *lifting* 6D (11D)

Knowledge 2D: *Arcane lore* 8D, *scholar* 4D (*military tactics* +6D)

Perception 2D: *Know-how (sorcery)* 8D, *search* 4D, *surveillance* 4D, *survival* 7D, *tracking* 7D

Presence 4D: *Command* 6D, *interrogation* 9D, *intimidation* 11D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Fast Reactions* -4D (Superattributes bonus), *Hardiness* -4D (Superattributes bonus), *Self-Healing* -4D, *Speed Draw (sword)* -1D; *Dark Secret* (sold his soul to Dgrth) +3D, *Enemy (JSA)* +6D, *Fanatic* +3D, *Obsessive Tendencies* +2D, *Sworn Enemy (all life)* +6D.

SPEED: 30 **PDV:** 3 (5)

UNARMED BDV: 4D (6D)

P/L BONUS: +3 (+5)

HERO POINTS: 0 **VILLAIN POINTS:** 26

CHARACTER POINTS: 204

BODY POINTS: 48 (78)

POWERS: *Microwave Projection* (hands) 13D, *Superattributes: Reflexes* 4D, *Superattributes: Coordination* 4D (bonus: reduced scale modifiers), *Superattributes: Physique* 5D (bonus: increased damage vs. inanimate objects), *Dimensional Travel* 15D, *Invulnerability* 3D, *Sorcery* 18D. All powers except *Sorcery* have the *Enhancement: Magically Empowered* +8D.

EQUIPMENT: *Armor* (AV 20), *sword* [BDV 7D (edge)/4D (flat)].

Sumo



OCCUPATION: Agent of Imperial Japan

BASE OF OPERATIONS: Japan

HEIGHT: 6'7"

WEIGHT: 300 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Sumo was one of the few students trained by the ancient samurai known only as the Enlightened One. He was even further honored when he became the only one of the Enlightened One's pupils to be chosen to sip of the sacred "Potion of Power"—a combination of unique herbs and roots. Within a year, Sumo grew to his present height, becoming stronger, more agile, and possessing a control over all five of his senses that would make a man with perfect vision and hearing seem blind and deaf. Sumo

was then presented to Emperor Hirohito to be his personal agent in America. In the course of fulfilling his duty to the Emperor, he fought against the All-Star Squadron on at least one occasion.

STRATEGY & TACTICS: Deceptively agile and amazingly strong, Sumo was formidable opponent, capable of striking before his opponent even knew the attack was coming. He even caught Wonder Woman's magic lasso in mid-toss. He was also an intensely honorable individual and would not resort to using any kind of treachery or deceit. He went so far at one point as to save the life of an enemy because of an offense on the part of his allies.

Sumo

Reflexes 5D (7D): *Brawling 8D (10D), dodge 9D (11D), martial arts 10D (12D) (all maneuvers +2D each), melee weapons 8D (10D)*

Coordination 5D (7D): *Catch 8D (10D), missile weapons 8D (10D)*

Physique 5D (6D): *Lifting 7D (8D), resistance 8D (9D), running 7D (8D), swimming 6D (7D)*

Knowledge 2D: *Arcane lore 4D, languages 4D (German, English +1D each) (native language: Japanese), scholar 6D*

Perception 4D: *Surveillance 5D, survival 5D, tracking 5D*

Presence 2D: *Intimidation 8D, persuasion 8D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Acute Senses (all) -10D, Courage -2D, Fast Reactions -4D (Superattributes bonus), Hardiness -4D (Superattributes bonus), Observant -2D, Patron (Hirohito) -5D, Self-Healing -4D, Speed Draw (sword) -1D; Employed (agent of the Emperor) +4D, Enemy (Wonder Woman II) +2D, Enemy (All-Star Squadron) +6D, Fanatic (loyal to Emperor; won't stain his personal honor) +3D each, Obsessive Tendencies +2D.

SPEED: 30

PDV: 5 (6)

UNARMED BDV: 4D (5D)/1D

P/L BONUS: +3 (+4)

HERO POINTS: 1

VILLAIN POINTS: 10

CHARACTER POINTS: 89

BODY POINTS: 43 (53)

POWERS: Superattributes: Reflexes 2D, Superattributes: Coordination 2D (bonus: improved catching ability), Superattributes: Physique 1D, Natural Armor: Toughened skin (blunt trauma) 2D, Speed Manipulation (superactions, supermobility) 4D.

EQUIPMENT: Katana sword [BDV 5D (edge)/3D (flat)], samurai body armor (AV 18 vs. physical attacks to areas covered).

The Thorn¹



REAL NAME: Rose Canton
ALIAS: Alyx Florin
OCCUPATION: (Rose) Botanist; (Thorn) Professional criminal
BASE OF OPERATIONS: Keystone City; later mobile
HEIGHT: 5'7"
WEIGHT: 140 pounds
EYES: Green
HAIR: Blonde (as Rose); Red (as Thorn)
RACE: Human
TECH LEVEL: Modern (1)

As a little girl, Rose Canton would blame anything wrong that she did on an imaginary girl. But, unlike others who also had imaginary childhood friends, one day Rose began to see that other girl's face in the mir-

ror. Rose tried to escape from her other self by going off to assist famed botanist Professor Hollis in his research. It was in the professor's lab on the island of Tashmi that Rose discovered the sap of a unique jungle root. The sap gave her extraordinary abilities—and physically transformed her into her other self, the Thorn. The Thorn became a professional criminal, facing off against such heroes as the original Flash and Green Lantern. It was after a battle with the original Green Lantern that he enlisted the aid of Queen Hippolyta, known in the 1940s as Wonder Woman, and the Amazon nation to help Rose and eliminate her Thorn persona. Evidently cured, and having fallen in love with her savior, Rose adopted the name Alyx Florin and soon married Green Lantern in his civilian identity of Alan Scott.

But, on their honeymoon, Rose's Thorn persona was reawakened when she tried on Alan's mystic power ring. Rose barely managed to keep the Thorn from killing Scott, but she could not prevent him from thinking his wife had been killed in the fire the Thorn's return had caused. Rose later gave birth to twins, but she abandoned them, fearing that the Thorn would kill them. Her babies grew up to become the heroes Jade and Obsidian. They finally learned that Rose was their mother only after she committed suicide rather than let the Thorn murder her children.

STRATEGY & TACTICS: The Thorn is a particularly cold and vicious villainess. She generally uses her powers to create thorn-covered stalks, which could either ensnare or impale her victims, sometimes by causing the stalks to spin at high speeds like a top.

Thorn

Reflexes 2D: [Brawling 5D, dodge 6D, sneak 7D]

Coordination 2D: [Thievery 7D]

Physique 2D

Knowledge 3D: Research 5D, scholar 5D, science 3D (botany +5D)

Perception 2D: Hide 5D, [know-how (Plant Manipulation) 8D]

Presence 1D [3D]: Charm 3D [5D], [intimidation 5D,] willpower 3D [5D]

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, [Intimidating Grin -2D (Superattributes bonus)]; Dark Secret (split personality) +2D, Employed (as Rose) +4D, Enemy (the Flash I, Green Lantern I) +2D each, Nightmares (as Rose) +4D, Psychological Disorder (split personality; when Rose Canton persona is dominant, she loses all attributes and skills in brackets, as well as powers), Secret Identity +3D.

SPEED: 30

PDV: 1 [3]

UNARMED BDV: 1D [3D]

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 14

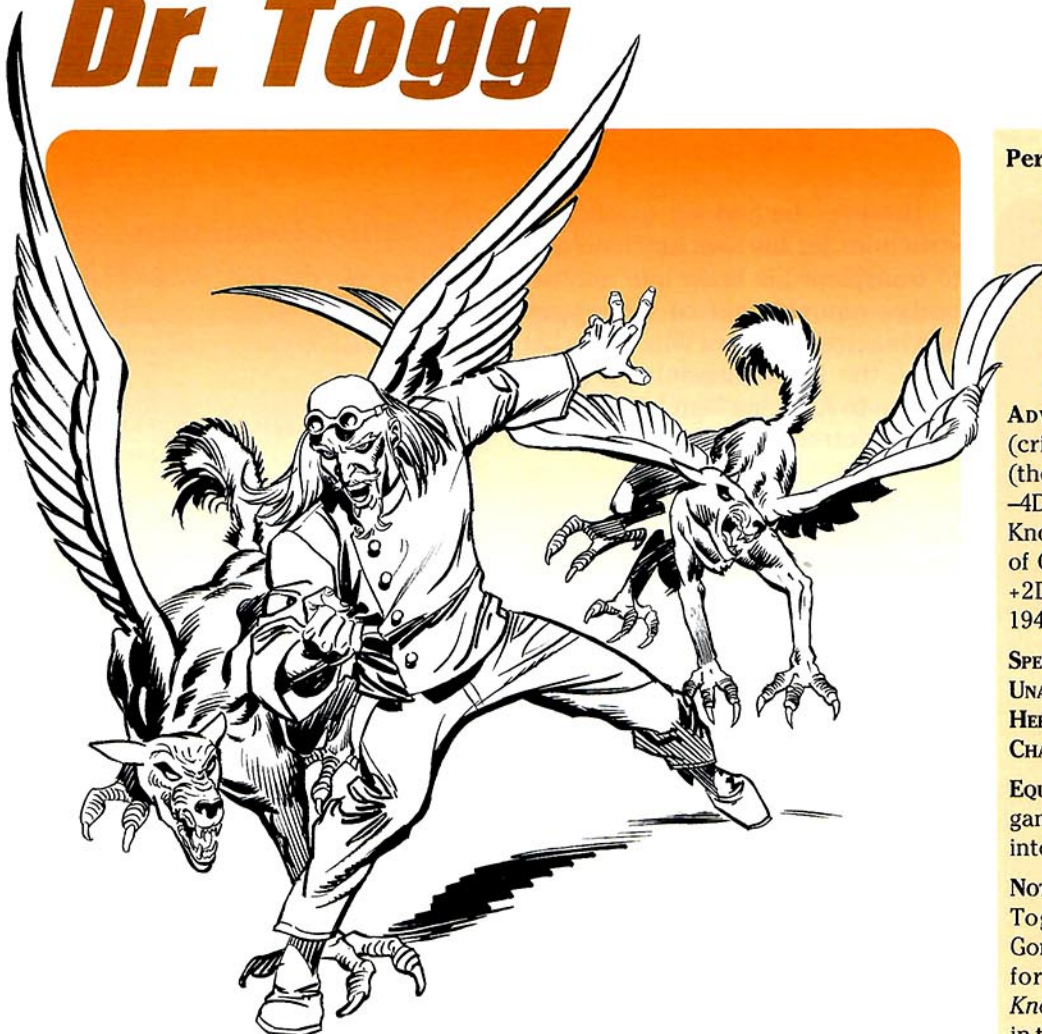
CHARACTER POINTS: 121

BODY POINTS: 28

POWERS: Superattributes: Presence 2D, Plant Manipulation 12D. All powers have the Limitation: Super Hero Form -3D.

NOTE: All characteristics listed in brackets are those of Rose Canton when she turned into Thorn.

Dr. Togg



REAL NAME: Rocco Togg
OCCUPATION: Criminal
BASE OF OPERATIONS: Wide Island
HEIGHT: 5'4" **WEIGHT:** 125 pounds
EYES: Blue **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

Ostracized by his colleagues, Dr. Rocco Togg turned to crime to fund his unorthodox experiments in genetic alteration. Togg used his monstrous canine-avian hybrids, called Gombezi, to pull a series of bank robberies in 1940, which were eventually halted by the original Hourman. The two developed a rivalry that lasted until 1942, when an accidental exposure to his own Monstrosopic Ray transformed Togg into a Gombezi. This landed him in prison to serve a 58-year sentence.

RECENTLY: Togg was recently set free and quickly returned to his old ways. The third Hourman put a stop to his latest scheme, but in addition

to apprehending him, he also restored Togg's humanity. Enlisted by the latest Hourman, a grateful Togg searches for a cure for Rick Tyler's (the second Hourman) degenerative illness caused by his use of Miraclo.

STRATEGY & TACTICS: Togg was a genius who mainly sent packs of Gombezi to commit his crimes, which focused on acquiring money and subjects for his experiments. He became even more of a reclusive mastermind after he was turned into a Gombezi himself.

Dr. Togg

Reflexes 2D

Coordination 2D: *Marksmanship* 3D, *thievery* 4D

Physique 2D

Knowledge 4D: *Medicine* 7D, *research* 8D, *scholar* 7D, *science* 7D (*genetics* +2D), *security* 5D

Perception 4D: *Engineering* 7D (*genetic engineering* +2D), *invent* 7D (*genetic engineering devices* +2D), *repair* 7D (*genetic engineering devices* +2D), *surveillance* 5D

Presence 2D: *Animal handling* (Gombezi) 12D, *intimidation* 3D, *will-power* 5D

ADVANTAGES/DISADVANTAGES: *Contact* (criminal underworld) -3D, *Follower* (the Gombezi) -16D, *Gifted in Learning* -4D, *Mechanical Aptitude* -2D, *Obscure Knowledge* -2D, *Wealth* -4D; *Delusions of Grandeur* +3D, *Enemy* (Hourman I) +2D, *Shady Background* +2D (after 1942), *Sworn Enemy* (Hourman I) +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 6

CHARACTER POINTS: 48

BODY POINTS: 26

EQUIPMENT: Monstrosopic Lamp [Organic Manipulation (transform beings into Gombezi) 10D].

NOTE: These characteristics are for Dr. Togg before he was turned into a Gombezi. To represent Togg in Gombezi form, replace all attributes except *Knowledge* and *Perception* with those in the Gombezi write-up and adjust the skills accordingly. He also gains the Unattractive Appearance Disadvantage as a Gombezi.

The Gombezi

Reflexes 3D, *brawling* 4D, *dodge* 4D, *sneak* 4D, *piloting* (self) 6D, *Coordination* 3D, *Physique* 2D, *flying* 3D, *Knowledge* 1D, *Perception* 1D, *hide* 4D, *search* 3D, *tracking* 4D, *Presence* 1D. **Advantages/Disadvantages:** *Acute Senses* (smell) -2D; *Fanatic* (following Dr. Togg's orders) +3D, *Unattractive Appearance* +2D. **Speed:** 40. **PDV:** 2. **Physique bonus:** +1. **Body Points:** 20. **Natural abilities:** teeth (BDV 3D), claws (BDV 1D), wings allow Gombezi to fly for a few hundred miles before needing rest, the Gombezi have frictionless coats (+4 to the difficulty of any *brawling* or *martial arts* roll to grab them or any *catch* roll), the Gombezi have a remarkably enhanced sense of smell (+4 successes to any smell-based *Perception* or *Perception* skill roll).

Ultra-Humanite

(as Delores Winters)



However, he had left detailed instructions for his henchmen on how to transplant his brain into another body—namely that of kidnapped movie actress Delores Winters. In her body, the Ultra-Humanite granted powers to Amazing Man I, Deathbolt, and Cyclotron so that they could aid him in a plan to extort millions from the U.S. government. Amazing Man and Cyclotron soon turned on the Ultra-Humanite and helped the All-Star Squadron to defeat him. He seemingly met his end at the hands of Cyclotron, but the loyal Deathbolt rescued the Ultra-Humanite's brain.

Deathbolt then took his master to a top-secret U.S. installation called Project M, where the Ultra-Humanite battled the Young All-Stars in the body of a giant tyrannosaurus rex. Though once again defeated, the Ultra-Humanite teleported his brain away before he could be captured.

STRATEGY & TACTICS: The Ultra-Humanite was motivated solely by an insane lust for power and wealth. He possessed more than enough scientific genius to accomplish his goals.

REAL NAME: Unknown
OCCUPATION: Criminal scientist
BASE OF OPERATIONS: Mobile
HEIGHT: 5'8"
WEIGHT: 123 pounds
EYES: Blue
HAIR: Dark Brown
RACE: Human
TECH LEVEL: Postmodern (2)

Little is known about the origin of the criminal genius known as the Ultra-Humanite, save that he gained his tremendous intellect through self-experimentation. In his original body, he clashed several times with the mystery men of World War II during the early 1940s before he was apparently killed by his own malfunctioning weapon.

Ultra-Humanite

Reflexes 2D: *Brawling 4D, dodge 6D, piloting 6D*

Coordination 2D: *Marksmanship 5D*

Physique 2D

Knowledge 5D (7D): *Arcane lore 7D (9D), languages 7D (9D), medicine 7D (9D) (brain transplants +5D), research 10D (12D), scholar 12D (14D), science 12D (14D)*

Perception 4D: *Engineering 7D, invent 12D, repair 10D*

Presence 3D: *Charm 6D, command 7D, disguise 7D, intimidation 6D, will-power 12D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Attractive Appearance -2D, Followers (Cyclotron, Deathbolt) -14D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Preparedness -4D, Technologically Advanced -10D; Arrogance +3D, Dark Secret (he is really a transplanted brain) +2D, Delusions of Grandeur +3D, Enemy (JSA, All-Star Squadron) +6D each.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 145

BODY POINTS: 27

POWERS: Superattributes: Knowledge 2D (bonus: intuitive leaps), Telepathy 4D, Telekinesis 4D, Mental Shield 8D.

EQUIPMENT: Powerstone (Body Points 25; powers: Psychic Blast 10D, Forcefield 8D), Hammer of Thor (BDV 6D; Body Points 500; Energy Projection: Concussive blast 9D).

NOTE: The characteristics shown are for the Ultra-Humanite in the body of Delores Winters.



CHAPTER 8

Golden Age Bases & Equipment

JSA HEADQUARTERS

The original Justice Society gathered in a secret meeting room within a midtown Manhattan skyscraper. Although the fact that the Justice Society convened at the building was public knowledge, the public did not know which room the JSA used or that it was on the top floor of the building.

The building's structure was fairly unremarkable, giving the walls, floor, and ceiling an Armor Value of 15 and 40 Body Points. Other than keeping the doors and windows locked and the exact whereabouts of their meeting room secret, the JSA maintained no extraordinary security measures for their headquarters. The local police and the FBI were aware of the location of JSA headquarters. They tended to keep an eye out for any trouble, as did the JSA members themselves.

The JSA's original facilities were fairly simple to accommodate the team's basic needs. The meeting room held a round table where the group met to decide policy and plan operations, with Hawkman presiding as chairman. Metal filing cabinets held paper files on various crimes for any of the members to access as needed. They also kept some trophies of their missions in the room. Otherwise, the team spent most of their time in the field.

After World War II, the Justice Society operated for a time out of a brownstone in Gotham City, with similar specifications to the building above but more sophisticated facilities. Most of the headquarters was located underground, with the above-ground floors of the building used for meeting and office space for the team. The underground facilities included laboratory space, crime files, trophy room, sickbay, computers, and a hangar area for vehicles. The JSA closed the headquarters at this location years ago. The building was later destroyed in the

earthquake that leveled Gotham. The JSA transferred any salvageable material from their old headquarters to a warehouse in Manhattan, then to their new headquarters, Dodds Mansion (see Chapter 13).



ALL-STAR SQUADRON HEADQUARTERS: THE PERISPHERE

When President Roosevelt formed the All-Star Squadron in 1941, he also arranged for a new headquarters for the home-front heroes. He chose the Perisphere, an attraction originally constructed for the New York World's Fair in 1939–1940. This was also the site of one of the first public appearances of the Crimson Avenger and the Sandman when they confronted the mysterious Phantom of the Fair. Government engineers refitted the 200-foot diameter sphere, making it into a sophisticated headquarters suited for the Squadron.

The Perisphere had a reinforced steel construction, giving it an Armor Value of 21 and 600 Body Points. Except for Gernsback (see sidebar), the Perisphere's security was fairly limited. Bypassing the alarms systems and such is only a Moderate *security* task. Still, in the 1940s, the Perisphere was one of the most sophisticated headquarters in the world.

The Perisphere had four above-ground levels and an extensive basement.

The **basement** of the Perisphere contained space for the team's laboratories. Members with a scientific bent spent a lot of time here, particularly Robotman, Dr. Mid-Nite, and Starman. Heavy steel doors protected the laboratories, to keep out intruders and protect the rest of the sphere in event of an accident.

The **first level**, at the bottom of the sphere, housed an extensive gymnasium the All-Stars used to keep in top physical condition. The swimming pool was a favorite spot for Neptune Perkins and Tsunami.

Level two held a sitting room, kitchen, and dining room, where the members of the Squadron spent their off-hours relaxing.

Level three contained living quarters for members of the Squadron. Only a few All-Stars actually lived in the Perisphere (most continued to maintain civilian identities). Liberty Belle, Johnny Quick, Robotman, the Shining Knight, Firebrand, and Amazing-Man all resided on this level. The Young All-Stars often stayed at the Perisphere as well. The remaining rooms were available for the other All-Stars or visitors as needed.

Level four was the main portion of the headquarters, occupying almost the entire top half of the Perisphere. It included a large amphitheater with seating for the entire roster. The theater had projection equipment and a podium for briefings. It also provided access to the Trylon, the tall steel spire next to the Perisphere that stored the team's aircraft, the All-Star Special. A crawlspace at the top of the sphere housed most of the electronic and communications equipment for the Perisphere.

Gernsback

Type: Robot

Size: 8 feet tall

Speed: 30 mph (wheels)

Passive Defense Value: 7

Base Damage Value: 7D

Skills: brawling 3D (bear hug +8D, knockout +4D), lifting 10D

Body Points: 150

Advantages/Disadvantages: Indomitable Programming –3D, Resist Harm –4D, Resist Knockout –2D; Bond to Creator +2D, Mission Superiority +2D, Moral Code (Asimov's Laws of Robotics) +6D.

Natural Abilities: Android Package (minus Hides Emotions Disadvantage), Unusual Size –2D.

Description: Also an attraction at the World's Fair, Gernsback was a robot that provided security for the Perisphere. Robotman discovered Gernsback in a closet shortly after the All-Stars took possession of their new headquarters, and he modified it as an electronic security guard.

Gernsback confronted anyone attempting to gain access to the Perisphere. If they could not provide the day's password within five seconds, Gernsback attempted to restrain them while summoning any All-Stars on duty for assistance.

Gernsback had a fairly simple electronic brain. It could not be reasoned with; it simply did as it was programmed.

Gernsback was a tall, blocky humanoid with two arms and a wheeled lower body. It had electrodes for eyes and spoke through a speaker grille where its "mouth" should be.

THE ALL-STAR SPECIAL

The All-Star Special was an airplane specially designed and built for the All-Star Squadron. It was normally stored upright in a "hangar" in the Trylon, with its wings folded. At a moment's notice, the Trylon opened up and a launching mechanism flung the All-Star Special into the air, where its wings snapped out and its powerful turbo-propeller kicked in. Although it was one of the most sophisticated aircraft of its time, the All-Star Special was still prop-powered and slow by comparison to modern-day jet aircraft.

Type: Plane

Size: 50 feet long

Crew: 2

Passengers: 8

Cargo Capacity: 40 cubic feet

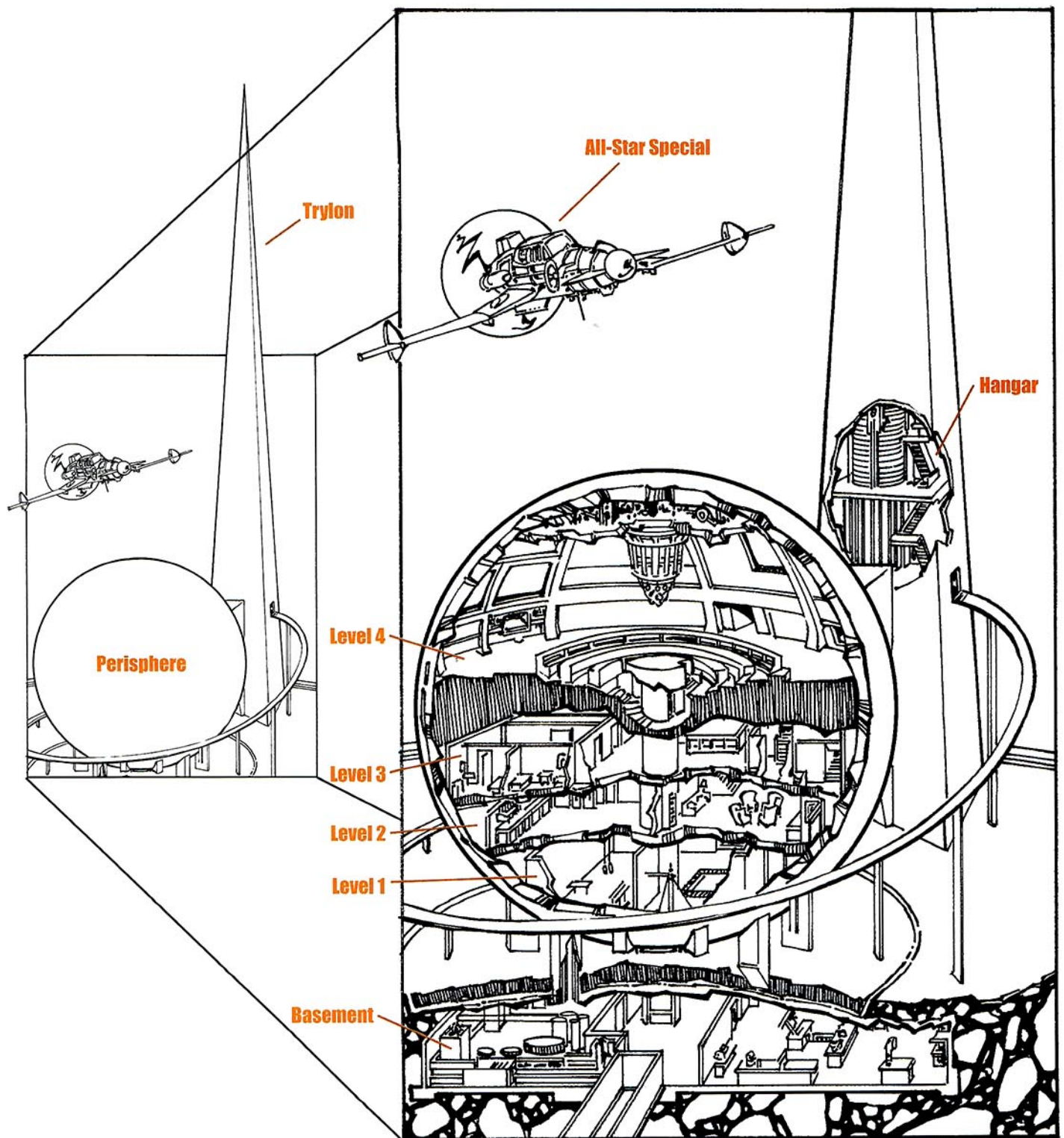
Maneuverability: 2D

Speed: 150 mph

Base Damage Value: 6Dx7

Armor Value: 22

Body Points: 100



THE STAR ROCKET RACER

The Star Rocket Racer (SRR) was a sophisticated, custom aircraft built and used by the original Star-Spangled Kid and his partner, Stripsey. The SRR looked much like a 1930s roadster with wings and powerful rocket engines in the back, painted red, white, and blue. The rockets enabled the SRR to out-fly nearly any other aircraft in its day. It was quite maneuverable, able to zoom in and around the concrete canyons of Manhattan with ease. The original Star Rocket Racer (which had stubby wings in the rear, a pair of rocket engines, and was painted green with gold trim) was destroyed stopping a mystical agent of Stalker in Manhattan following World War II.

Type: Aircraft

Size: 12 feet long

Crew: 2

Passengers: 4

Cargo Capacity: 12 cubic feet

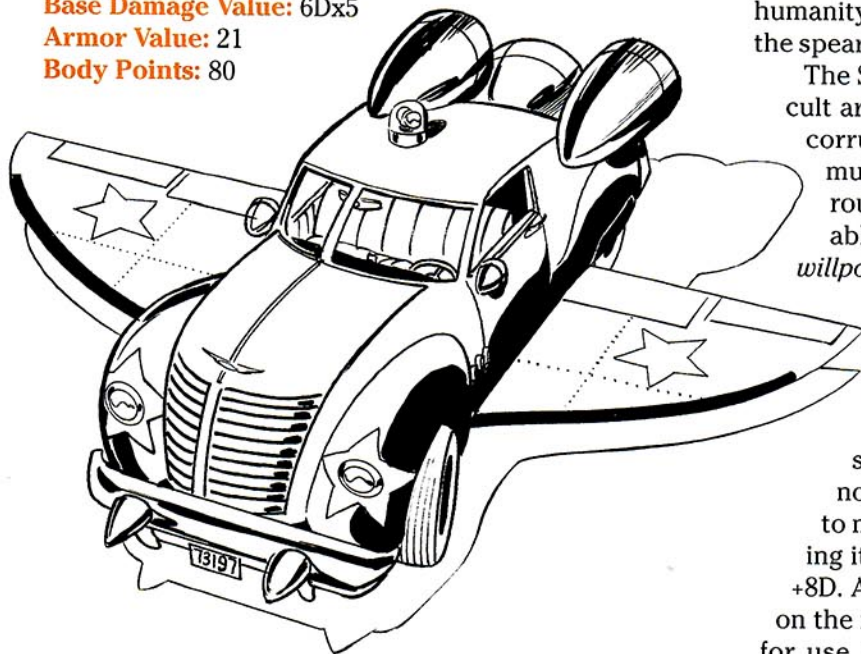
Maneuverability: 3D

Speed: 300 mph

Base Damage Value: 6Dx5

Armor Value: 21

Body Points: 80



THE SPEAR OF DESTINY

Obsessed with the collection of occult artifacts, Adolf Hitler's greatest prize was the legendary Spear of Destiny. Reputed to be the Roman spear that pierced Christ's side at the crucifixion, the Spear is an item of tremendous magical power. Hitler first attempted to use it to launch a surprise attack against America by conjuring mythical Valkyries, a plot that ironically led to the formation of the Justice Society.

In the early days of World War II, the Spear was used in a ritual to create a magical field over the entire European Theater, causing everyone with magical powers (or

those particularly susceptible to magic) to become soldiers of the Third Reich. The force of the Spear of Destiny kept the most powerful members of the Justice Society and the All-Star Squadron out of the war entirely for much of its duration. A similar ritual was conducted in Japan using the Holy Grail that kept foreign metahumans out of the Pacific Theater during the war as well.

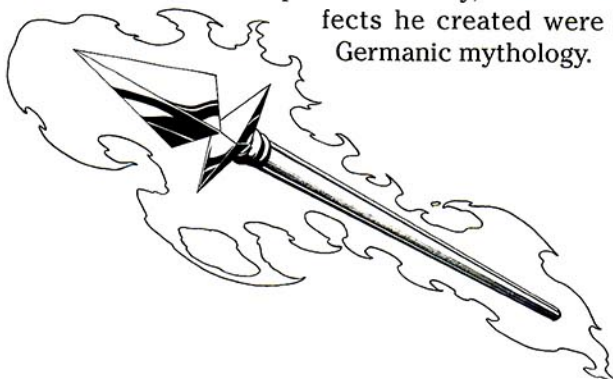
Toward the end of the war, Hitler tried to use the Spear of Destiny to bring about the Teutonic Ragnarok, the end of the world. The effects of his ritual were delayed for some time, coming into being years later. The Justice Society struggled in an alternate dimension to keep Hitler's Ragnarok at bay and was ultimately successful.

After passing through various hands, the Spear of Destiny was recovered by some of Earth's heroes as a weapon against the Spectre, who was under the control of the fallen angel Asmodel. After Asmodel's defeat, the Spear was placed into the care and guardianship of Earth's most powerful mystics and sorcerers. They used their combined powers to wrap the Spear in shielding spells and launch it into the sun where it should, hopefully, trouble humanity no more. As far as the Sentinels of Magic know, the spear can only be retrieved by their combined forces.

The Spear of Destiny is one of the most powerful occult artifacts known to humanity. It has an incredible corrupting influence. Anyone who touches the Spear must succeed at a *Legendary willpower* task each round to avoid having her soul become irredeemably evil. (Those who touch the Spear and fail the *willpower* roll gain 1 Villain Point. They no longer need to roll but they incur 1 Villain Point for each round they continue to hold it.) The only person who has avoided this fate is the sorcerer Faust, who doesn't have a soul.

Used as a melee weapon, the Spear is fearsome. It has a Base Damage Value of 12D. It ignores all mystical defenses or defenses vulnerable to magic. The Spear's real power, however, is granting its holder Sorcery 18D and know-how (Sorcery) +8D. Although the wielder can create and cast spells on the fly using the Spear, he cannot write them down for use later; the spells are powered entirely by the Spear's mystic energies. Spells and effects created by the Spear tend to be limited by the wielder's imagination and magical knowledge. For example, when Hitler wielded the

Spear of Destiny, most of the effects he created were from Germanic mythology.





CHAPTER 9

Infinity, Inc.

Brainwave Jr.



REAL NAME: Henry "Hank" King, Jr.
ALIAS: Brainwave
OCCUPATION: Adventurer
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'10"
WEIGHT: 172 pounds
EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

Hank King is the only son of Dr. Henry King (better known as the villain Brain Wave) and Merry Pemberton King (Merry, Girl of 1,000 Gimmicks). Ashamed of his father's criminal past, Hank did everything he could to distance himself from his dad. Shortly after his graduation from college, Hank donned one of the costumes his father had worn. He then

journeyed into the past to stop his father (Brian Wave), the Ultra-Humanite, and a number of other villains from changing the course of World War II. It was during this mission that, as Brainwave Jr., he helped form the hero group Infinity, Inc.

Some time later, Brain Wave was slain trying to save his son from the Ultra-Humanite. Before he died, Brain Wave transferred most of his mental might to Hank, as a final gesture of paternal love.

RECENTLY: Unfortunately, the burden of his father's "gift" proved to be too much for Hank's mind, and he snapped. He was last seen leading a group of super villains he dubbed "the Legion of Doom" against the hero group Extreme Justice. He is currently incarcerated in the Slab's high-security psychiatric unit.

STRATEGY & TACTICS: A shy and reserved young man, Brainwave Jr. was very aware of what he could do with his mental powers. Consequently, he used them with extreme restraint, particularly his more potent abilities.

Brainwave, Jr.

Reflexes 3D: Athletics 7D, brawling 6D, dodge 8D, piloting 4D (self +2D)

Coordination 3D: Thrown weapons (using telekinesis) 8D

Physique 3D: Lifting 5D

Knowledge 2D: Scholar 5D

Perception 2D: Know-how (Telepathy, Telekinesis) 9D each

Presence 2D: Persuasion 8D, willpower 10D

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Contact (JSA) -3D, Courage -2D, Preparedness -4D, Sixth Sense -2D; Dark Secret (son of villain Brain Wave) +1D, Enemy (Injustice Unlimited, Helix) +5D each, Enemy (Ultra-Humanite) +3D, Psychological Disorder (extreme stress causes flashbacks) +3D (after received father's powers), Shady Background +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 75

BODY POINTS: 34

POWERS: Mental Shield 6D, Telekinesis 8D, Telepathy 10D.

NOTE: After Brainwave receives his father's gift, his Telekinesis and Telepathy raise by 5D, his Mental Shield increases by 1D, and he gains Illusion 10D and Psychic Blast 10D.

Dr. Midnight



REAL NAME: Dr. Beth Chapel
OCCUPATION: Physician
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'8"
WEIGHT: 118 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Beth Chapel became the protégé of noted physician Charles McNider right after graduating from medical school. As impressed as he was with her abilities as a surgeon, he was even more surprised when she figured out his dual identity of Dr. Mid-Nite before he revealed it to her. During the Crisis, Chapel was blinded by an explosion of oxygen tanks while trying to save a patient at the hospital where

she was interning. Dr. McNider led the surgical team that worked on Chapel. He partially restored her sight, allowing her to see perfectly in darkness but leaving her eyes too sensitive to see in normal light. After aiding Hourman II in fighting off the Anti-Monitor's forces, she decided to use her new gifts to further fight evil as Dr. Midnight, splitting her time between her medical practice and being a member of Infinity, Inc.

Some months after Infinity, Inc. disbanded, Dr. Midnight joined a team of heroes organized by Dr. Bruce Gordon to defeat the villainous demi-god Eclipso. Regretfully, she was killed during the assignment.

STRATEGY & TACTICS: Dr. Midnight was a healer foremost. Her goal in any combat situation was to take down her opponents in a quick and efficient fashion and prevent any loss of life in the process.

Dr. Midnight

Reflexes 2D: *Brawling 4D, dodge 6D, sneak 5D*

Coordination 2D: *Thrown weapons 3D ("blackout bombs" +2D)*

Physique 2D (8D)

Knowledge 4D: *Medicine 8D (surgery +2D), research 6D, scholar 6D*

Perception 3D: *Hide 5D, shadowing 5D*

Presence 2D: *Charm 3D, persuasion 7D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Ally (Infinity, Inc.) -20D, Courage -2D, Hardiness -4D (Super-attributes bonus), Patron (Charles McNider/Dr. Mid-Nite I) -2D, Preparedness -4D, Status (M.D., medical license) -1D each; Employed +4D, Enemy (Injustice Unlimited, Helix) +5D each, Physically Limited (blind in normal lighting conditions) +5D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D **P/L BONUS:** +1 (+4)

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 41

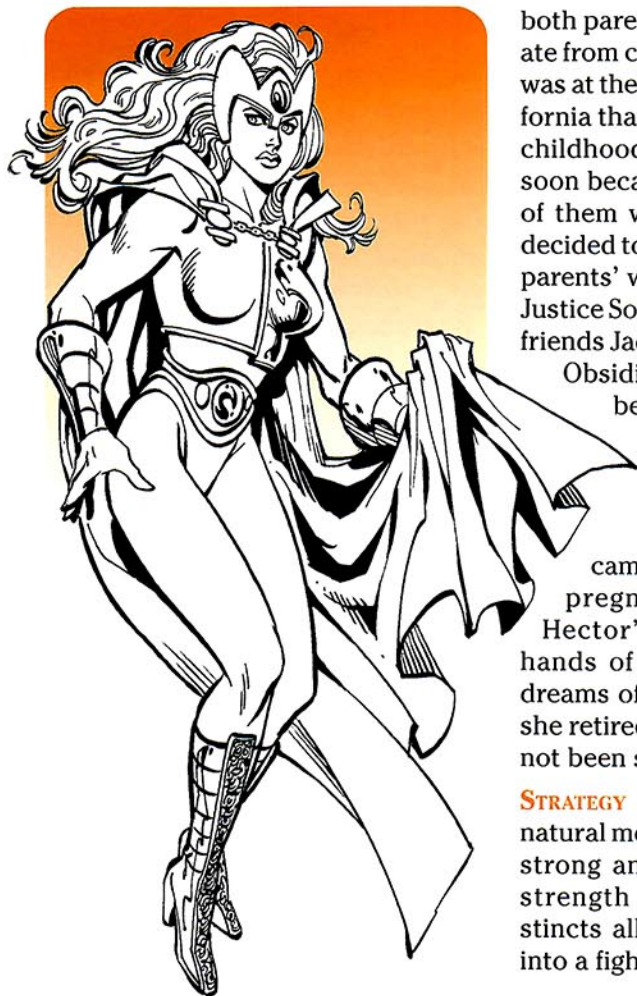
BODY POINTS: 27 (58)

NATURAL ABILITIES: Perfect vision in the dark [negates any darkness penalties, unless effected by magical darkness; if exposed to a bright light, she must make a successful Very Difficult *willpower* roll or be blinded (-4 to all actions) for a number of rounds equal to the difference between the roll and the difficulty].

POWERS: Superattributes: Physique 6D (bonus: lift objects without them collapsing).

EQUIPMENT: Goggles [AV 5; Body Points 18; enable Dr. Midnight to see perfectly during the day (see Natural Abilities above), and lower the difficulty for the *willpower* roll to protect against bright light to Moderate], "blackout bombs" [break upon contact, filling a 90-square-foot area with a cloud of thick, black smoke (+4 to the difficulty for all actions unless their sight is aided) that lasts for 10 minutes indoors or 5 minutes outdoors or in a windy area].

Fury²



both parents insisted that she graduate from college first. It was while she was at the University of Southern California that she was reunited with her childhood friend, Hector Hall, who soon became her boyfriend. As both of them wanted to be heroes, they decided to go against their respective parents' wishes and tried to join the Justice Society. They, along with their friends Jade, Northwind, Nuklon, and Obsidian, were rejected for membership and so formed their own hero group, Infinity, Inc., with the help of the original Star-Spangled Kid. Lyta and Hector later became engaged, and she became pregnant with his child. But, Hector's apparent death at the hands of Dr. Rock shattered their dreams of a happy life together, and she retired her Fury identity. She has not been seen since.

STRATEGY & TACTICS: Much like her natural mother, Fury could be a headstrong and emotional person. Her strength and innate warrior's instincts allowed her to simply wade into a fight and come out a winner.

REAL NAME: Hippolyta "Lyta" Trevor
OCCUPATION: Student
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'7"
WEIGHT: 120 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

Hippolyta Trevor is the daughter of the Golden Age heroine known as Fury, but it was Joan Trevor (the World War II called heroine Miss America) and her husband Derek who raised her. Lyta's powers emerged at an early age, and she had no other desire than to grow up to be a hero like her adoptive mother. However,

Fury

Reflexes 3D: *Acrobatics* 6D, *brawling* 7D, *dodge* 6D, *melee weapons* 6D, *riding* 6D

Coordination 3D: *Catch* 7D, *thrown weapons* 8D

Physique 3D (11D): *Leap* 5D (13D), *lifting* 5D (13D), *running* 5D (13D), *swimming* 4D (12D)

Knowledge 2D: *Arcane lore* 4D, *scholar* 4D

Perception 2D: *Survival* 5D

Presence 2D: *Animal handling* 3D, *charm* 4D, *intimidation* 8D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Attractive Appearance -2D, Charismatic -3D, Contact (JSA) -5D, Courage -2D, Self-Healing -4D, Wealth -2D; Dependant (Mr. & Mrs. Trevor) +1D each, Enemy (Injustice Unlimited, Helix) +5D each, Enemy (Ultra-Humanite) +3D.

SPEED: 30

PDV: 3 (9 with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +2 (+6)

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 95

BODY POINTS: 35 (71)

POWERS: Superattributes: Physique 8D (bonuses: increased damage to inanimate objects, lift objects without them collapsing), Immunity 4D, Invulnerability (blunt trauma) 5D, Speed Manipulation (supermobility, superactions) 6D each.

EQUIPMENT: Armored costume (AV 10 vs. physical and energy attacks).

Hourman²



REAL NAME: Richard "Rick" Tyler
OCCUPATION: Artist
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'8"
WEIGHT: 169 pounds
EYES: Brown
HAIR: Dark brown
RACE: Human
TECH LEVEL: Modern (1)

Rick Tyler is the son of Rex Tyler, the Golden Age Hourman, and actress Wendi Harris. The Tyler household was a bitter one, as Rex had great expectations of Rick, while the younger Tyler's only desire was to become an artist. Their relationship changed dramatically during the Crisis when Rick

took one of his father's Miraclo pills for the first time. Rick then created a costume for himself and toyed with the idea of becoming the second Hourman over his father's objections. Spurred on by his father's reaction, Rick took his super-hero pastime one step further and joined Infinity, Inc.

When he accidentally killed the Wizard during Infinity, Inc.'s clash with Injustice, Unlimited, Rick realized that he, like his father, had become addicted to Miraclo. He then decided to give up being Hourman. However, after his father and the rest of the JSA disappeared in the wake of the Crisis, he went to Dr. Beth Chapel (Dr. Midnight) to help him develop a less dangerous derivative of Miraclo so he could continue his father's legacy.

RECENTLY: After multiple experiments with variations of Miraclo, the harmful effects of the drug eventually took their toll and Rick succumbed to a disease that doctors mistakenly diagnosed as leukemia. The android Hourman (see Chapter 11) tried to cure Rick, only to discover that Rick's ailment was beyond any cure known to medical science. Enraged by this news and the android's gall to use his now-dead father's name, Rick hyped himself up on Miraclo and attacked the new Hourman. The android stopped Rick's rampage, but he was forced to send Rick to an inescapable prison known as Timepoint to prevent Rick's degeneration from progressing any further. Locked away seemingly for all eternity, Rick has sworn revenge on the android Hourman.

STRATEGY & TACTICS: While Miraclo enhanced Rick's strength and speed, it also made him aggressive and overconfident. Fortunately, his Miraclo-enhanced powers were usually enough to pull him through.

Hourman II

Reflexes 3D (8D): *Brawling 4D (9D), dodge 6D (11D)*

Coordination 2D: *Catch 6D, thrown weapons 6D*

Physique 2D (6D): *Leap 3D (7D), lifting 4D (8D), running 4D (8D)*

Knowledge 2D: *Scholar 4D (art +2D), science 4D (chemistry +1D)*

Perception 3D: *Artist 6D, streetwise 6D*

Presence 2D: *Charm 5D, intimidation 7D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Attractive Appearance -2D, Contact (JSA) -4D, Contact (Tyler Chemical Co.) -3D, Courage -2D, Wealth -2D; Dark Secret (accidentally killed the Wizard) +1D, Dependant (Wendi Harris-Tyler) +1D, Enemy (Injustice Unlimited, Helix) +5D each, Extremely Competitive +2D, Impulsiveness +1D, Psychological Disorder (addicted to "Miraclo") +2D, Secret Identity +3D.

SPEED: 30

PDV: 3 (6)

UNARMED BDV: 3D (5D)

P/L BONUS: +2 (+4)

HERO POINTS: 6

VILLAIN POINTS: 1

CHARACTER POINTS: 45

BODY POINTS: 29 (49)

EQUIPMENT: Originally, Hourman II used the same Miraclo pills as his father had (see sidebar on page 22). Eventually, he began using a version that was less addictive and solely keyed to Tyler's body. Unfortunately, the process by which the Miraclo was made less addictive also reduced the amount that it enhanced Hourman's strength [These pills have the same features as the original Miraclo pills except they give Superattributes: Physique 4D (bonus: increased damage vs. inanimate objects) and the *willpower* roll to resist the addictive Side Effect drops to Very Difficult.].

Jade



REAL NAME: Jennie-Lynn Hayden
OCCUPATION: Adventurer; aspiring actress, model, and dancer
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'3"
WEIGHT: 110 pounds
EYES: Green
HAIR: Green
RACE: Human
TECH LEVEL: Modern (1)

Jennie-Lynn Hayden is the daughter of Alan Scott, the Golden Age Green Lantern, and one of his greatest foes, the Thorn. The couple met when Thorn's other persona, Rose Canton, was dominant. She then left Scott when her Thorn persona reasserted itself. Realizing that her alter

ego could be a threat to her children, she abandoned Jennie-Lynn and her twin brother, Todd. Different foster families adopted the twins. They did not meet until years later when Jennie-Lynn found out that she had a twin and sought him out. The pair reasoned because of Jennie-Lynn's "power pulse" (a star-shaped birthmark on her left palm through which she focused her powers) that they were both the children of Alan Scott. They tried to gain entry into the JSA. Both were refused membership, but they fell in with a group of other JSA legacies and helped form Infinity, Inc. Jennie-Lynn and Todd eventually learned the truth about their origins shortly before the Thorn took her own life.

RECENTLY: Infinity, Inc. disbanded shortly after the death of their leader and guiding light, Skyman. Jennie-Lynn then devoted herself to her acting and modeling career. Strangely enough, this eventually led her back into super-heroics when she became an advisor for the media-created super team the Blood Pack. Shortly thereafter, she sacrificed her power pulse powers in order to save her father, her brother, and her lover Kyle Rayner (Earth's current Green Lantern) from the physical embodiment of the Starheart, the source of her family's powers. She has since discovered new plant-control powers that are probably a legacy from her mother.

STRATEGY & TACTICS: Jade was a born performer. Although a capable crimefighter, her every move, gesture, and power pulse creation was intended to impress.

Jade

Reflexes 2D: Acrobatics 4D, brawling 6D, dodge 7D, piloting 3D (self +4D)

Coordination 2D: Marksmanship (power pulse blast) 6D

Physique 2D: Flying 6D, running 3D, swimming 3D

Knowledge 2D: Scholar 3D

Perception 2D: Artist (acting) 5D, know-how (modeling) 5D, know-how (Power Pulse) 9D

Presence 3D: Charm 6D, persuasion 6D, willpower 10D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Ally (Infinity, Inc.) -20D, Attractive Appearance -2D, Charismatic -3D, Contact (JSA) -5D, Courage -2D, Leadership Ability -2D; Dependant (Julian & Myrna Hayden, Molly Mayne Scott) +1D each, Enemy (Injustice Unlimited, Helix) +5D each, Enemy (Ultra-Humanite) +3D, Procrastination +1D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 12

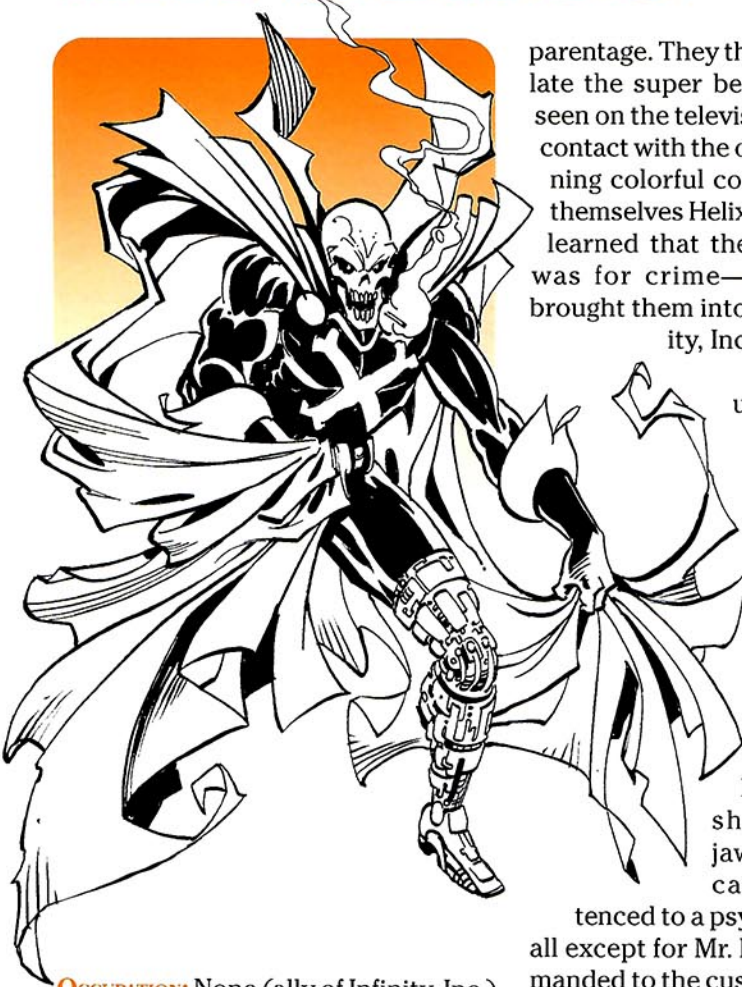
VILLAIN POINTS: 0

CHARACTER POINTS: 88

BODY POINTS: 28

POWERS: Empathy (brother) 20D [Limitation: Specialist (only receives impressions of brother) -4D], Energy Manipulation 14D (Limitations: Duration Change [Concentration] -2D, Side Effect [most uses of pulse are green] -1D), Mimicry 7D (Limitation: Linked to Energy Manipulation; Enhancement: Mastery [can access any power Jade has seen in use] +6D). All powers except Telepathy have the Limitation: Ineffectiveness (wood) -2D and Ineffectiveness (killing) -2D, and the Enhancement: Magically Empowered +8D. See the sidebar "Manipulating the power of the Starheart" in Chapter 2.

Mr. Bones



OCCUPATION: None (ally of Infinity, Inc.)
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'10"
WEIGHT: 160 pounds
EYES: White
HAIR: Invisible
RACE: Human
TECH LEVEL: Modern (1)

Los Angeles gynecologist Dr. Benjamin Love injected six unknowing mothers-to-be with an experimental compound of his design. All six infants came into the world on the same night and were all born genetically enhanced—according to Dr. Love's plan. He abducted all six of the babes so that his machinations would not be discovered. He kept them prisoner for almost 20 years in a secluded home in Bakersfield, California. After Dr. Love's death, the six found his journals and learned the truth of their

parentage. They then decided to emulate the super beings that they had seen on the television (their only real contact with the outside world), donning colorful costumes and calling themselves Helix. The group quickly learned that their only real talent was for crime—an aptitude that brought them into conflict with Infinity, Inc.

Helix later teamed up with another experiment-gone-wrong of Dr. Love's, the man-shark called Carcharo. This turned out to be a serious mistake. When Helix turned on Carcharo, Mr. Bones lost his left leg to the man-shark's powerful jaws. Helix was then captured and sentenced to a psychiatric hospital—all except for Mr. Bones, who was remanded to the custody of Infinity, Inc. and their then-leader Skyman.

RECENTLY: Mr. Bones's relationship with Infinity, Inc. was an uneasy partnership, one that eventually led to Mr. Bones being framed for the murder of Skyman. He cleared himself of the accusation, but the dissolution of Infinity, Inc. left him more alone than he ever had been. Through yet undisclosed events, Mr. Bones somehow became a regional director for the D.E.O. (the Department of Extranormal Operations).

STRATEGY & TACTICS: Mr. Bones was basically a super-powered bully. He enjoyed threatening both his allies and his enemies with his cyanide touch. Even so, he was very aware of the deadly consequences of following through on his boasts—something that goes against even his twisted sense of right and wrong.

Mr. Bones

Reflexes 2D: *Brawling 5D, dodge 5D, sneak 6D*

Coordination 2D: *Lockpicking 4D, thievery 6D, thrown weapons 6D*

Physique 2D (6D): *Lifting 4D (8D)*

Knowledge 2D: *Security 4D*

Perception 2D: *Hide 6D, search 4D, streetwise 5D*

Presence 2D: *Bluff 4D, command 3D (Helix +4D), intimidation 6D (Helix +2D), willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Intimidating Grin -2D, Leadership Ability -2D; Argumentative +1D, Center of Conversation +2D, Hides Emotions +1D, Physically Limited (artificial leg; if the leg is disabled, his Speed is halved) +3D, Psychological Disorder (chain smoker) +2D, Psychological Disorder (speaks in rhyme) +2D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2 (+4)

HERO POINTS: 4

VILLAIN POINTS: 3

CHARACTER POINTS: 54

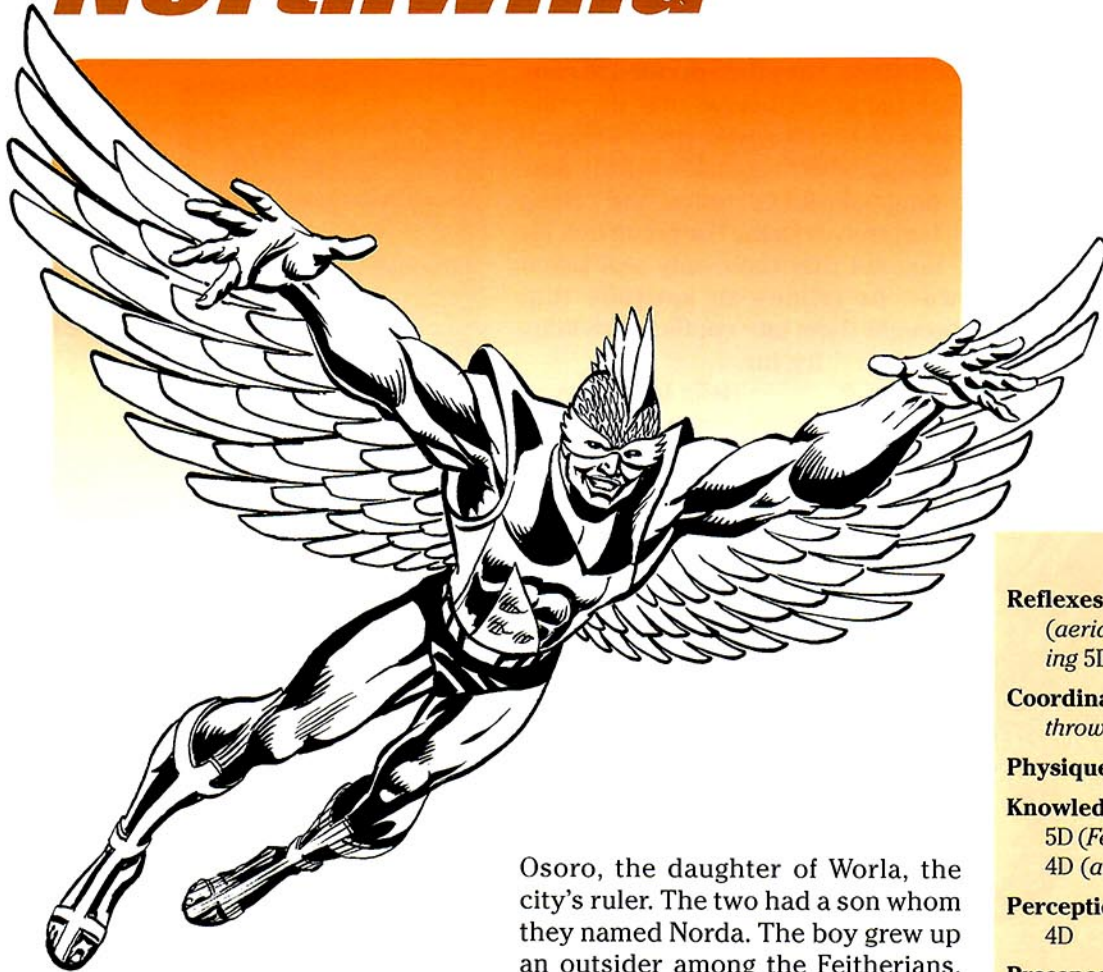
BODY POINTS: 49

NATURAL ABILITIES: Transparent skin and organs (skeletal structure is all that is visible; -2 to *Presence* rolls if he's wearing little or no clothing).

POWERS: Superattributes: Physique 4D (bonus: increased damage vs. inanimate objects), Chemical Projection (cyanide compound) 15D (Limitation: Limited Range: Touch -3D; Enhancement: Self-Invulnerability +3D).

EQUIPMENT: Artificial leg (BDV 5D; AV 18; Body Points 35).

Northwind



REAL NAME: Norda Cantrell
OCCUPATION: Adventurer
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 6' **WEIGHT:** 195 pounds
EYES: Brown **HAIR:** Brown
FEATHERS: Golden
RACE: Human/Feitherian hybrid
TECH LEVEL: Modern (1)

In 1946, the hidden city of Feithera, home to a race of sentient, winged, semi-humanoid bird people, was discovered in northern Greenland. The Golden Age Hawkman was one of the few who believed the story of this mysterious place and did everything in his power to keep the city a secret from the outside world. Hawkman frequently visited Feithera and eventually brought along one of his colleagues, anthropologist Dr. Fred Cantrell. Cantrell fell in love with

Osoro, the daughter of Worla, the city's ruler. The two had a son whom they named Norda. The boy grew up an outsider among the Feitherians, so he left the city to find his destiny in the outside world. Meeting up with Hector Hall, the Golden Age Hawkman's son, Norda was persuaded to join him and several of his friends in an effort to join the JSA. All of them were rejected for membership, but they ended up forming their own group, Infinity, Inc.

Feeling even more an outsider among his father's people, Norda returned to a more tolerant Feithera. He did rejoin his friends of Infinity, Inc. when Hector Hall was overcome by an evil placed in him by his father's eternal foe, Hath-Set. Norda now serves as Feithera's principal protector.

STRATEGY & TACTICS: Somewhat inept when on the ground, Northwind prefers to deal with his opponents from the air by either swooping down on them or using ranged attacks.

Northwind

Reflexes 3D: *Acrobatics* 5D, *brawling (aerial attacks)* 6D, *dodge* 5D, *piloting* 5D (self +6D)

Coordination 2D: *Missile weapons* 5D, *thrown weapons* 5D

Physique 3D: *Flying* 9D

Knowledge 2D: *Navigation* 8D, *scholar* 5D (*Feitherian theology* +2D), *science* 4D (*anthropology* +2D)

Perception 3D: *Search* 7D, *surveillance* 4D

Presence 2D: *Animal handling (birds)* 10D, *charm* 6D, *persuasion* 6D, *will-power* 7D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Acute Senses (sight) -2D, Ally (Infinity, Inc.) -20D, Animal Friendship (birds) -2D, Charismatic -3D, Contact (JSA) -5D, Courage -2D, Patron (Hawkman I) -3D; Dependant (Fred Cantrell, Osoro, Worla) +1D each, Enemy (Injustice Unlimited, Helix) +5D each, Enemy (Ultra-Humanite) +3D, Unattractive Appearance (to humans) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 78

BODY POINTS: 34

NATURAL ABILITIES: Flight (Wings) 9D.

POWERS: Speak with Animals (birds) 10D.

Nuklon



REAL NAME: Albert "Al" Julian Rothstein

OCCUPATION: Adventurer, former auto mechanic, would-be aircraft designer

BASE OF OPERATIONS: Lost Angeles, California

HEIGHT: 7'6"

WEIGHT: 297 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Albert Rothstein is the grandson of atomic scientist Terry Curtis, the man known as the super-villain Cyclotron and a reluctant ally of the Ultra-Humanite.

After his grandfather was tragically killed while battling the Ultra-Humanite, his mother, Terri, was raised by Al Pratt (Atom I) and Danette Reilly (Firebrand II). Terri grew up to marry Philip Rothstein, a military helicopter pilot, who died when Albert was young.

Once again, Al Pratt stepped in to help bring up the boy. This was especially helpful when Albert's powers kicked in, giving him size and strength much greater than normal people. He soon decided to accompany several other children and godchildren of the JSA in an attempt to join the team. When they were all turned down, they decided to create their own group, Infinity, Inc. His original strength-enhancing powers were later augmented by an exposure to thorium radiation. This gave him the ability to control his molecular structure, allowing him to double his size or pass through solid matter.

Shortly after the break-up of Infinity, Inc., Nuklon and his fellow Infinitor Obsidian joined the Justice League. While their membership was brief, it was a good experience for both of them.

STRATEGY & TACTICS: Nuklon was a self-sacrificing and generous person. His disposition often led to him placing himself in jeopardy if it meant saving an innocent or one of his teammates.

Nuklon

Reflexes 4D: *Athletics* 6D, *brawling* 8D, *dodge* 7D, *driving* 5D, *piloting* 5D

Coordination 3D: *Catch* 6D, *thrown weapons* 6D

Physique 4D (8D): *Lifting* 6D (10D), *running* 5D (7D)

Knowledge 2D: *Scholar* 4D, *science (aeronautics)* 4D

Perception 2D: *Engineering* 6D, *invent* 5D, *know-how (powers)* 6D, *repair* 6D

Presence 2D: *Intimidation* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Contact (JSA) -5D, Courage -2D, Fast Reactions -4D, Hardiness -4D (Superattributes bonus), Mechanical Aptitude -2D, Patron (Al Pratt/Atom I) -1D; Dependant (Terri Rothstein) +1D, Enemy (Injustice Unlimited, Helix) +5D each, Enemy (Ultra-Humanite) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3 (+5)

HERO POINTS: 11

VILLAIN POINTS: 0

CHARACTER POINTS: 90

BODY POINTS: 40 (63)

POWERS: Superattributes: Physique 4D, Density Manipulation 8D (Limitation: Self-Only -2D).

Obsidian



REAL NAME: Todd James Rice
OCCUPATION: Adventurer
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'11" **WEIGHT:** 193 pounds
EYES: Brown **HAIR:** Brown
RACE: Human **TECH LEVEL:** Modern (1)

Not only one of a pair of twins, Todd Rice was also the son of the Golden Age Green Lantern, Alan Scott. His mother was the Thorn, one of Green Lantern's deadliest foes, who met and loved Scott when the good side of her dual personalities, Rose Canton, was dominant. Feeling that her other self would be a threat to her children, she gave them both up. They were placed in separate foster homes. Unfortunately, Todd ended up with a bitter couple, who divorced shortly after he was adopted. Todd was left to live with his abusive and alcoholic foster father. He used his powers, once he discovered them, to avoid his father's drunken rages.

Years after they were separated, Todd was contacted by his twin sister, Jennie-Lynn Hayden. She convinced him to attempt to join the JSA with her and confront the Golden Age Green Lantern, the man they suspected to be their father. They didn't gain membership in the JSA, but they joined a number of sons, daughters, and other JSA relations in a group called Infinity, Inc. Shortly thereafter, he and Jennie-Lynn met their mother, who committed suicide rather than allow her evil self to kill her children.

After the death of Skyman, Infinity, Inc. went their separate ways. The overprotective Todd followed his sister to Hollywood. The pair even spent some time as a live-action special effects team. Obsidian's former Infinity, Inc. teammate Nuklon later convinced Todd to go with him to join the Justice League. Their tenure with the team was brief and unmemorable.

STRATEGY & TACTICS: Todd's powers and disposition made him more of a defensive player. However, when backed into a corner, or if his sister was threatened, he lashed out with all the powers at his disposal. Considering how afraid he is of the dark side of his powers, it took that kind of motivation to make him use them in such an aggressive manner.

Obsidian

Reflexes 2D: *Brawling 5D, dodge 6D, piloting (self) 4D, sneak 8D*

Coordination 2D: *Thrown weapons 4D*

Physique 2D (6D): *Flying 3D (7D), running 3D (7D)*

Knowledge 2D: *Scholar 4D*

Perception 2D: *Hide 8D, know-how (Darkness Manipulation) 6D, shadowing 8D, streetwise 5D, surveillance 6D*

Presence 1D: *Intimidation 8D, persuasion 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Contact (JSA) -5D, Fast Reactions -4D, Patron (Alan Scott/Green Lantern I) -4D; Dark Secret (comes from an abusive household) +1D, Dependant (Molly Mayne Scott) +1D, Enemy (Injustice Unlimited, Helix) +5D each, Enemy (Ultra-Humanite) +3D, Nightmares +4D, Poor +3D, Psychological Disorder (overprotective of Jade) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1 (+3)

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 78

BODY POINTS: 30 (57)

POWERS: Superattributes: Physique 4D (bonus: increased damage to inanimate objects; Limitation: Linked to Darkness Manipulation), Illusion (creating target's "inner horror") 12D [Limitations: Limited Range (both his and target's shadows must touch) -1D, Linked to Darkness Manipulation; Enhancement: Self-Invulnerability +3D], Flight 3D (Limitation: Linked to Darkness Manipulation), Darkness Manipulation (shadow form) 15D [Limitations: Super Hero Form -3D, Vulnerability (Light) -9D; Enhancement: Mastery (shadow form is normally solid, but he can become two dimensional and intangible when he wishes) +6D].

Power Girl



REAL NAME: Kara
ALIAS: Karen Starr
OCCUPATION: Software designer
BASE OF OPERATIONS: Los Angeles, California and Brooklyn, New York
HEIGHT: 5'7"
WEIGHT: 140 pounds
EYES: Blue
HAIR: Blonde
RACE: Atlantean
TECH LEVEL: Modern (1)

Though she certainly doesn't look it, Power Girl was born over 45,000 years ago in the fabled kingdom of Atlantis before the continent sank. Kara was the daughter of Calculha II (the son of the great mage Arion and the Lady Chian), and his wife. When her parents died shortly after she was born, she was placed in the care of her grandfather. It was Arion who chose to put his infant granddaughter through a series of genetic manipulations that would eventually give her Power Girl's mighty abilities.

Just before Kara's first birthday, she became a pawn in the eternal battle between Arion and his evil half-brother Garn Daanuth. To save the girl from Daanuth, Arion placed her in a shard of mystic crystal—a capsule that propelled her millennia into the future, although she only aged 22 years. Shortly after she emerged from her capsule, Kara became the heroine Power Girl and joined the JSA. For a time, she also was a member of Infinity, Inc., but she ultimately left the team to start her own business in New York.

For a number of years, she mistakenly believed that she was also a refugee from the planet Krypton, as her powers resembled those of Superman. But, during the universe-spanning Crisis, she learned about her true origins from a magical replica of Arion that the mage had bound to her capsule.

RECENTLY: Power Girl was one of the first recruits to the European branch of Justice League International. While a member of that team, she was nearly killed. Though she was saved by her spiritual "cousin" Superman, the injury diminished her powers. She also briefly served as an operative of the mysterious Oracle.

STRATEGY & TACTICS: Although she was highly intelligent and has a commanding personality, she had difficulty controlling her temper and stubbornness. This attitude made her more of a follower than a leader—albeit an argumentative one.

Power Girl

Reflexes 3D (12D): *Brawling* 5D (14D) (*haymaker* +1D), *dodge* 7D (16D), *piloting* (self) 5D (14D)

Coordination 3D (12D): *Catch* 4D (13D), *thrown weapons* 6D (15D)

Physique 3D (30D): *Flying* 5D (32D), *lifting* 5D (32D)

Knowledge 3D: *Computer ops* 7D (*programming* +2D), *scholar* 8D, *science* (*computer science*) 7D

Perception 2D: *Repair* 4D (*computer systems* +2D)

Presence 2D: *Command* 4D, *intimidation* 10D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Acute Senses (*sight, hearing*) -2D each, Ally (JSA) -20D, Ally (Infinity, Inc.) -20D, Attractive Appearance -2D, Courage -2D, Fast Reactions -4D (Superattributes bonus), Hardiness -4D (Superattributes bonus), Wealth -2D; Argumentative +1D, Employed +4D, Enemy (Weaver, Ultra-Humanite) +3D each, Enemy (Injustice Society of the World) +5D, Secret Identity +3D.

SPEED: 30

PDV: 4 (8)

UNARMED BDV: 3D (6D)

P/L BONUS: +2 (+16)

HERO POINTS: 17

VILLAIN POINTS: 0

CHARACTER POINTS: 138

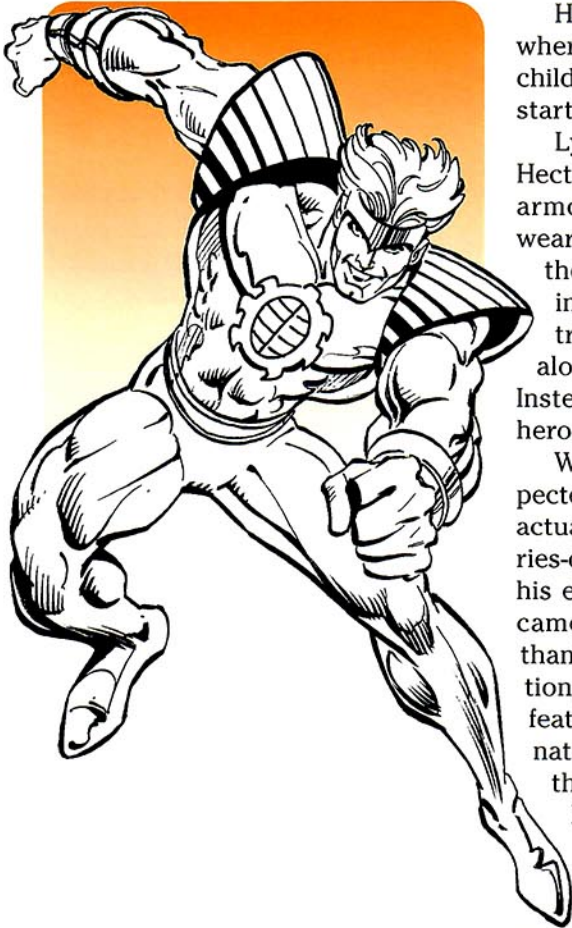
BODY POINTS: 35 (158)

NATURAL ABILITIES: Atlantean heritage [body is naturally attuned to an undersea lifestyle; +1 success to all *survival* (*undersea*) rolls and can remain submerged twice as long as the average human].

POWERS: Immunity 8D, Superattributes: Reflexes 9D (bonuses: *brawling specialization*), Superattributes: Coordination 9D (bonuses: improved catching, reduce scale modifiers), Superattributes: Physique 27D (bonuses: increased damage to inanimate objects, lift objects without them collapsing, increased throwing range, create sonic boom by clapping hands together), Flight 10D, Invulnerability 8D, Speed Manipulation (superactions, supermobility) 6D each. All powers except Superattributes have the Enhancement: Magically Empowered +8D.

NOTE: The characteristics here represent Power Girl prior to her injuries.

Silver Scarab



REAL NAME: Hector Saunders Hall
OCCUPATION: Adventurer
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 6'
WEIGHT: 184 pounds
EYES: Blue
HAIR: Blonde
RACE: Human
TECH LEVEL: Modern (1)

Hector Hall was the only child of the Golden Age Hawkman and Hawkgirl, Carter and Shiera Hall. He was born in Cairo while his parents were on an archaeological dig. Although his parents had retired from super-heroics for the most part, Carter and Shiera often went on expeditions, which made Hector feel neglected while he was growing up.

Hector went to UCLA for college, where he got reacquainted with his childhood friend Lyta Trevor. The two started dating shortly thereafter.

Lyta was the first person to see Hector's proudest achievement: the armored suit he would eventually wear as the Silver Scarab. As both of them longed to join their parents in the JSA, the couple decided to try to become a part of the group along with several of their friends. Instead, they ended up founding the hero group Infinity, Inc.

What no one had known or suspected, however, was that Hector was actually the culmination of a centuries-old curse placed on Hawkman by his eternal foe, Hath-Set. Hector became the villainous Silver Scarab, thanks to Hath-Set's current incarnation, Dr. Helen Rock. Infinity, Inc. defeated the evil Scarab, but unfortunately, Hector had already died at the moment the Scarab took over his body.

STRATEGY & TACTICS: Just like his parents, the Silver Scarab was a born hero and natural leader. He often took command of the team when Skyman was away. He could always be looked upon to give his all for the team.

Silver Scarab

Reflexes 2D: *Brawling 5D, dodge 6D, piloting 5D (self +3D)*

Coordination 2D: *Catch 5D, thrown weapons 6D*

Physique 2D: *Flying 4D, lifting 4D (10D)*

Knowledge 3D: *Arcane lore 5D, navigation 5D, scholar 6D*

Perception 2D: *Invent 5D, know-how (Nth Metal) 7D*

Presence 2D: *Charm 4D, command 4D, persuasion 7D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Infinity, Inc.) -20D, Attractive Appearance -2D, Charismatic -3D, Contact (JSA) -5D, Courage -2D, Leadership Ability -2D, Wealth -4D; Enemy (Helix) +5D, Enemy (Ultra-Humanite) +3D, Enemy (Dr. Rock/Hath-Set) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2 (+5)

HERO POINTS: 10

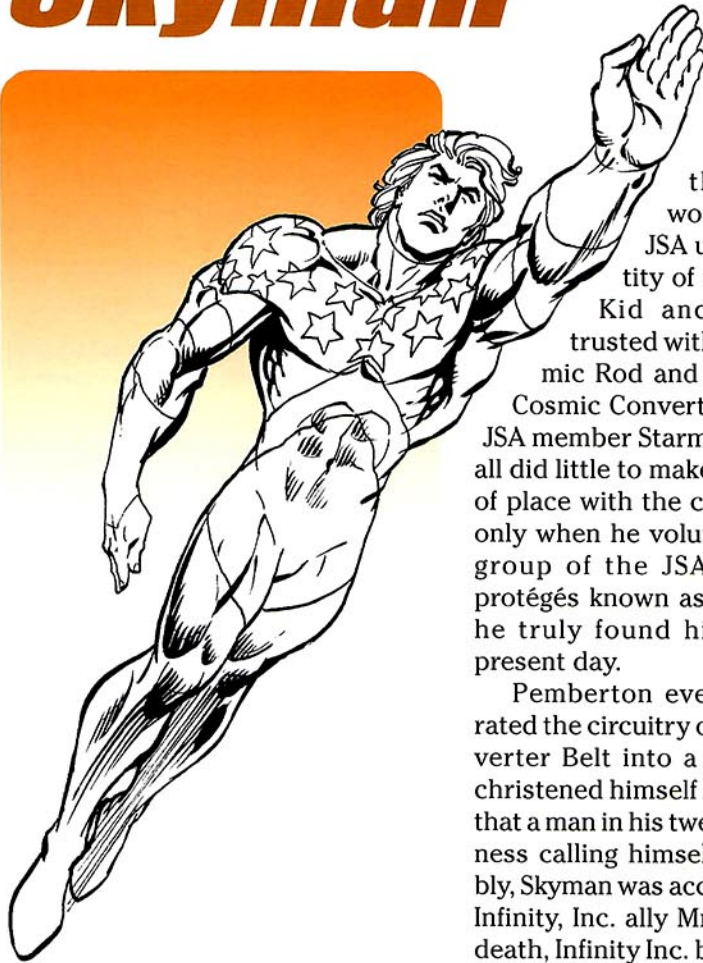
VILLAIN POINTS: 0

CHARACTER POINTS: 82

BODY POINTS: 29

EQUIPMENT: Nth Metal armor suit (AV 10 vs. physical and energy attacks; Body Points 150; Enhancement Modifiers: *lifting* +6D powers: Microwave Projection 9D, Flight 10D, Natural Armor: Plating 5D).

Skyman



more than a week, 50 years had passed for the rest of the world. He joined the JSA using his old identity of the Star-Spangled Kid and was even entrusted with the original Cosmic Rod and later the original Cosmic Converter Belt by former JSA member Starman. However, this all did little to make him feel less out of place with the current era. It was only when he volunteered to fund a group of the JSA's children and protégés known as Infinity, Inc. that he truly found his calling in the present day.

Pemberton eventually incorporated the circuitry of the Cosmic Converter Belt into a costume and rechristened himself Skyman, as he felt that a man in his twenties had no business calling himself "Kid." Regrettably, Skyman was accidentally killed by Infinity, Inc. ally Mr. Bones. With his death, Infinity Inc. broke up and went their separate ways.

STRATEGY & TACTICS: Skyman was one hero who truly enjoyed his role as protector and role model. He inspired other heroes and average people alike. His experiences alongside the Seven Soldiers during World War II and with both the JSA and Infinity, Inc. in the present turned him into an able tactician and hand-to-hand fighter.

Skyman

Reflexes 3D: *Acrobatics 7D, boating 6D, brawling 8D, climbing 5D, dodge 8D, driving 7D, piloting 5D (self +3D), sneak 4D*

Coordination 3D: *Catch 7D, thrown weapons 5D*

Physique 3D: *Flight 4D, leap 6D, lifting 4D, running 4D*

Knowledge 2D: *Scholar 5D (business +2D), science 4D, security 4D*

Perception 2D: *Engineering 4D, hide 7D, invent 4D, know-how (Telekinesis) 8D, shadowing 7D*

Presence 2D: *Charm 6D, command 4D (Infinity, Inc. +4D), persuasion 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -25D, Ally (Infinity, Inc.) -20D, Charismatic -3D, Fast Reactions -4D, Leadership Ability -2D, Wealth -8D; Dark Secret (originally from the 1940s) +1D, Enemy (Helix, Injustice Unlimited) +5D each, Enemy (Ultra-Humanite) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 21

VILLAIN POINTS: 0

CHARACTER POINTS: 168

BODY POINTS: 30

EQUIPMENT: Costume [AV 5; Body Points 30; powers: Telekinesis (flight) 11D].

REAL NAME: Sylvester Pemberton, Jr.

ALIAS: Star-Spangled Kid I

OCCUPATION: Adventurer, owner of Stellar Studios

BASE OF OPERATIONS: Los Angeles, California

HEIGHT: 5'8"

WEIGHT: 136 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Originally a mystery man of World War II known as the Star-Spangled Kid and a member of the original Seven Soldiers of Victory and the All-Star Squadron, Sylvester Pemberton was rescued from an accidental exile in Earth's prehistoric past by the JLA and JSA. Although he hadn't aged

Wildcat²



REAL NAME: Yolanda Montez
OCCUPATION: Journalist
BASE OF OPERATIONS: Los Angeles, California
HEIGHT: 5'8" **WEIGHT:** 123 pounds
EYES: Brown **HAIR:** Reddish brown
RACE: Human **TECH LEVEL:** Modern (1)

Yolanda was the daughter of "Mauler" Montez, the only boxer heavyweight champ Ted Grant (the Golden Age Wildcat) felt was a true match for him. The two were friendly, and Yolanda grew up calling Grant "Uncle Ted." Though no conclusive evidence has been found, both Yolanda's mother and her aunt are suspected to have been injected by gynecologist Dr. Love with the same mutagenic compound that created the super-villain group called Helix. The powers she and her cousin, the man-shark Carcharo, received seem to support that theory.

When she grew up, Yolanda became a reporter for *Rock Stars* magazine, but she still found herself inspired by the heroic career of her Uncle Ted. When Grant was incapacitated during the Crisis, Yolanda assumed the identity of Wildcat and became an ally of the group Infinity, Inc.

She remained semi-active as Wildcat even after Ted Grant recovered from his injuries. Her last mission as Wildcat was as a member of a team assembled by Bruce Gordon to defeat the evil demi-god Eclipso. Unfortunately, she and the rest of the team died during the attempt.

STRATEGY & TACTICS: The lady Wildcat was very much like the feline she personified—seductive one instant, vicious the next. Though she had little practice with the use of her powers, she was still agile and effective with her claws.

Wildcat

Reflexes 3D (7D): *Acrobatics* 8D (12D), *brawling* 4D (8D), *climbing* 5D (9D), *dodge* 9D (13D), *sneak* 5D (9D)

Coordination 3D: *Catch* 4D, *lockpicking* 4D, *thievery* 4D, *thrown weapons* 4D

Physique 2D: *Leap* 6D, *running* 4D

Knowledge 2D: *Languages (English)* 5D (native language: Spanish), *research* 6D, *scholar* 3D (*music industry* +4D)

Perception 2D: *Artist (writer)* 4D, *hide* 6D, *know-how (publishing)* 6D, *shadowing* 8D, *streetwise* 5D, *tracking* 6D

Presence 2D: *Charm* 7D, *intimidation* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D (Superattributes bonus), Ally (Infinity, Inc.) -20D, Attractive Appearance -2D, Contact (music industry) -1D, Fast Reactions -4D, Patron (Ted Grant) -1D, Status (press pass) -1D; Dark Secret (may be one of Dr. Love's genomorphs) +1D, Employed +4D, Enemy (Injustice Unlimited, Helix) +5D each, Secret Identity +3D.

SPEED: 30

PDV: 5 (7)

UNARMED BDV: 3D (4D)

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 23

BODY POINTS: 29

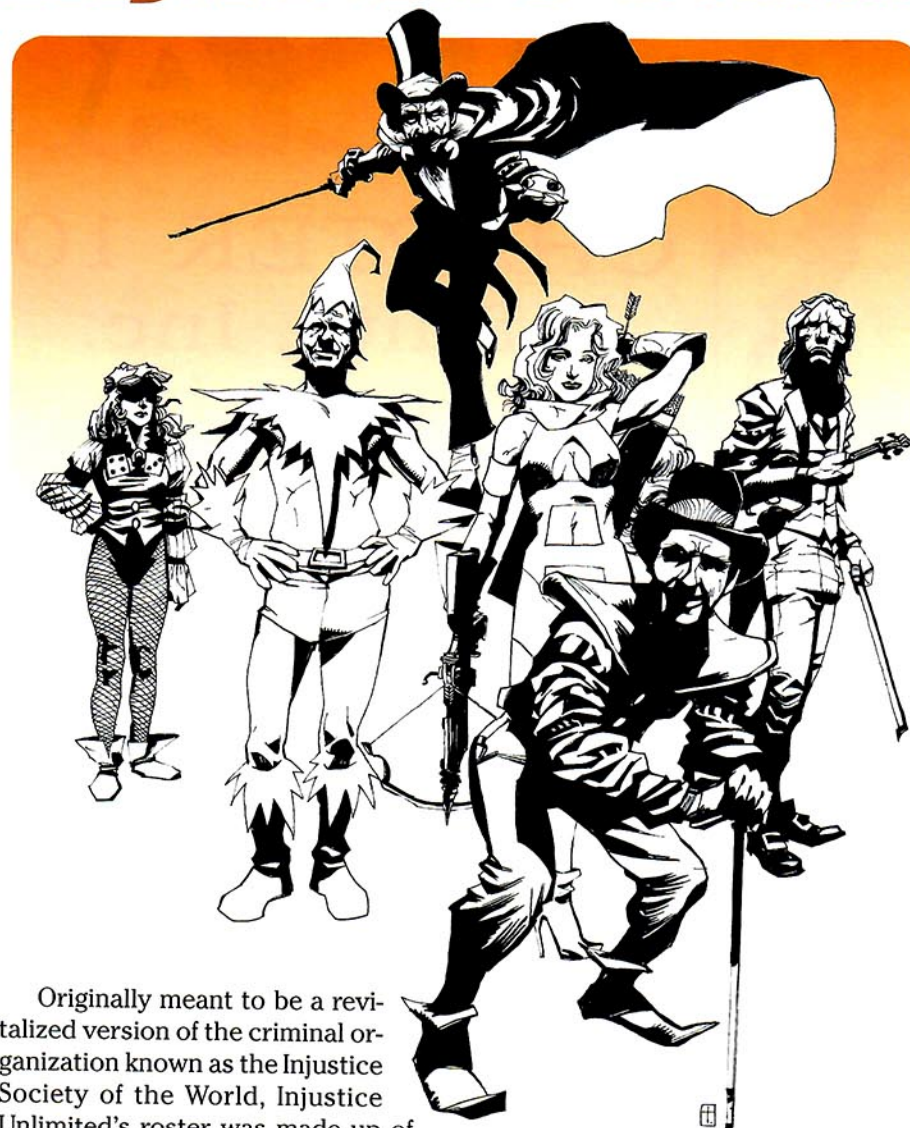
POWERS: Superattributes: Reflexes 4D, Natural Weapons: claws 6D.



CHAPTER 10

Infinity, Inc. Adversaries

Injustice Unlimited



Originally meant to be a revitalized version of the criminal organization known as the Injustice Society of the World, Injustice Unlimited's roster was made up of ISW veterans the Wizard, the Fiddler, and the Shade along with Artemis, Icicle II, and Hazard, who were children of other ISW members. This villainous cabal made their debut in Calgary, Alberta, Canada, where they took several businessmen attending an international trade conference hostage. Injustice Unlimited's plans were foiled by the combined forces of Infinity, Inc. and the Global Guardians. While Artemis, the Icicle, and Hazard escaped capture, the Shade and the Fiddler were apprehended. The Wizard was accidentally killed by Hourman II of Infinity, Inc., or so it seemed. He later "miraculously" returned to the living, when his former Injustice Unlimited allies made an en-

core appearance, this time under the command of the Dummy. Both the Icicle and Artemis (now calling herself the Tigris) are currently members of Johnny Sorrow's new Injustice Society, while the rest are pursuing their own criminal agendas.

The Dummy, the Fiddler, the Shade, the Wizard

STATS: See Chapter 7.

Artemis

REAL NAME: Artemis Crock
OCCUPATION: Professional criminal

BASE OF OPERATIONS: Mobile
HEIGHT: 5'6" **WEIGHT:** 108 pounds
EYES: Blue **HAIR:** Ash blonde
RACE: Human **TECH LEVEL:** Modern (1)

Artemis is the daughter of the Golden Age villains the Tigress and the Sportsmaster, so it was only natural that she would follow in the "family business." This decision led her to become part of the Wizard's Injustice Unlimited, just as her parents were members of the old Injustice Society of the World. She was with the group when Injustice Unlimited captured a number of important industrialists in Calgary, Alberta, Canada. They also captured Hourman II of Infinity, Inc. and Icemaide of the Global Guardians in order to force the members of both hero teams to do their bidding. Artemis used the opportunity to have Infinitor Nuklon and Guardian Rising Sun free her parents from prison. Infinity, Inc. and the Global Guardians eventually rallied and defeated Injustice Unlimited, but Artemis and her parents eluded capture.

STRATEGY & TACTICS: A brilliant all-around athlete like her father and a cunning hunter like her mother, Artemis was not the kind of woman you want to be pursued by. She is devoted to her parents and will go to great lengths to show her affection.

Artemis

Reflexes 4D: *Acrobatics 8D, athletics 9D, brawling 8D, climbing 6D, dodge 8D, martial arts 6D, melee weapons 6D, sneak 8D*

Coordination 4D: *Marksmanship 6D (crossbow +2D), missile weapons 6D, thrown weapons 6D*

Physique 2D: *Leap 4D, lifting 3D, running 4D, swimming 4D*

Knowledge 2D: *Scholar (sports) 7D*

Perception 3D: *Hide 6D, shadowing 6D, surveillance 7D, survival 6D, tracking 8D*

Presence 2D: *Animal handling 4D, interrogation 5D, intimidation 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acute Senses (sight, smell, hearing) -6D, Ally (Injustice Unlimited) -20D, Attractive Appearance -2D, Fast Reactions -4D, Speed Draw (crossbow) -1D; Enemy (Infinity, Inc.) +5D, Extremely Competitive +2D, Fugitive +1D.

SPEED: 30 **PDV:** 4
UNARMED BDV: 4D/1D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 5
CHARACTER POINTS: 42 **BODY POINTS:** 30

EQUIPMENT: Crossbow (BDV 3D; range: 30/75/130; ammo: 1; Rate of Fire: 1), other hunting weapons hidden in costume pouches.

Hazard

REAL NAME: Rebecca "Becky" Sharpe
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'6" **WEIGHT:** 112 pounds
EYES: Green **HAIR:** Red
RACE: Human **TECH LEVEL:** Modern (1)

Stephen Sharpe, Becky's grandfather, was the ISW member known as the Gambler. Shortly after his release from prison, Stephen lost big to the fixed games at Seymour Taj's Taj Mahal Casino in Las Vegas, Nevada. His will broken by the loss, he committed suicide. Becky was determined to avenge her grandfather, and so she joined Injustice Unlimited as Hazard (old English for the dice game Craps). The villainous crew captured several top industrialists at a conference in Calgary, Alberta, Canada, under the guard of both Infinity, Inc. and the Global Guardians. They also held Hourman II and Icemaideen hostage. The other members of their respective groups were forced to help the villains with their goals. Hazard took Infinitor Wildcat and the Tasmanian Devil of the Global Guardians to Las Vegas. There, she used her powers to make all the games in Seymour Taj's casino pay off, thus avenging her grandfather's death. Realizing that the Wizard was willing to commit murder, which went against a promise he had made to her, Hazard left

Injustice Unlimited. Since this event, her activities (criminal or otherwise) remain unrecorded.

STRATEGY & TACTICS: By rolling her special dice, Hazard could change the luck—for good or bad—of anyone she wished. The dice may only have been a focus, or there may have been a direct link between them and her powers. A con artist by nature, she had little aspirations to expand her criminal horizons. She did not abide working with killers.

Hazard

Reflexes 2D: Dodge 4D, sneak 4D

Coordination 2D: Sleight of hand 7D, thievery 4D

Physique 2D

Knowledge 2D: Forgery 5D, scholar 3D (gambling +4D)

Perception 2D: Hide 4D, know-how (Probability Manipulation, gambling) 10D each, streetwise 4D

Presence 2D: Bluff 9D, charm 5D, persuasion 4D, willpower 5D

ADVANTAGES/DISADVANTAGES: Acute Manual Dexterity -2D, Ally (Injustice Unlimited) -20D, Attractive Appearance -2D; Enemy (Infinity, Inc.) +5D, Fugitive +1D, Moral Code (code against killing) +6D, Secret Identity +3D, Sworn Enemy (Seymour Taj) +1D.

SPEED: 30 **PDV:** 2
UNARMED BDV: 1D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 5
CHARACTER POINTS: 41 **BODY POINTS:** 27

POWERS: Probability Manipulation 15D [Limitation: Conditional (must use her special dice) -3D; Enhancement: Self-Invulnerability +3D].

EQUIPMENT: Hazard carries a pair of dice that she uses to focus her Probability Manipulation power.

Icicle II

REAL NAME: Cameron Makent
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'11" **WEIGHT:** 173 pounds
EYES: Blue **HAIR:** White

SKIN: White **RACE:** Human

TECH LEVEL: Modern (1)

Cameron Makent is the son of the original Icicle, Joar Makent. He was somehow born with the same cryokinetic powers as Icicle's cryogenic gun. His mother died during childbirth—frozen from the inside out—and his father was hardly the model parent. Cameron had to stand up to the challenges of life the only way he knew how—by lashing out with his powers. Left with nothing when his father died during the Crisis save the man's name, Cameron used it to join Injustice Unlimited as the second Icicle.

STRATEGY & TACTICS: While a member of Injustice Unlimited, the second Icicle played the part of the fop, even going so far as to ask the Wizard to hypnotize the Global Guardian Icemaideen into being his subservient lover. However, he eventually reverted to his true self.

Icicle

Reflexes 2D: Acrobatics 6D, brawling 4D, dodge 5D, sneak 5D

Coordination 2D: Marksmanship 4D (ice blasts, ice spears +2D each), thievery 5D

Physique 2D: Running 4D

Knowledge 2D: Security 5D

Perception 2D: Hide 6D, know-how (Ice Manipulation) 6D

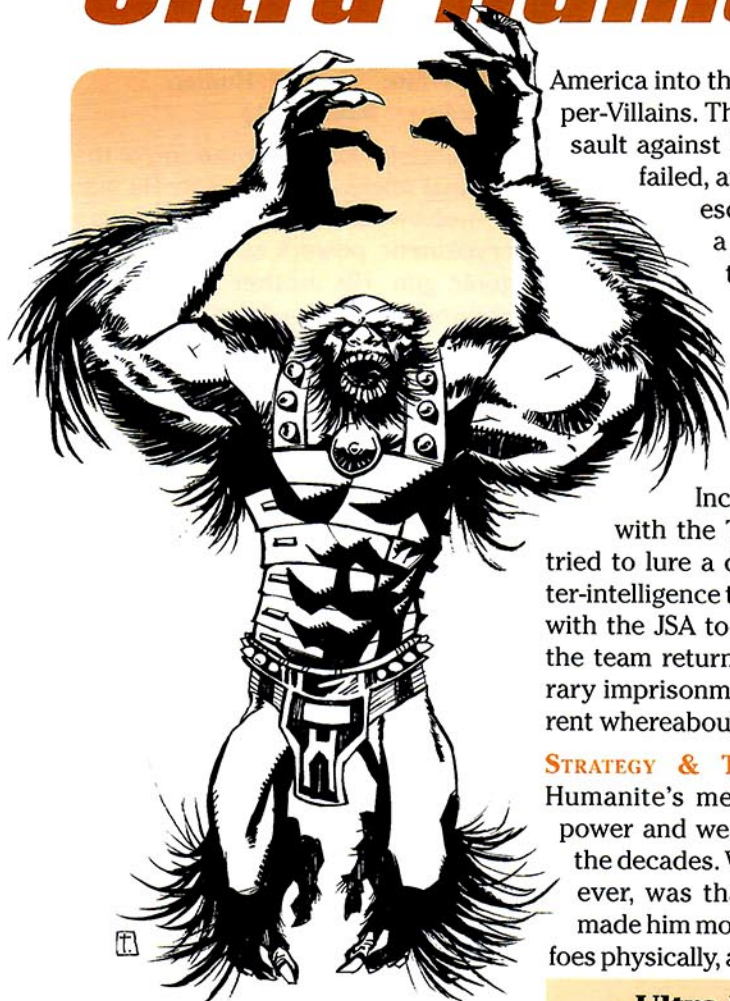
Presence 1D: Bluff 4D, intimidation 5D, willpower 5D

ADVANTAGES/DISADVANTAGES: Ally (Injustice Unlimited) -20D; Argumentative +1D, Cowardice +2D, Enemy (Infinity, Inc.) +5D, Fugitive +1D.

SPEED: 30 **PDV:** 3
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 9
CHARACTER POINTS: 71 **BODY POINTS:** 29

POWERS: Ice Manipulation 12D [Limitations: Weakness (heat) -6D, Vulnerability (heat) -6D].

Ultra-Humanite



America into the Secret Society of Super-Villains. Then he launched an assault against both teams. The plan failed, and the Ultra-Humanite escaped. He reappeared a short time later to attack his old adversaries in the JSA again, only to be defeated by Infinity, Inc.—a team made up of the JSA's heirs. He encountered Infinity, Inc. a second time, along with the Teen Titans, when he tried to lure a destructive alien cluster-intelligence to Earth. His last battle with the JSA took place shortly after the team returned from their temporary imprisonment in Limbo. His current whereabouts are unknown.

STRATEGY & TACTICS: The Ultra-Humanite's megalomaniacal lust for power and wealth did not dim over the decades. What did change, however, was that his new ape body made him more than a match for his foes physically, as well as intellectually.

ALIAS: Delores Winters and others
OCCUPATION: Criminal scientist
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4" **WEIGHT:** 476 pounds
EYES: Red **HAIR:** White
RACE: Mutated ape with a human brain
TECH LEVEL: Postmodern (2)

One of the JSA's most dangerous and relentless foes during World War II, the Ultra-Humanite was once a crippled criminal genius who had his brain transplanted into the body of movie actress Delores Winters, as well as other hosts over the decades. As time passed, the Ultra-Humanite soon discovered that the average human body could not sustain his advanced brain for long. He mutated a white ape to create the perfect host body. Shortly after his brain was transplanted into his new ape body, he organized several of the arch-foes of specific members of the JSA and the Justice League of

cret Society of Super-Villains) -16D, Gifted in Learning -4D, Hardiness -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Preparedness -4D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (JLA, JSA, Infinity, Inc.) +5D each, Unattractive Appearance +2D.

SPEED: 15 (upright)/40 (all fours)

PDV: 4

UNARMED BDV: 4D **P/L BONUS:** +3 (+5)

HERO POINTS: 0 **VILLAIN POINTS:** 28

CHARACTER POINTS: 229 **BODY POINTS:** 65

POWERS: Superattributes: Knowledge 2D (bonus: intuitive leaps), Superattributes: Physique 3D (bonus: increased damage vs. inanimate objects), Psychic Blast 8D, Telekinesis 12D, Telepathy 12D, Mental Shield 8D, Natural Armor: Tough hide (blunt trauma) 3D.

EQUIPMENT: Various weapons and devices of his own design.

Ultra-Humanite

Reflexes 4D: *Acrobatics 8D, brawling 8D, climbing 8D, dodge 8D, melee weapons 5D, piloting 6D, sneak 6D*

Coordination 2D: *Catch 8D, marksman-ship 5D, thrown weapons 8D*

Physique 5D (8D): *Lifting 7D (10D), resistance 7D (10D), running (all fours) 6D (9D)*

Knowledge 5D (7D): *Arcane lore 7D (9D), computer ops 7D (9D), languages 7D (9D), medicine 7D (9D) (brain transplants +4D), research 10D (12D), scholar 12D (14D), science 12D (14D)*

Perception 4D: *Engineering 9D, invent 12D, know-how (Telepathy, Telekinesis) 10D each, repair 10D*

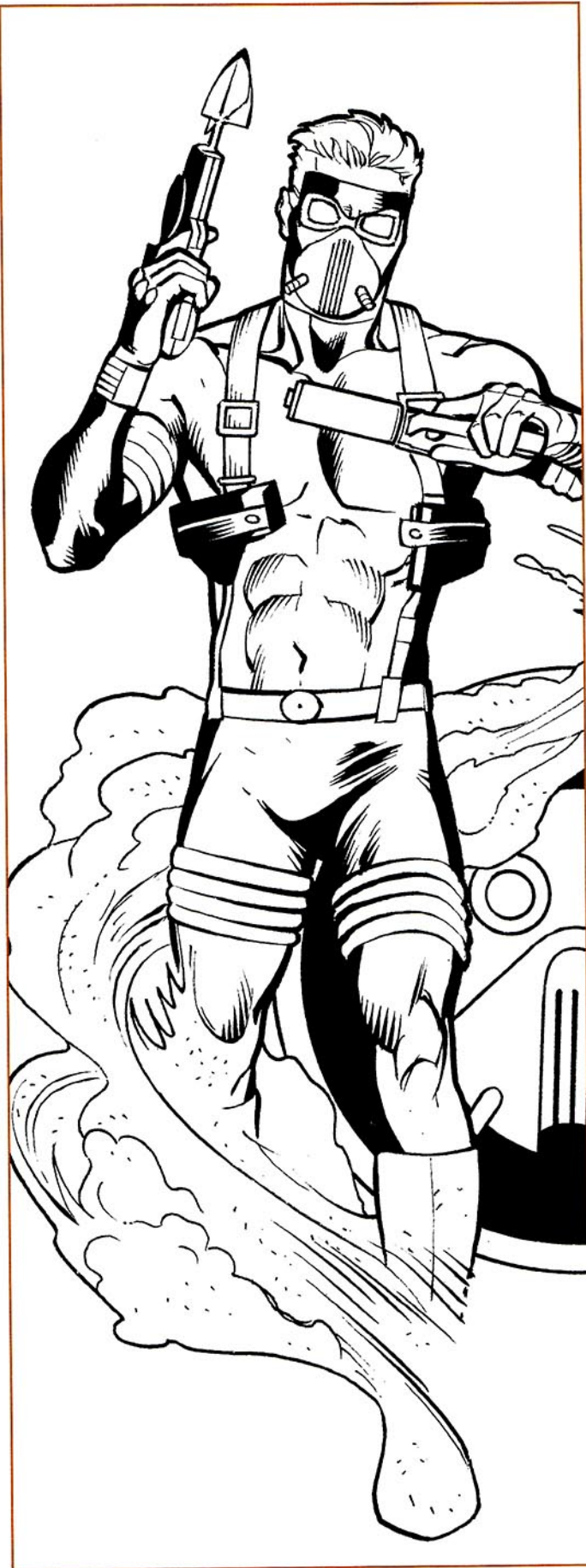
Presence 3D: *Charm 4D, command 10D, disguise 7D, intimidation 10D, willpower 12D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Balance -2D, Followers (Se-

Other Hosts

Though the Ultra-Humanite is certainly known as a criminal genius, what he is most remembered for is his ability to transplant his brain into a variety of host bodies. While only two of his hosts are listed in this sourcebook, if the Narrator wants to have the heroes encounter the Ultra-Humanite after the end of the war in a different host body, adjust the selected host body's characteristics in this manner.

Replace the host's skills and attributes as follows: *Knowledge 5D (7D), arcane lore 7D (9D), languages 7D (9D), medicine 7D (9D) (brain transplants +5D), research 10D (12D), scholar 12D (14D), science 12D (14D), Perception 4D, engineering 7D, invent 12D, repair 10D, command 10D, disguise 7D, intimidation 10D, willpower 12D.* Add the following enhancements: *piloting +2D, Presence +1D;* powers: Superattributes: Knowledge 2D (bonus: intuitive leaps), Telepathy 4D, Telekinesis 4D, Mental Shield 10D. (The Ultra-Humanite may add other powers as he deems appropriate for his latest body.) Add the following Advantages/Disadvantages (if the host doesn't have them already): Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Preparedness -4D, Technologically Advanced -10D; Arrogance +3D, Dark Secret (he is really a transplanted brain) +2D, Delusions of Grandeur +3D, Enemy (JSA, All-Star Squadron veterans) +6D each.



CHAPTER 11

JSA

Black Canary²



REAL NAME: Dinah Laurel Lance
OCCUPATION: Crime fighter
BASE OF OPERATIONS: Gotham City
HEIGHT: 5'4"
WEIGHT: 115 pounds
EYES: Blue
HAIR: Black (dyed blonde)
RACE: Human
TECH LEVEL: Modern (1)

The daughter of the original Black Canary, Dinah Laurel Lance is a heroine inspired by her mother's exploits with the Justice Society of America. Following in her mother's forbidden footsteps, she secretly trained with the help of two men. She would quietly tag along with her father on some of his detective cases, as well as physically train and work out in the gym with Ted Grant, her mother's friend and teammate Wildcat.

After dropping out of her freshman year of college and signing divorce papers ending her brief marriage to Craig Windrow, Dinah Laurel Lance moved to Star City to open a flower shop. During a stressful argument with her mother, the younger Dinah manifested a latent sonic cry power for the first time. (The source was speculated to have been an extra ligament in her throat.) Soon afterwards, at her mother's disapproval, 19-year-old Dinah launched a career as the second Black Canary and became a founding member of the Justice League of America.

For several years, Dinah adventured with the Justice League. She even cooperated with the Justice Society on several cases. After moving to Seattle, Dinah was captured and tortured by a brutal drug dealer. The trauma stripped away her ability to produce her metahuman sonic cry. After her rescue, she began a long battle to overcome many obstacles to regain her confidence and to fight the good fight again. As problems grew, Dinah ended her longtime romance with Oliver Queen, the original Green Arrow. She learned later from his son that Oliver apparently died in a tragic airplane explosion.

While coping, Dinah was contacted by the mysterious computer systems expert known only as "Oracle." The two have since formed a partnership with Canary as the primary field agent. Their team-up has since blossomed into a genuine friendship.

Recently, Queen Hippolyta contacted Canary to aid in an investigation of the death of Wesley Dodds. After helping to solve the case, Dinah accepted membership onto the newly reformed Justice Society of America in the memory of her mother and her

life-long love of the hallowed team whose stories inspired her.

STRATEGY & TACTICS: Black Canary adapts to the deadliest situations thrown her way. She uses her stealth skills, martial arts abilities, street smarts, and charm during her crime-fighting cases. The vivacious Black Canary is self-reliable and recognizes the importance of being a team player whether she uses the technical support and direction of Oracle or performs the utility player role during the covert operations for the JSA. The villains that the Justice Society faces usually underestimate Black Canary. Though she isn't a member with extranormal powers, she exploits that weakness to the team's advantage.

Dr. Mid-Nite²

Black Canary

Reflexes 4D: Acrobatics 7D, brawling 6D, climbing 5D, dodge 7D, driving 5D (motorcycles +2D), martial arts 10D (all maneuvers +2D each), melee weapons 5D, riding 5D, sneak 6D

Coordination 4D: Catch 5D, lockpicking 5D, sleight of hand 5D

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

Knowledge 2D: Criminology 5D, medicine 3D (first aid +1D), navigation 4D (satellite +1D), security 5D

Perception 3D: Artist (singing, floral arrangement) 5D each, hide 5D, invent 5D, know-how (gardening) 4D, search 6D, shadowing 6D, streetwise 4D, surveillance 5D, survival 4D (urban +1D), tracking 4D

Presence 3D: Bluff 5D, charm 8D, command 4D (JLA reserve +1D), disguise 4D, interrogation 4D, intimidation 4D, persuasion 6D, willpower 8D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Ally (Oracle) -11D, Ally (Arsenal, Green Arrow, Power Girl) -8D each, Ally (JLA, JSA) -19D each, Attractive Appearance -3D, Charismatic -3D, Courage -2D, Observant -2D; Dark Secret (brutally tortured) +1D, Hides Emotions +1D.

SPEED: 30 **PDV:** 4

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 26 **VILLAIN POINTS:** 0

CHARACTER POINTS: 198 **BODY POINTS:** 30

POWERS: Sonic Manipulation (protection against sonics) 14D.

EQUIPMENT: Costume (Armor Value 10 vs. projectiles, 8 vs. heat and fire), global-positioning satellite radio link earpiece (in earring) with throat microphone (in necklace), nightvision goggles (immune to darkness penalties), decel monofilament cord jumplines and grapnels (max range 200 feet of cable; adds +1 success to any climbing roll), sonic "Canary Cry" grenades [BDV 7D; immobilizes anyone within 10 feet who can hear the cry and fails a Heroic Physique or willpower roll (they are rendered deaf and writhing in pain) for two minutes].



REAL NAME: Dr. Pieter Anton Cross

OCCUPATION: Crime fighter, former physician

BASE OF OPERATIONS: Portsmouth City

HEIGHT: 5'10" **WEIGHT:** 175 pounds

EYES: Blue **HAIR:** Black

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

Norwegian-born Pieter Anton Cross was a hotshot kid who just couldn't keep his nose, or his hands, out of trouble. The child prodigy of Dr. Theodoric Cross was arrested many times for minor infractions but was genius enough to move to America to receive medical training in his teenage years. Pieter graduated from Harvard Medical School at the age of 19 and spent his residency under the supervision of Chuck McNider, the original Dr. Mid-Nite.

The young Dr. Cross became a gifted surgeon, developing advanced techniques in limb grafting. Cross

found himself frustrated with the limitations of modern medicine and the red tape of hospital administrations. A scandal erupted over a well-publicized battle concerning insurance fraud when Pieter dabbled in unauthorized life-saving procedures. The heads of the traditional hospitals were unprepared and unwilling to deal with his unorthodox practices. In short, Pieter lost his residency.

Lawsuits were threatened but never filed. Dr. Cross went underground outside of the realm of the established medical community. The renegade physician used his great wealth, talent, and network of contacts to provide healthcare in the shadows of Portsmouth City. Cross became known on the streets as the "Midnight Doctor." He made house calls to the less fortunate, set up clandestine clinics, and helped heal those

people who often fell through the cracks of society.

During his nightly tours, he discovered that Portsmouth City had an influx of serious drug-related problems with a dangerous metagenic steroid called "A39," known clinically Decahydrabolinm. While investigating the illegal trafficking, Dr. Cross was surreptitiously given A39. The drug interacted with other chemicals in his bloodstream to produce unforeseen results. Injured during an explosion that robbed him of his eyesight, the mixture of chemicals in his system in combination with the blast flash caused his eyes to see the infrared lower-range spectrum in darkness.

Dr. Cross designed a pair of goggles whose lenses allowed him to augment his remaining sight to the visible spectrum. The new condition granted him the freedom to finally operate under a true cover of darkness. No one would connect Pieter Cross, a legally blind man, to the activities of a new nocturnal mystery man of the darkness. With apologies to his former mentor, Dr. Pieter Anton Cross adopted the identity of the late adventurer from the Golden Age known as Dr. Mid-Nite. Fashioning an updated costume in the style of the original, the new Dr. Mid-Nite dedicated his life to protecting the downtrodden of Portsmouth City from dangers of the insidious Praeda Industries and other threats.

Recently, after eavesdropping at a medical conference in Chicago, Pieter Cross learned of a blackout in Milwaukee caused by the schizophrenic Obsidian, who was in league with Ian Karkull. Figuring he might lend a hand, Dr. Mid-Nite arrived in time to rescue Black Canary, who was on the run from shadow-possessed people. His help proved invaluable and the necessary ace up the sleeve that defeated the darkness of Obsidian and Karkull. Impressed with his abilities and aid, Sand asked Dr. Mid-Nite to join the new JSA.

STRATEGY & TACTICS: The new Dr. Mid-Nite has sworn to uphold the noble traditions of the original. He is a master surgeon with steadfast hands and extraordinary confidence. His unorthodox methods and controversial practices often place him at odds against the letter of the law. Nevertheless, he proceeds where he feels he is doing the greater good. The brilliant Dr. also has a passionate and caring soul. Dr. Mid-Nite often utilizes an extensive network of contacts and friends to carry out his mission. He has recently seen the possibilities to further his fight in the company of the JSA.

Dr. Mid-Nite

Reflexes 3D: *Acrobatic 5D, boating 4D, brawling 5D, climbing 5D, dodge 8D, driving 4D, piloting 6D, sneak 6D*

Coordination 3D: *Lockpicking 4D, marksmanship 3D (UV laser pistol +3D), thrown weapons 4D (crescent moon knockout darts, crescent moon shuriken, black-out bombs +2D each)*

Physique 4D: *Leap 5D, lifting 5D, resistance 5D, swimming 5D*

Knowledge 5D: *Computer ops 8D, criminology 8D, languages 9D, medicine 11D (surgery +2D), scholar 9D (non-traditional medicine +3D), science 9D (anatomy, biology, infrared astronomy, physiology, physics, molecular chemistry, robotics +2D each)*

Perception 3D: *Engineering 4D, invent 5D, know-how 6D, repair 5D (robotics +1D), search 4D, shadowing 5D, streetwise 8D, surveillance 5D, survival 6D, tracking 4D*

Presence 3D: *Animal handling 4D (owl +4D), bluff 4D, charm 6D, command 5D, intimidation 4D, interrogation 5D (virtual world stimulated +2D), persuasion 6D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) –18D, Animal Friendship (Owl) –2D, Contact (Nite-Lite, Ice-Sickle, Camilla Marlowe) –4D each, Courage –2D, Follower (pet owl) –7D, Gifted in Learning –4D, Preparedness –4D, Status (Ph.d.)

+1D each, Wealth –4D; Fanatic (unorthodox anarchical liberalism) +3D, Enemy (Praeda Industries, Largo Sham, Triumvirate) +5D each, Medical Problem (Legally blind and can only see in the dark) +6D, Moral Code (Hippocratic oath to help others) +4D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (Praeda Industries) +5D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 5

VILLAIN POINTS: 0

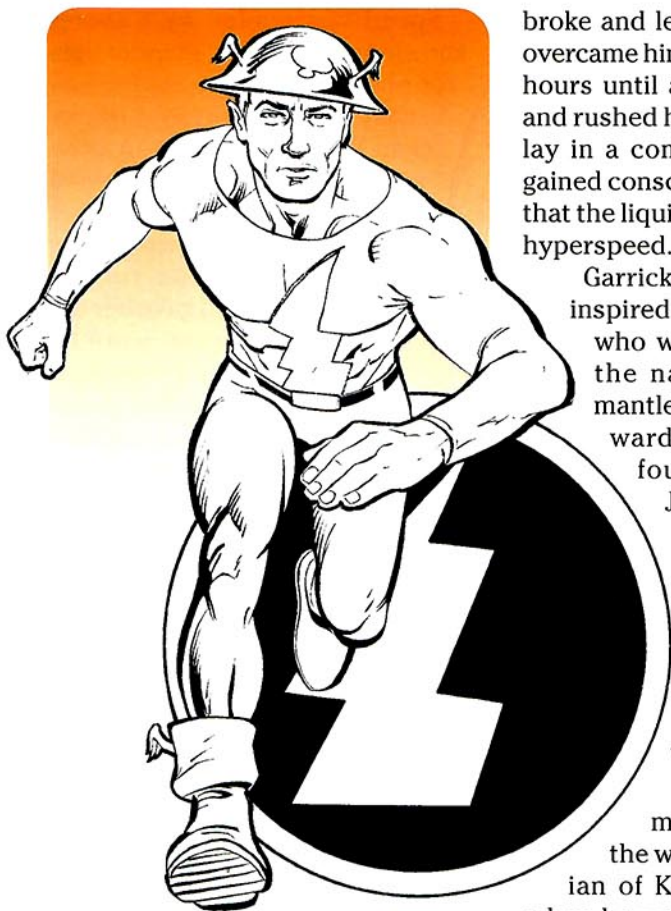
CHARACTER POINTS: 40

BODY POINTS: 38

NATURAL ABILITIES: Infrared vision (negates any darkness penalties, unless caused by magical darkness; if exposed to a bright light, he must make a successful Very Difficult *willpower* roll or be blinded and get –4D to all actions for a number of rounds equal to the difference between the roll and the difficulty).

EQUIPMENT: Black-out bombs [break upon contact, filling a 90-square-foot area with a cloud of thick, black smoke (+4 to the difficulty for all actions unless sight is aided) that lasts for 10 minutes indoors or 5 minutes outdoors or in a windy area], costume (Armor Value 20 vs. projectiles, 12 vs. heat and fire), crescent moon knockout darts (BDV 2D per dart; anyone hit with a dart must make a Difficult *Physique* or *willpower* roll or fall unconscious for 2 hours), crescent moon shuriken (BDV 1D), goggles [negate penalty for being blinded by bright lights (see natural abilities); medical analyzer lenses (give a +2D to *medicine* rolls to diagnose problems); remote feed digital imaging lens displays information transmitted from the camera on his owl's neck; goggle batteries require recharging every 12 hours], blinding strobe flash (does no damage, but anyone within 20 feet must make a successful Heroic *Physique* or *willpower* roll or be blinded for 10 rounds), rebreather (provides oxygen for up to two hours), first aid kit (+1D to *medicine* rolls), UV laser pistol (BDV 6Dx2).

The Flash ¹



broke and let off fumes that quickly overcame him. He lay unconscious for hours until a friend discovered him and rushed him to a hospital. Garrick lay in a coma for weeks. When he gained consciousness, he discovered that the liquid had endowed him with hyperspeed.

Garrick created a new identity inspired by other mystery men who were popping up around the nation and donned the mantle of the Flash. Soon afterwards, the Flash became a founding member of the Justice Society of America and their first chairman. With the JSA and other members of the All-Star Squadron, the Flash helped the Allied Forces fight the Axis forces during World War II.

Jay became a reservist member for a while during the war, to serve as the guardian of Keystone City. Even so, when he was called, he returned to active duty for many years until the JSA was forced to disband in 1951 due to the pressures of the House Un-American Activities Committee.

Soon afterwards, the Fiddler, the Thinker, and the Shade built a resonator that vibrated Keystone City out of real space and put the citizens in suspended animation. The rest of the world had their memory wiped of its existence. Much later, the second Flash, Barry Allen, discovered the lost city that existed next door to Central City when he vibrated at a certain frequency. The Flashes of both cities defeated the villainous threesome, and returned Keystone to this plane. Jay Garrick gave his blessing to the new Flash to be his successor.

Going into semi-retirement, Jay Garrick rejoined the JSA in a mission to prevent Ragnarok from destroying the world. He became trapped there

while the rest of the world thought they were dead. The Justice Society was released a few years later from this limbo. They returned to the world only to suffer a critical blow during the Zero Hour crisis when the villainous Extant stripped away their chronal energy. This energy had kept the members of the JSA young for so many years. This killed several members and aged the rest. Jay immediately aged closer to his actual age, though the Speed Force that fuels human speedsters slowed the process and has kept him in better shape than the others.

As an elder statesman of sorts to the new generation of modern heroes, the Golden Age Flash hasn't been able to stand still. He has provided assistance and mentoring to the newest Flash, Wally West. As one of the remaining members of the original Justice Society of America, Jay Garrick helped lead an investigation into the death of the Sandman at the hands of the Dark Lord. With the case coming to a successful resolution after the tragedy, the elder heroes witnessed the birth of a modern Justice Society in which three generations of heroes joined together for a greater good.

STRATEGY & TACTICS: The Flash uses his speed powers and reflexes to quickly overcome his opposition. He can attain velocities near the speed of light, though his advancing age has made this harder to do in recent years. He is a charismatic leader who has inspired generations of heroes. He fights with a sense of duty, honor, and courage to stand up for what is right.

REAL NAME: Jay Garrick

OCCUPATION: Research scientist, director of Keystone Research Laboratories, Inc.

BASE OF OPERATIONS: Keystone City

HEIGHT: 5'11"

WEIGHT: 179 pounds

EYES: Blue

HAIR: Brown (now with white at the temples)

RACE: Human

TECH LEVEL: Modern (1)

In 1940, Jay Garrick attended Midwestern University as a science student of Dr. Hughes. Jay remained in the lab alone late one night, working on an experiment that generated atomic vibrations in hard water. Through his carelessness, a flask

Hawkgirl²

Flash

Reflexes 3D: *Brawling 7D (clothesline, disarm, spin attack +1D each), dodge 8D*

Coordination 3D: *Catch 9D, thrown weapons 5D (helmet +3D)*

Physique 2D: *Running 10D*

Knowledge 3D: *Criminology 4D, research 5D (speed reading +3D), scholar 5D, science 5D*

Perception 2D: *Engineering 5D, invent 5D, know-how (Speed Manipulation) 9D, repair 5D, search 8D, streetwise (Keystone City) 7D*

Presence 2D: *Charm 5D, command 5D, disguise (blurring facial features) 7D, persuasion 7D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (Flash III, Jesse Quick, Max Mercury, Impulse) -8D each, Charismatic -3D, Courage -2D, Fast Reactions -4D, Leadership Ability -2D; Age (Old) +9D, Dependant (Joan Williams Garrick) +1D, Enemy (the Shade, the Fiddler, the Thinker) +3D each, Enemy (Injustice Society of the World) +5D.

SPEED: 30

PDV: 4 (14 while moving with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 28

VILLAIN POINTS: 0

CHARACTER POINTS: 224

BODY POINTS: 30

POWERS: Longevity 1D, Sustenance 5D (Limitations: Linked to Speed Manipulation), Healing 3D (Limitations: Linked to Speed Manipulation, Self-Only), Speed Manipulation 10D.

EQUIPMENT: Winged helmet (BDV 2D as thrown weapon only; AV 18 vs. overhead physical attacks only; Body Points 24).



REAL NAME: Kendra Shiera Saunders
OCCUPATION: Film school student
BASE OF OPERATIONS: Austin, Texas
HEIGHT: 5'6"
WEIGHT: 120 pounds
EYES: Green
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

The new Hawkgirl is the granddaughter of adventurer Speed Saunders and the grandniece of the original Hawkgirl, Shiera Saunders Hall, after whom she was named. As a youth, Kendra was orphaned and had a troubled childhood, spending her formative years growing up in a series of youth facilities. The teen often took to the streets to seek refuge. She was eventually found by her grandfather, who took her under his wing and encouraged her to go to film school.

Speed was guided by a secret knowledge about his granddaughter. She had demonstrated an unusually strong affinity towards ancient Egyptian lore and an interest in the stars above. Speed pushed Kendra towards her greater destiny by encouraging her to assume the role of Hawkgirl. He even gave her the original set of wings worn by Shiera. The young woman also inherited her great-aunt's love of archaic weapons and excelled in hand-to-hand combat.

On the day after her nineteenth birthday, her grandfather contacted Kendra. He had been in China with Wesley Dodds and told her to it was time to protect the baby destined to become the new Dr. Fate no matter what the cost. With no preparation or explanation, she donned her great-aunt's wings and set off for British Columbia. There, she did find the Fate Child and ran across the surviving members of the JSA, who had come together to fight the Dark Lord from taking the child and the mantle of Dr. Fate.

With the success of defeating the Dark Lord and her role in assisting the return of Dr. Fate, the new Hawkgirl joined the newly re-formed Justice Society of America.

Kendra has never been one for family or destiny. The concept of a caring family unit, as the JSA tries to be, is still something strange to Kendra. Although she often struggles alone with the role thrust upon her and the master of the skills required by it, she is beginning to realize the value of that close friendship. She will need that support even more as she comes to terms with being the soul of Shiera, the original Hawkgirl, in the body of Kendra Saunders.

Hawkman¹

STRATEGY & TACTICS: Though Hawkgirl is most comfortable with being a loner, she respects the experience of others and the time it takes to gain that experience. She is brave and follows orders from her teammates. She provides cover from the air and is quite capable of busting heads as she swoops down like an avenging hawk.

Hawkgirl

Reflexes 3D: *Acrobatics 4D, brawling 6D, climbing 4D, dodge 4D, driving 4D, melee weapons 5D (spear +3D), piloting 4D (self +2D), sneak 4D*

Coordination 3D: *Lockpicking 4D, missile weapons 5D, thrown weapons 5D (spear +3D)*

Physique 3D: *Flying 6D, leap 4D, resistance 4D*

Knowledge 2D: *Medicine 3D (first aid +2D), research 4D, scholar 4D (Egyptology, films +2D)*

Perception 3D: *Artist (filmmaking) 4D, hide 5D, search 4D, shadowing 4D, streetwise 6D (Austin +2D), surveillance 4D, survival 4D (desert +2D), tracking 4D*

Presence 2D: *Bluff 4D, charm 4D, persuasion 4D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Attractive Appearance -2D, Courage -2D, Special Equipment (Hawkgirl's wings) -5D; Argumentative +1D, Dark Secret (tried to commit suicide) +1D, Enemy (Injustice Society) +5D, Hides Emotions +1D, Secret Identity +3D

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 28

BODY POINTS: 34

EQUIPMENT: Nth metal belt and wings (see "Hawkman & Hawkgirl's Equipment" sidebar on page 20), winged helmet (AV 20 vs. physical attacks to the head only), spear (BDV 3D).



Real Name: Carter Hall

Occupation: Archaeologist

Base of Operations: St. Roch, Louisiana

Height: 6'1" **Weight:** 195 pounds

Eyes: Blue **Hair:** Brown

Race: Human **Tech Level:** Modern (1)

Hawkman's story began more than 5,000 years ago in the ancient deserts of Egypt. A young prince named Khufu and his lover, Chay-Ara, came into possession of an alien element called Nth metal. The Nth metal not only revealed the secret of flight to them, but it also imposed on the lovers the racial memories of its native planet's inhabitants, the Thanagarians. Khufu and Chay-Ara became champions of Egypt, fighting alongside other heroes like Nabu the Wise and the wizard Shazam's

protégé, the Mighty Adam. A short time later, Khufu and Chay-Ara were murdered by a trusted high priest named Hath-Set.

But their love was destined to live forever.

Khufu and Chay-Ara were reborn, lifetime after lifetime, destiny ensuring that they meet and fall in love no matter the circumstances. During the second World War, the newest incarnation of Prince Khufu, archaeologist Carter Hall, became the champion known as Hawkman. Soon after, his wife, Shiera Saunders, the reincarnation of Chay-Ara, battled evil at his side as Hawkgirl. The two heroes became members of the Justice Society of America. They also served as advisors during the first few years of the JLA.

Years later, two Thanagarian police officers came to Earth, adopting the Hawkman (II) and Hawkwoman identities. Their careers were cut short when, during the time crisis known as "Zero Hour," the original Hawkman and Hawkgirl were both merged with the Thanagarian Hawkman by the time-bending villain, Extant. Shiera Saunders did not survive the merging and died. The merged Hawkman vanished into an unknown dimension. The Thangarian Hawkwoman retired her costumed identity and became a police officer in Detroit, Michigan.

Upon entering this unknown dimension, Carter Hall was separated from the Thangarian Hawkman.

The Thanagarian lost his life in battle soon after, leaving Carter Hall trapped alone.

Recently, Carter Hall was rescued from the otherworldly dimension by the current Hawkgirl, Kendra Saunders, and the Justice Society of America. Hawkman immediately sensed that Kendra Saunders was actually his lover, Chay-Ara. However, due to the circumstances of this lat-

est reincarnation, Kendra Saunders has no memories of her past lives and has rejected Carter's love. Currently, Hawkman has taken back his place as a member of the JSA.

STRATEGY & TACTICS: When Carter Hall is out of costume, he's polite, cultured, and social. When he dons the helm of Hawkman, he has one word on his mind: War. Hawkman does not pull punches, regardless of his adversary.

Hawkman

Reflexes 3D: *Acrobatics* 6D, *brawling* 10D (*haymaker*, *uppercut*, *weapon parry* +1D each), *dodge* 8D, *melee weapons* 10D (*archaic weapons* +2D), *piloting* 5D (*self* +6D)

Coordination 3D: *Catch* 6D, *missile weapons* 10D, *thrown weapons* 9D

Physique 4D: *Flying* 7D, *lifting* 6D, *running* 5D

Knowledge 3D: *Arcane lore* 8D (*Thanagarian*, *Egyptian* +2D each), *criminology* 4D, *languages* 4D (*ancient tongues* +4D), *navigation* 8D, *research* 4D, *scholar* 6D (*archaeology* +5D)

Perception 3D: *Engineering* 4D (*aerodynamics* +2D, *Nth metal* +4D), *Invent* 5D (*Nth metal* +3D), *repair* 5D (*Nth metal objects* +3D), *search* 6D, *surveillance* 9D, *tracking* 2D

Presence 3D: *Animal handling* (*birds*) 7D, *charm* 4D, *command* 8D, *intimidation* 10D, *persuasion* 5D, *willpower* 10D

ADVANTAGES/DISADVANTAGES: *Acute Sense of Direction* -2D, *Acute Senses* (*sight*) -2D, *Ally* (JSA) -20D, *Animal Friendship* (*birds*) -2D, *Charismatic* -3D, *Courage* -2D, *Leadership Ability* -2D, *Preparedness* -4D, *Speed Draw* (*mace*) -1D; *Dark Secret* (*reincarnation of Prince Khufu*) +1D, *Enemy* (*Hath-Set*) +2D, *Enemy* (*Injustice Society*) +5D, *Secret Identity* +3D, *Sworn Enemy* (*Hath-Set*) +2D.

SPEED: 30	PDV: 4
UNARMED BDV: 5D	P/L BONUS: +3
HERO POINTS: 30	VILLAIN POINTS: 0
CHARACTER POINTS: 236	BODY POINTS: 40

EQUIPMENT: *Nth metal belt* and *wings* (see "Hawkman & Hawkgirl's Equipment" sidebar on page 20), *winged helmet* (AV 20 vs. physical attacks to the head only), and various *archaic weapons*. His usual weapon of choice is a *mace* (BDV 5D).

Mr. Terrific²



REAL NAME: Michael Holt
OCCUPATION: Retired electronics engineer, security consultant
BASE OF OPERATIONS: New York City
HEIGHT: 6'1"
WEIGHT: 215 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Postmodern (2)

Michael Holt seemed to have everything going for him. He was a gold medal winning Olympic decathlete. He was a skilled martial artist. He was a brilliant engineer. He sold his

cyberwear company to Wayne-tech for enough money that he never needed to work again. Yet, all of this fell apart when Michael's wife died. Life no longer seemed worth living without her. When confronted by a street gang, he even considered suicide by not defending himself against their attacks.

At this moment, the Spectre suddenly intervened. The spirit of vengeance told Michael the story of the first Mr. Terrific, Terry Sloane, who had been a comrade of the Spectre during the early days of the Justice Society. Terry had used his prodigious gifts to assist those around him. The Spectre suggested that Michael do the same. Realizing that his life could still have meaning, he decided that he could help society by taking misguided youths under his wing and showing them a better way of life.

Michael created a costume for himself and took the name of Mr. Terrific. With the help of his technological wonders, the T-Spheres, the new Mr. Terrific has tirelessly acted to protect the neighborhoods of New York.

While working at Tyler Chemical Company, Mr. Terrific met Sand and Hourman of the new JSA. Mr. Terrific explained that he serves as Tylerco's spokesperson and security consultant in exchange for their funding of his youth center. Impressed by Michael's sincerity, Sand invited Mr. Terrific to join the JSA. He has since become an active member.

Sand

STRATEGY & TACTICS: Mr. Terrific is a superb fighter, on par with some of the best martial artists. Though he will resort to his fists if he has to, Mr. Terrific generally uses his wits first. He relies on his T-spheres to gather information before he leaps into action. Mr. Terrific is, however, quite reckless once he begins fighting. He perhaps still possesses a small vestige of the suicidal urge that resulted in him becoming what he is today.

Mr. Terrific

Reflexes 4D: *Acrobatics 8D, athletics 10D, brawling 9D, climbing 8D, dodge 8D, driving 8D, escape artist 6D, martial arts 9D, melee weapons 6D, piloting 8D, riding 5D, sneak 8D*

Coordination 4D: *Catch 9D, lockpicking 6D, marksmanship 6D, missile weapons 8D, sleight of hand 9D, thievery 8D, thrown weapons 10D*

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

Knowledge 5D: *Computer ops 10D, criminology 6D, demolitions 6D, forgery 6D, languages 8D, medicine 8D, navigation 9D, research 9D, scholar 8D, science 9D (cyberwear +1D), security 9D (JSA headquarters +3D)*

Perception 5D: *Artist 6D, engineering 8D (cyberwear +1D), hide 8D, invent 8D (cyberwear +2D), repair 9D, search 8D, streetwise 6D (New York City +2D), surveillance 7D (electronic +3D), survival 8D, tracking 7D (electronic +3D)*

Presence 3D: *Animal handling 5D, bluff 6D, charm 6D, command 6D, disguise 5D, interrogation 5D, intimidation 8D, persuasion 7D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (JSA) -19D, Contact (Tyler Chemical) -3D, Courage -2D, Fast Reactions -4D, Gifted in Learning -4D, Hardiness -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Observant -2D, Technologically Advanced -10D, Wealth -6D; Dark Secret (attempted to commit

suicide) +1D, Enemy (Injustice Society) +5D, Extremely Competitive +2D, Hides Emotions +1D, Secret ID +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D/1D

P/L BONUS: +3

HERO POINTS: 8

VILLAIN POINTS: 0

CHARACTER POINTS: 60

BODY POINTS: 45

Equipment:

T-Spheres

Speed: 60

Base Damage Value: 6D

Range: same as powers

Ammunition: internal energy-processing system

Skills: *brawling 6D, dodge 6D, piloting (self) 6D, sneak 6D, flying 6D, security 6D, search 6D, surveillance 6D*

Body Points: 30

Additional Information: *Powers:* Invisibility 6D [Enhancements: Additional Effects (inaudible, able to block infrared sensors) +3D each, Extended Range +3D], Flight 12D, Light Manipulation (hard-light holograms) 2D. All powers have the Limitation: Removable -3D and the Enhancement: Remote +4D.

The T-Spheres act as floating cameras, constantly sending back images in the visible and infrared spectra to Mr. Terrific. They reconnoiter an area while Mr. Terrific waits a safe distance away. The T-Spheres can also project light images, creating complex illusions. But perhaps their most useful ability is to make an individual a "walking blind spot" when it comes to technology. They not only render the person invisible to the human eye, but also to any recording devices (visual or audio). Mr. Terrific has somewhere between four to five T-Spheres with him at any time.



REAL NAME: Sanderson "Sandy" Hawkins

FORMER ALIAS: Sandy, the Golden Boy

OCCUPATION: Chairman of the JSA

BASE OF OPERATIONS: New York City

HEIGHT: 5'11"

WEIGHT: 162 pounds

EYES: Blue

HAIR: Blond

RACE: Human (silicon-based)

TECH LEVEL: Modern (1)

During 1941, young teenager Sanderson Hawkins learned that his Aunt Dian's boyfriend Wesley Dodds was secretly the Sandman. Unexpectedly helping out the hero on a case led the youth to become Wesley's partner, Sandy, the Golden Boy. He fought alongside the Sandman on

many of his cases and went on adventures with the original Justice Society of America.

This all changed when, during an experiment Dodds was conducting with a prototype silicon-based gun, Sandy was caught in an explosion, radically altering his genetic makeup. He became a raging silicon monster that Wesley had to sedate and contain. Unable to find a cure for Sandy, Dodds was forced to imprison him in a gas-filled glass chamber while he worked on a cure.

Decades later, Sandy was accidentally awakened from his suspended animation and escaped from his chamber. Dodds renewed his search for a cure during the next several months. Soon afterwards, a villainous scientist named the Shatterer captured Sandy and attempted to use the silicon monster's seismic energy for his own benefit. The Sandman turned the tables on the villain with an organic explosive that ultimately cured and seemingly transformed Sandy back into human form.

Sandy was shocked upon regaining his humanity to realize that he had not aged during the intervening decades. While renewing their friendship, Sandman and Sandy were summoned to help the JSA prevent the destruction of the world from the impending Ragnarok. The struggle placed them in limbo for years.

Returned to Earth, Wesley and Sand went their separate paths. Wesley went to spend more time with Dian, while Sandy left for the Far East to continue his education.

Sandy became the heir of Dodds's vast fortune and arsenal after his death in the Himalayas during his confrontation with the Dark Lord Mordru. He also gained the prophetic nightmares Dodds struggled with night after night.

The few remaining members of the original JSA gathered with the progeny of family and friends for Dodds's funeral. An immediate investigation was undertaken to stop Mordru. This ended successfully, renewing hope in Sandy and the other members who had banded together.

Now calling himself Sand, Hawkins fulfilled a lifelong dream when he was nominated as the first chairman of the newly re-formed JSA, but he immediately found his life altered once again.

The long-term side effects of his time spent as a monster had left Sand's physiology altered on the molecular level. He had become a silicon-based life form able to sense seismic vibrations. He could also flow through dirt, glass, bricks, or just about anything with trace amounts of silica in it.

With the help of the members of the new JSA, Sand has overcome even this change to his life. He continues to proudly lead the JSA and carry on the tradition created by Dodds and his fellows.

STRATEGY & TACTICS: Sand uses the resources of his inheritance as the necessary backbone for providing a headquarters, technology, and funding for the JSA. In the short time he has had them, he has become proficient with his silicon-based powers, but he trains each day to push them to the limit so that he can master them.

Sand

Reflexes 3D: *Acrobatics 6D, brawling 6D, climbing 5D, dodge 6D, martial arts 5D, piloting 4D, sneak 6D*

Coordination 3D: *Lockpicking 4D, marksmanship 4D (gas gun, wirepoon gun +2D each)*

Physique 3D: *Leap 5D, lifting 4D, resistance 4D, running 4D, swimming 4D (through materials containing silicon +2D)*

Knowledge 3D: *Criminology 5D, languages 4D (Chinese +6D), research 4D, scholar 4D, science 4D, security 4D (JSA headquarters +4D)*

Perception 2D: *Hide 6D, know-how (Earth Manipulation) 8D, search 6D, shadowing 7D, surveillance 7D, survival 5D*

Presence 2D: *Bluff 5D, charm 6D, command 4D (JSA +3D), intimidation 5D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Attractive Appearance -2D, Courage -2D, Observant -2D, Speed Draw (gas gun) -1D, Wealth -6D; Enemy (Injustice Society) +5D, Enemy (Kobra, Geomancer) +3D each.

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 13

VILLAIN POINTS: 0

CHARACTER POINTS: 110

BODY POINTS: 29

POWERS: Precognition 8D (Limitation: Side Effect [Nightmares Disadvantage] -4D, Uncontrollable -3D), Earth Manipulation (silicon form, pass through silicon materials, detect seismic activity) 10D (Limitation: Duration Change: Permanent -2D).

EQUIPMENT: Tylerco-designed silica-based fabric costume (AV 60 vs. heat and fire; can rearrange the costume's molecules to form into whatever clothing he desires), gas gun and wirepoon gun (see equipment under Sandman I on page 24).

Sentinel



REAL NAME: Alan Wellington Scott
FORMER ALIAS: Green Lantern
OCCUPATION: Broadcasting executive
BASE OF OPERATIONS: New York City, Gotham City, Los Angeles
HEIGHT: 6'
WEIGHT: 175 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Alan Scott was an engineer who survived a train accident and discovered a mystical lantern. He constructed a ring from it to tap into its occult energies. Taking his name from the object that empowered him—the Green Lantern—he brought to justice

the saboteur who had wrecked the train and became one of the world's leading heroes.

Taking the role as a guardian of justice, Green Lantern became a founding member of the Justice Society of America and its second chairman. He also joined the All-Star

Squadron along with his teammates to battle the Axis forces during the Second World War.

Despite his heroic career, Green Lantern retired from active duty in 1951. He disbanded the JSA because of pressure from the House Un-American Activities Committee, which sought to eliminate anything that the committee felt went against what it defined as American.

Years later, Scott as Green Lantern worked with the JSA alongside the newly formed JLA. He learned that he had fathered two children with his ex-wife, Alyx Florin, who was really the late Rose Canton (Thorn D). The children grew up to become the heroes Jade and Obsidian. Alan remarried Molly Mayne, a reformed villain who used to be the Harlequin.

In a mission to prevent Ragnarok from destroying the world, Green Lantern joined the JSA in a journey to limbo. He returned to a world that had thought he and the rest of the JSA were dead.

In the wake of Zero Hour crisis, even though he remained fairly young, Alan decided to retire.

Later, Alan learned that his prolonged exposure to the energy of the Starheart had permanently imbued his body with its "green flame." He realized that he no longer needed a ring. He continued his crusade with the new name "Sentinel" to fight the forces of darkness.

Along with Kyle Rayner, the current Green Lantern, he battled the Starheart itself. In the course of the conflict, Sentinel lost a large portion of his powers. What limited energy that remained wasn't enough to maintain his youth, so he aged to his true chronological age.

Returning to his original Green Lantern costume and the power ring and battery, Alan Scott has become the elder statesman for the newly reformed Justice Society of America. He has passed the role of chairmanship to Sand knowing that it is in good hands.

Sentinel recently had to deal with a terrible blow when his son, Obsidian, literally turned to the dark side as a villain. With Ian Karkull, he fought his father and the JSA as he tried to bring the Shadowlands to Earth.

STRATEGY & TACTICS: Sentinel is only limited by his willpower and imagination when he uses his ring and battery. A man of integrity and bravery he relies on his wits and wisdom to get himself out of most battles, but when there is no alternative, he turns to the might of his magical ring.

Sentinel

Reflexes 2D: *Brawling* 6D, *dodge* 7D, *melee weapons* 4D, *piloting (self)* 8D, *sneak* 5D

Coordination 2D: *Marksmanship (ring)* 10D

Physique 3D: *Flying* 7D, *running* 4D

Knowledge 3D: *Arcane lore* 6D, *criminology* 4D, *navigation* 5D, *scholar* 5D (*mass media* +4D)

Perception 2D: *Engineering* 7D, *know-how (energy creations)* 8D, *search* 5D, *surveillance* 5D

Presence 3D: *Charm* 6D, *command* 9D, *intimidation* 5D, *persuasion* 7D, *willpower* 12D

ADVANTAGES/DISADVANTAGES: Ally (Green Lantern, Kyle Rayner, Jade) –8D each, Ally (JSA) –20D, Ally (Sentinels of Magic) –8D, Charismatic –3D, Courage –2D, Leadership Ability –2D, Special Equipment (power ring & battery) –5D, Speed Draw (ring) –1D; Age (Old) +9D, Dependant (Molly Mayne) +1D, Employed +4D, Enemy (Extant, Ian Karkull, Obsidian) +3D each, Enemy (Injustice Society) +5D, Secret Identity +3D.

SPEED: 30

UNARMED BDV: 4D

HERO POINTS: 30

CHARACTER POINTS: 240

PDV: 4

P/L BONUS: +1

VILLAIN POINTS: 0

BODY POINTS: 34

POWERS: Energy Manipulation 16D [Limitations: Duration Change (Concentration) –2D, Side Effect (most uses are

green) –1D], Mimicry 8D [Limitation: Linked to Energy Manipulation; Enhancement: Mastery (can access any power Alan has seen in use) +6D]; all powers have the Limitations: Ineffectiveness (wood) –2D, Ineffectiveness (killing) –2D and the Enhancement: Magically Empowered +8D.

NOTE: For more information on Sentinel's power, see the "Manipulating the Power of the Starheart" sidebar.

Manipulating the Power of the Starheart

The Starheart is a semi-sentient mystic orb that was created by the Guardians of the Universe in an effort to purge the cosmos of magic. A storehouse of immense magical power, the only known focuses for the Starheart's powers are the original Green Lantern's ring and the energies possessed by Jade and Sentinel. Since for all intents it is a creation of the Guardians, it acts in very much the same way as the scientifically based power ring energies used by their agents, the Green Lantern Corps. However, the Starheart's energies still should be considered magical.

To create energy constructs using the power of the Starheart, the wielder first makes a *know-how (energy creations)* roll (or other related *know-how* roll) to determine whether or not he can create the construct (erect a wall, create a giant baseball bat, and so on). The Narrator determines the difficulty of the roll; some examples are listed here. (For more extensive details, see the "Creating Manipulation Constructs" sidebar in the *JLA Sourcebook* on page 111 or the section about Manipulation constructs in the *Directive on Superpowers* on pages 97–99.)

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 (a bulldozer or crane)	3
Complex construct (giant fist that grabs a target)	4

Once the construct is generated, the Starheart wielder 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.

At first, Alan Scott could only use the Starheart energies to mimic the powers of his fellow mystery men, such as fly or pass through objects. As his mastery over the ring's energies grew, he could create constructs, which tended to be recreations of implements and tools he was familiar with. Jade, on the other hand, could make constructs from the very beginning. Even so, again, she generally created objects she was familiar with, or had seen her father or one of his peers create.

Star-Spangled Kid²



REAL NAME: Courtney Elizabeth Whitmore

OCCUPATION: Student

BASE OF OPERATIONS: Blue Valley, Nebraska

HEIGHT: 5'5" **WEIGHT:** 110 pounds

EYES: Blue **HAIR:** Blonde

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

The reckless and stubborn Courtney Whitmore constantly complained to her mother that she wanted to move back to her Southern California home. Her mom ought to ditch her new husband, Pat Dugan, and the new town of Blue Valley, Nebraska.

Not long after moving into their new home, Courtney found a strange belt while looking for costume accessories for a party. Little did she realize that this was one of the cosmic converter belts designed by Ted Knight for the original Star-Spangled

Kid. She then discovered that her stepfather was actually the Kid's original sidekick, Stripesy. A plan formed in her head to get back at Pat for his overbearing nature. She "borrowed" the belt, took over the mantle, and became the second Star-Spangled Kid just to make him mad.

Dugan didn't take to well to her shenanigans, but the youngster threatened to tell her mom his secrets, so he created a mechanical suit named S.T.R.I.P.E. to assist him in watching over his stepdaughter. Almost as soon as she put on the belt, she got into the thick of trouble. It was the first of many times that S.T.R.I.P.E. had to come to her aid.

When the Justice Society of America reformed after the death of Wesley Dodds, the new Star-Spangled Kid volunteered for membership but was turned down. Her curiosity and desire to help led Courtney on the trail of the Scarab, and she secretly followed him through a portal into Dr. Fate's Tower.

Her heroism and assistance in defeating the Dark Lord Mordru was the catalyst for her acceptance into the JSA. Pat doesn't approve of some of her methodology but he believes the chance to work with the other heroes will allow her to gain experience and respect and to tame some of her recklessness.

Although she didn't know anything about the legacy she had inherited, she was determined to find out. With the patience of the experienced heroes who have worked with her, she has slowly been enlightened to the responsibility of what it takes to be a hero.

STRATEGY & TACTICS: The Star-Spangled Kid takes a direct approach. She almost always goes in headstrong and

recklessly without S.T.R.I.P.E. or her teammates from the JSA. Her cosmic converter belt is the source of her power and it provides that extra boost of confidence—or overconfidence in her case. She often disobeys orders and acts on her gut instinct. She is only now learning some self-control in her actions.

Star-Spangled Kid

Reflexes 3D (7D): *Acrobatics* 4D (8D), *athletics* 4D (8D), *brawling* 4D (8D), *dodge* 4D (8D)

Coordination 3D (7D): *Catch* 4D (8D), *marksmanship* (*Shooting Stars*) 5D (9D)

Physique 2D (5D): *Leap* 4D (7D), *lifting* 3D (6D), *running* 4D (7D)

Knowledge 2D

Perception 2D: *Hide* 4D, *know-how* (*cheerleading*) 3D, *search* 3D

Presence 2D: *Bluff* 3D, *intimidation* 3D, *persuasion* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D (Superattributes bonus), Ally (JSA) -20D, Ally (S.T.R.I.P.E.) -8D, Contact (Young Justice) -2D, Courage -2D, Patron (Pat Dugan and Ted Knight) -2D each, Special Equipment (Cosmic Converter Belt) -5D; Age (12-17) +1D, Argumentative +2D, Enemy (Dragon King, Shiv) +2D each, Enemy (Injustice Society) +5D, Extremely Competitive +2D, Impulsiveness +2D, Secret Identity +3D, Targeted for Assassination (Shiv) +1D.

SPEED: 30

PDV: 2 (4)

UNARMED BDV: 3D (4D)

P/L BONUS: +1 (+3)

HERO POINTS: 3

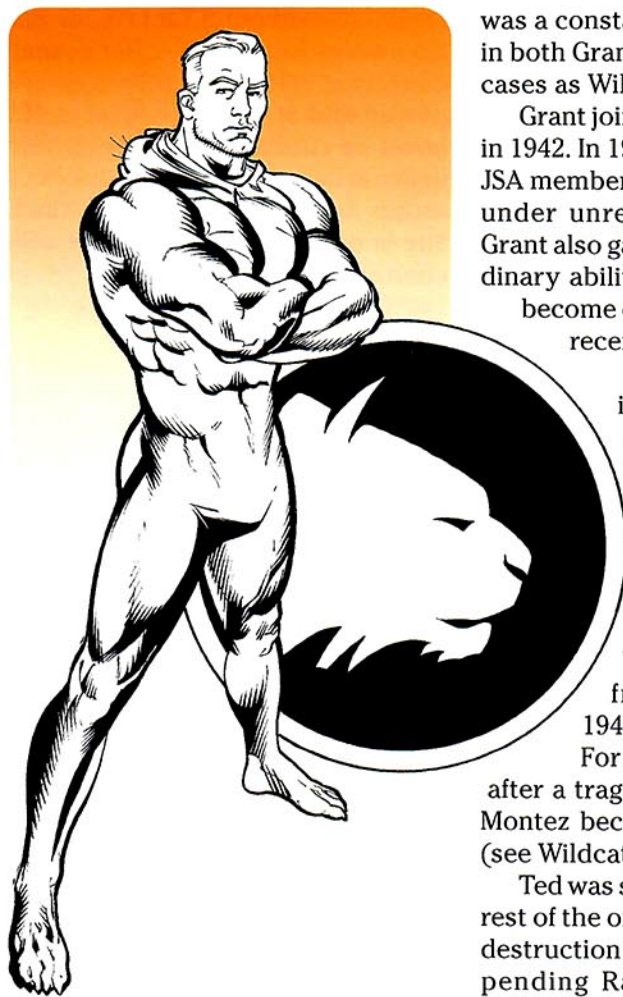
VILLAIN POINTS: 0

CHARACTER POINTS: 20

BODY POINTS: 28 (43)

EQUIPMENT: Cosmic Converter Belt [Body Points 65; powers: Energy Projection: Shooting Stars (hands) 9D, Superattributes: Reflexes 4D, Superattributes: Coordination 4D (bonus: improved catching ability), Superattributes: Physique 3D (bonus: increased damage vs. inanimate objects)].

Wildcat¹



REAL NAME: Ted Grant

OCCUPATION: Crime fighter, former professional boxer

BASE OF OPERATIONS: New York City

HEIGHT: 6'5" **WEIGHT:** 250 pounds

EYES: Blue **HAIR:** Black (greying)

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

Inspired by the original Green Lantern, heavyweight boxer Ted Grant donned a costume, declared himself the Wildcat, and cleared his name for a crime he did not commit.

Grant resumed his boxing career, eventually gaining the heavyweight title and retiring undefeated several years afterwards. However, he didn't give up his identity and he operated as Wildcat when the need arose. His friend and manager "Stretch" Skinner

was a constant companion, assisting in both Grant's boxing career and his cases as Wildcat.

Grant joined the All-Star Squadron in 1942. In 1945, he became a reserve JSA member as well. That same year, under unrevealed circumstances, Grant also gained a variety of extraordinary abilities, though this did not become common knowledge until recently.

Tragedy visited Grant in 1947 when his arch-enemy the Golden Wasp deduced his secret identity and kidnapped his newborn son, Jake. Grant searched for the boy for years but found no trace of him. Then, Wildcat disappeared from the public eye in 1949.

For a time, Ted was crippled after a tragic accident, and Yolanda Montez became the second Wildcat (see Wildcat II in Chapter 9).

Ted was summoned along with the rest of the original JSA to prevent the destruction of the world from the impending Ragnarok. The struggle placed them in limbo for years embroiled in an eternal fight until they were released with the help of Waverider.

Acclimating to the modern era, Grant fought a bout of depression after learning of the death of the second Wildcat. He has retained his same strength and vitality that he had in the Golden Age. He recently revealed to his teammates that he had nine lives bestowed upon him in 1945 that has helped keep him alive during all these years.

Wildcat now serves with the newly re-formed JSA. He dangerously cats around in an affair with Selina Kyle (Catwoman) at the moment. After nursing a broken arm, he came back as the heavy hitter of the Justice Society, providing his great skill and

decades of knowledge. He is a living legacy who has once again stepped back into the ring.

STRATEGY & TACTICS: Grant is kind-hearted but rough around the edges. Rather than thinking things through, he often settles matters with his fists, and few know better how to use them.

Wildcat

Reflexes 4D: *Acrobatics 8D, athletics 5D, brawling 13D (haymaker, uppercut, knockout each +3D, all others +2D), climbing 6D, dodge 9D, driving 5D (motorcycle +1D), sneak 6D (urban +2D)*

Coordination 4D: *Catch 6D, thrown weapons 5D*

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

Knowledge 2D: *Criminology 5D, medicine 4D (sports medicine +2D), scholar 3D (boxing +6D)*

Perception 3D: *Hide 6D (urban +2D), search 6D, shadowing 7D, streetwise 7D (New York City +2D), surveillance 6D, survival 6D, tracking 5D*

Presence 3D: *Bluff 5D, charm 6D, command 4D, interrogation 6D, intimidation 9D, persuasion 4D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (JSA) -20D, Contact (boxing community) -5D, Contact (Batman, Catwoman, Robin) -4D each, Courage -2D, Fast Reactions -4D, Hardiness -4D, Intimidating Grin -2D, Speed Draw (fist) -2D, Wealth -2D; Enemy (Injustice Society) +5D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 6D

P/L BONUS: +4

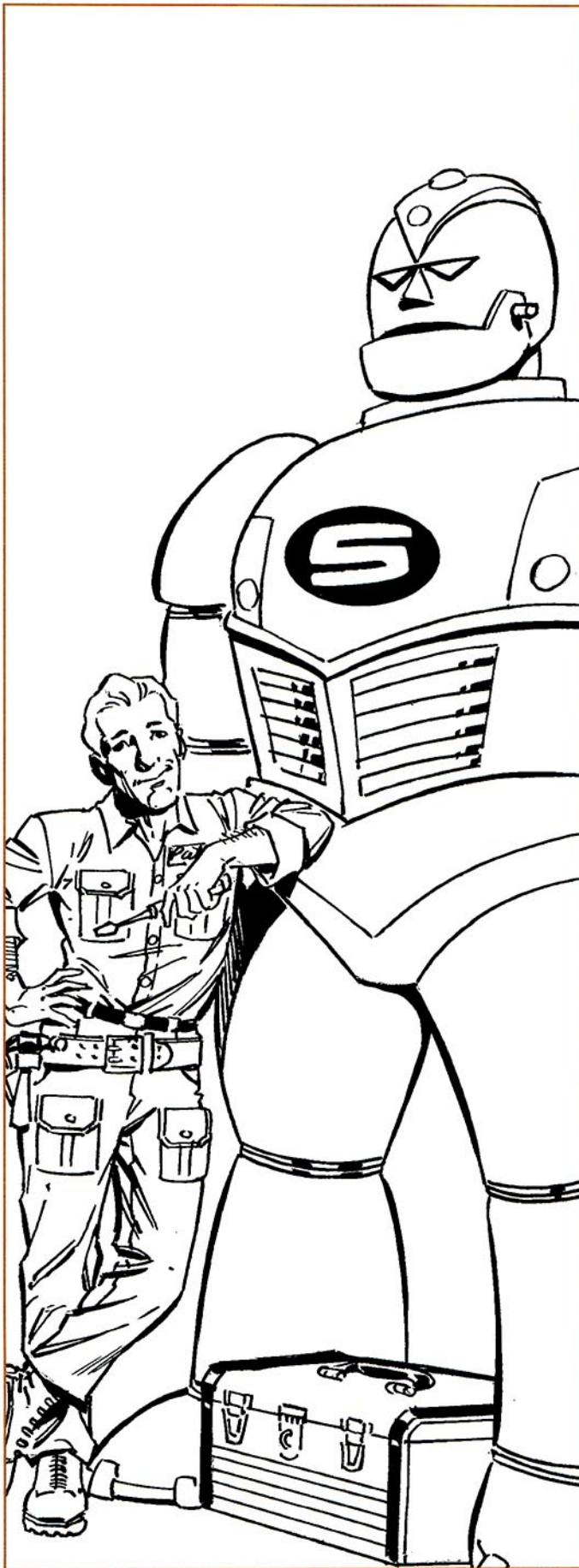
HERO POINTS: 25

VILLAIN POINTS: 0

CHARACTER POINTS: 198

BODY POINTS: 45

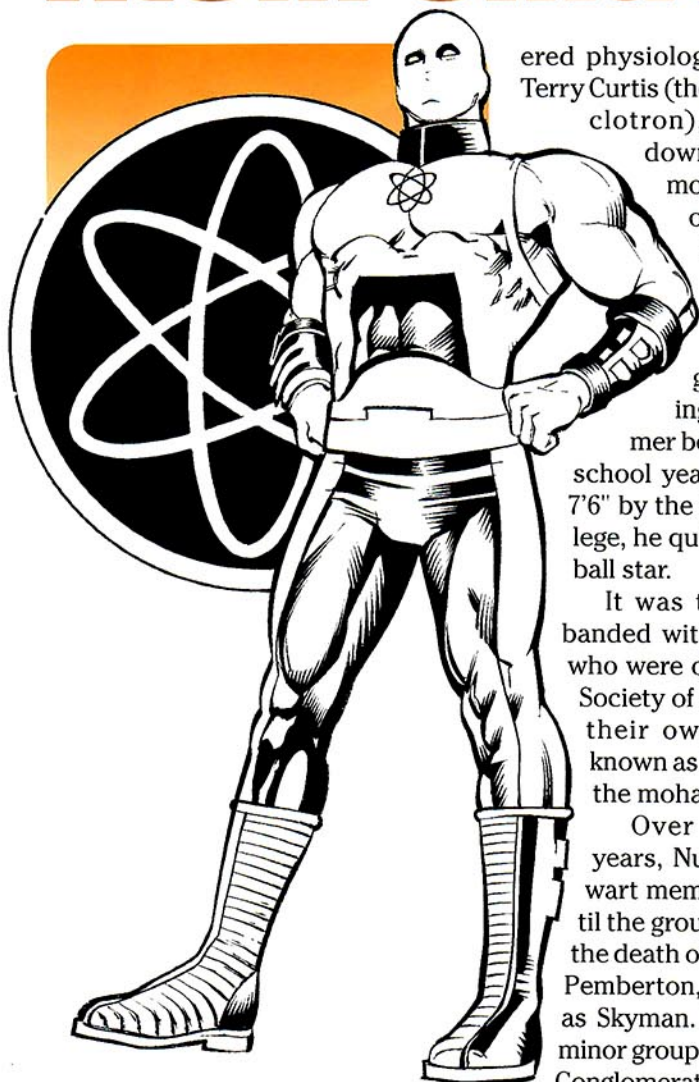
POWERS: Resurrection (humans) 7D (Limitation: Self-Only -3D), Healing 5D (Limitations: Self-Only -3D, Duration Change: Permanent -2D, Linked to Resurrection; Enhancement: Mastery (does not need to use Character Points) +6D).



CHAPTER 12

JSA Allies & Adversaries

Atom Smasher



ered physiology of his grandfather, Terry Curtis (the Golden Age villain Cyclotron), which was passed down to him through his mother's genes, Al started out significantly smaller than most other children of his age. Then he went through a series of tremendous growth spurts. Exceeding six feet tall the summer before his freshman high school year, Al was a staggering 7'6" by the time he was 18. In college, he quickly became a basketball star.

It was there that Rothstein banded with six other teenagers who were offspring of the Justice Society of America. They formed their own super-hero group known as Infinity, Inc. Al became the mohawked hero Nuklon.

Over the next couple of years, Nuklon remained a stalwart member of Infinity, Inc. until the group disbanded following the death of their leader, Sylvester Pemberton, who was then known as Skyman. Nuklon later joined a minor group of heroes known as the Conglomerate. This was followed by a stint with an unfortunate incarnation of the JLA that the White Martians easily defeated.

After his rocky past as a hero, Al Rothstein moved into a mature phase of his career. Growing his hair back and abandoning his identity as Nuklon, he became Atom Smasher, which served as a nod to both Cyclotron and the original Atom. With the start of his renewed heroic career, Wildcat contacted Atom Smasher to help in the investigation of the death of Wesley Dodds. After the successful resolution of the case, the close friends involved decided to reform the Justice Society of America. Al finally fulfilled his long-held wish of becoming a member.

Recently: Al had to deal with a terrible blow when Kobra killed his mother in a terrorist act. In their confrontation with Kobra on Blackhawk Island, Atom Smasher pushed his abilities to the limits and grew to a staggering 60 feet high. Shortly thereafter, Atom Smasher took the chance to change the past and substituted the JSA foe Extant with his mother on the fateful flight on which she died. Having to cope with the loss of his mother and the lengths he went to get her back, Atom Smasher has taken a leave of absence from the team.

STRATEGY & TACTICS: Atom Smasher was a team player who provided the physical backbone of the new JSA. While he appears outwards to be the raging behemoth behind his faceless mask, he actually has a heart of gold and stays in control of emotions under the duress of most situations.

Atom Smasher

Reflexes 4D: Athletics 6D, brawling 10D, climbing 5D, dodge 8D, driving 6D, piloting 6D

Coordination 3D: Catch 7D, thrown weapons 9D

Physique 4D (8D): Lifting 6D (10D), running 5D (9D), swimming 5D (9D)

Knowledge 2D: Scholar 4D (mechanics +2D), science 3D (aeronautics +3D)

Perception 2D: Engineering 6D, invent 5D, know-how (powers) 7D, repair 8D

Presence 2D: Charm 3D, intimidation 9D, willpower 8D

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Courage -2D, Fast Reactions -4D, Hardiness -4D (Superattributes bonus), Mechanical Aptitude -2D, Enemy (Injustice Society) +5D, Enemy (Kobra) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +3 (+5)

HERO POINTS: 16

VILLAIN POINTS: 1

CHARACTER POINTS: 130

BODY POINTS: 40 (63)

POWERS: Superattributes: Physique 4D, Size Manipulation (Self-Only) 5D.

EQUIPMENT: Expandable costume designed by S.T.A.R. labs.

REAL NAME: Albert "Al" Julian Rothstein

FORMER ALIAS: Nuklon

OCCUPATION: Custom car designer, former auto repairman

BASE OF OPERATIONS: New York City

HEIGHT: 7'6" **WEIGHT:** 297 pounds

EYES: Blue **HAIR:** Red

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

Albert Rothstein is the inheritor of a living legacy. His mother, Terri Kurtzenberg Rothstein, was a NASA engineer who was left to raise her son alone. The boy's father was killed in air combat when Al was three. Albert's godfather, Al Pratt (the Golden Age Atom) helped raise the boy.

Although he inherited enhanced strength as a result of the atomic-pow-

Dr. Fate 4



REAL NAME: Hector Saunders Hall
FORMER ALIAS: Silver Scarab
OCCUPATION: Mystic defender of Earth, Agent of Order
BASE OF OPERATIONS: Tower of Fate
HEIGHT: 6'
WEIGHT: 184 pounds
EYES: Blue
HAIR: Platinum blond
RACE: Human
TECH LEVEL: Modern (1)

As the twentieth century neared its end, the Dark Lord Mordru arrived on Earth and began the systematic slaughter of all known agents of Order and Chaos. He desired only to steal their powers and gather mystical artifacts from his encounters. However, Wesley Dodds discovered

the darkness that threatened the world through the divination of his dreams. Dodds traveled to the Himalayas with long time friend Speed Sanders to meet the mysterious Gray Man. Dodds learned that a new Dr. Fate was about to be born from Nabu's power taking root in one of three unborn souls.

Saunders quickly informed the surviving members of the Justice Society of America. They immediately undertook a search to find the child and prevent the Dark Lord and the Sons of Anubis from gaining the artifacts of Dr. Fate and the child. In the meantime, Kid Eternity and Jared Stevens (Fate) fell victim to the Dark Lord. With Jared's death, his powers and artifacts were mystically summoned to the Tower of Fate (which exists outside of all the realms of existence).

The JSA eventually found the newborn with an ankh birthmark on his right arm (the symbol of the Fate Child), but so did the Dark Lord. He captured the infant and took him to the Tower of Fate. With the child and the artifacts of Fate, the Dark Lord could magically age the child to manhood and swipe the powers of Dr. Fate before the transformation could be completed. With the intervention of the JSA, the new Star-Spangled Kid (who was instructed by the spirit of Kent Nelson—Dr. Fate I—from another realm inside the Amulet of Anubis) made a valiant move that instantaneously transformed the child into the new Dr. Fate. Mordru was defeated and banished to the netherworlds of the Amulet of Anubis.

The role of Dr. Fate had been passed to Hector Hall, resurrected as the Fate child and mystically aged to an adult. Hector's former lives prepared him for this destiny. As the new

Dr. Fate, Hector has placed himself fulltime into his role and teamed up with other magical heroes of Earth to hide away the Spear of Destiny within the sun itself. Recently, he left the JSA to search for his wife, Lyta, who he has learned is still alive.

STRATEGY & TACTICS: Although the new Dr. Fate has limited experience, the soft-spoken and humble Hector is still perhaps the most powerful member of the mystic community on Earth. The spells he uses are primarily whispered to him by the helm, but he is learning. He can also turn to the spirit of Kent Nelson, who resides in the amulet, for advice.

Dr. Fate

Reflexes 3D: *Brawling 7D, dodge 8D, piloting 5D (self +3D)*

Coordination 3D: *Catch 5D, thrown weapons 6D*

Physique 3D: *Flying 4D, lifting 4D*

Knowledge 3D: *[Arcane lore 8D], navigation 8D, scholar 6D [11D]*

Perception 2D: *Invent 5D, know-how (Nth metal) 7D, [know-how (Wizardry) 7D]*

Presence 2D [4D]: *Charm 4D [6D], command 4D [6D], persuasion 7D [9D], willpower 8D [10D]*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (Sentinels of Magic) -17D, Ally (Spirit of Kent Nelson) -11D, Charismatic -3D, Courage -2D, Leadership Ability -2D, [Magically Adept -10D], [Magic Resistance -10D], Renown -6D, Sixth Sense -2D, Special Equipment (see Equipment below), Wealth -4D; Enemy (Dark Lord Mordru) +3D, Enemy (Lords of Chaos) +6D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 140

BODY POINTS: 34

POWERS: [Longevity 1D, Wizardry 20D (Enhancement: Mastery +6D)].

Hourman³

EQUIPMENT: Helm of Nabu [AV 45 for attacks to the wearer's head only; Body Points 1000; Enhancement Modifiers: *arcane lore* +5D, *scholar* +5D, *know-how* (Wizardry) +5D, *Presence* +2D; Advantages: Magically Adept -10D, Magic Resistance -10D; powers: Longevity 1D, Wizardry 18D (Enhancement: Mastery +6D); all powers have the Limitations: Removable (only usable by Nabu's chosen successor) -1D, Side Effect (helm continually whispers to wearer) -2D. For more information on the Helm of Nabu, see page 121 of the *Magic Handbook*, Amulet of Anubis [Body Points 1000; powers: Wizardry 2D, Dimensional Travel (pocket dimension in amulet) 15D].

NOTE: The characteristics in brackets are for Hector when he is wearing the Helm of Nabu and the Amulet of Anubis.



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: Android

TECH LEVEL: Superior (4)

Hourman is a diamond generation intelligent machine colony from the year 85,271. He was programmed with *Miraclo* Geneware developed by Tyler Chemorobotics that duplicates the DNA of Rex Tyler (Hourman I).

A member of the Justice Legion A during the first year of his creation in

the far future of the 853rd century, Hourman first encountered the current JLA when the Justice Legion traveled back in time. They had intended to enlist the JLA in their celebration of the return of what they called the Prime Superman, or the first Superman who was still alive in their far future. Unfortunately, Hourman was manipulated and tricked into nearly killing everyone in the twentieth century with a virus implanted in him by the living sun, Solaris.

Shaken by this event and in doubt of his abilities, Hourman decided to forsake his post as apprentice to Metron (one of the New Gods). He chose instead to explore his human heritage alongside the present-day Justice League of America.

The now two-year-old android was unprepared for this era. He was having a hard time adapting as he explored life experience with the human condition. So, he asked Snapper Carr to be his guide. Hourman soon learned that his youthful naiveté presented a threat to humanity.

He renounced most of his limitless power in an attempt to protect his new-found friends. This left Hourman limited with the occasional "Hour of Power" wherein he could access the fragment of the Worlogog's (his previous power source) awesome time-manipulating abilities once a day.

Soon after joining Snapper Carr, Hourman found one of the last Miraclo pills left behind by his gene-father and took it. The result activated the memories and experiences of Rex Tyler in his geneware. The android remembers fighting alongside the JSA, being married to Wendi Tyler, and being a father to Rick Tyler (Hourman II). The emotions to his gene-father's life experiences are now embedded as a part of the android's essence.

RECENTLY: Hourman has since been placed on reserve duty with the JLA. He prefers to spend his life in contemplation of his humanity while undergoing self-discovery with his friends in Happy Harbor's Mad Yak Café. Hanging with his mentor Snapper Carr, Tyler has also been learning about his personal feelings, including his love for the beautiful Bethany and the discovery of what it means to be an imperfect hero. He has met Rex's wife and is using Dr. Togg to find a cure for Rick's Miraclo induced illness. He has also joined the newly reformed Justice Society of America with the invitation of Jay Garrick, who had asked for his assistance in the investigation into the death of Wesley Dodds.

STRATEGY & TACTICS: To Hourman, the past, present, and future are all the same. Hourman can sidestep through

nanoseconds. Knowledge, self-discovery, and the act of finding experience in his role as a hero are key to his motivations.

Due to his android form, he is incredibly strong and can fly. Hourman can activate his "Hour of Power" to give him 60 minutes of access to time-bending abilities such as his time vision. With his Timeship, he can travel through time and even outside it and pass through Hypertime.

Hourman

Reflexes 7D: *Brawling 8D, dodge 9D, piloting 8D (self+3D, Timeship +10D)*

Coordination 4D: *Marksmanship (time vision) 7D*

Physique 7D (14D): *Flying 9D (16D), leap 8D (15D), resistance 8D (15D)*

Knowledge 8D: *Arcane lore 12D, computer ops 10D, languages 10D, medicine 9D, navigation 10D (time stream +7D, Hypertime +2D), research 10D, scholar 12D (time +5D, Hypertime +2D), science 10D (temporal physics +4D)*

Perception 4D: *Know-how (Temporal Manipulation) 12D, search 5D, shadowing 5D, surveillance 6D*

Presence 2D: *Animal handling 3D, charm 3D, intimidation 3D, persuasion 4D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -19D, Ally (Snapper Carr) -8D, Contact (JLA, Justice Legion A, future self, Rex Tyler, Metron) -4D each, Hardiness -4D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Photographic Memory -4D, Self-Healing -4D, Technology Advanced -30D; Bond to Creator +2D, Curiosity +2D, Dependant (Snapper, Bethany) +1D each, Enemy (Injustice Society) +5D, Enemy (Rick Tyler) +2D, Low Self-Esteem +3D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 4D

P/L BONUS: +3 (+7)

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 70

BODY POINTS: 50 (85)

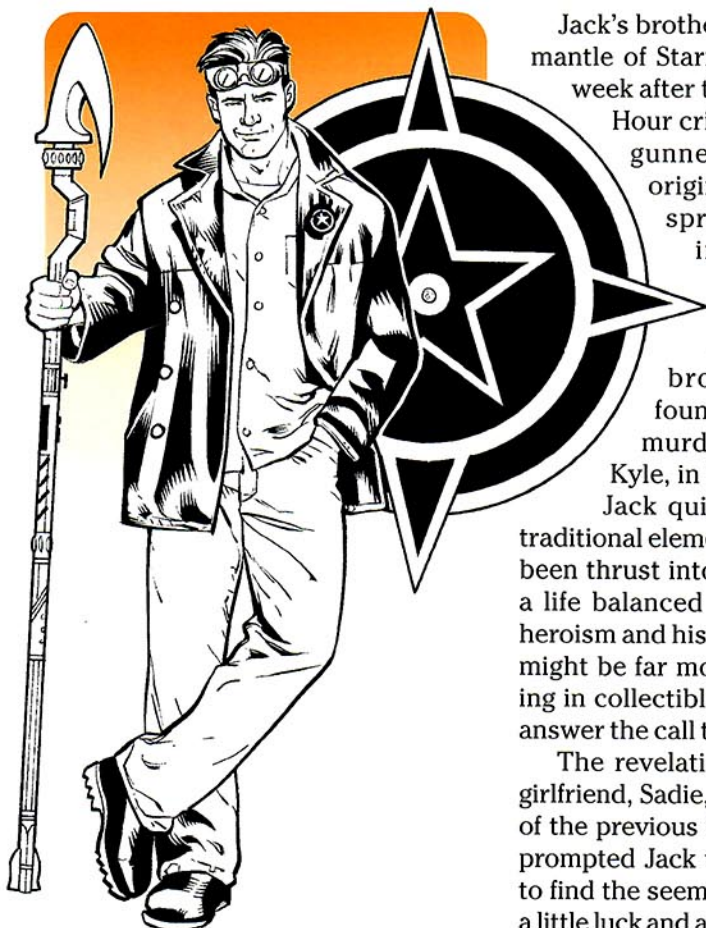
NATURAL ABILITIES: Android package, Attribute Improvement, Emotions, Flight 8D, Invulnerability 4D, Speed Manipulation (superactions, supermobility) 5D each.

POWERS: Superattributes: Physique 7D, Temporal Manipulation (time vision) 25D. All powers have the Limitations: Duration Change: Activated (only after he initiates his "Hour of Power" and then only lasts one hour) -2D, Conditional (has to wait one hour before activating "Hour of Power" again) -1D.

EQUIPMENT: Time ship [size: 225 feet long; crew: 1; passengers: 60; cargo capacity: 500 cubic feet; maneuverability: 1D; speed: see description; AV 50; Body Points 1000; Enhancement Modifiers: *arcane lore (Hypertime) +5D, navigation (Hypertime) +5D*; powers: Temporal Manipulation (time travel) 50D (Limitation: Side Effect [must be piloted by someone with a *navigation (time stream)* or *navigation (Hypertime)* skill or it can drift through time and space out of control] -5D).

During Hourman's "Hour of Power," he is linked to his Timeship. He can direct it wherever—or whenever—he would like by pulling the chain to the controls. The Timeship can travel through time, outside of time, or navigate through Hypertime. The boat-like vehicle has a dragon's head at the bow and contains clocks and other esoteric time measuring devices. The vehicle is powered by limited fuel from the tachyon source of the Worlogog. It can alert Hourman if it is accessed without his permission. There are various chambers inside the vehicle that can be customized as needed, such as Dr. Togg's laboratory.

Starman⁷



REAL NAME: Jack Knight
OCCUPATION: Second-hand collectibles dealer
BASE OF OPERATIONS: Opal City
HEIGHT: 6'1" **WEIGHT:** 175 pounds
EYES: Blue **HAIR:** Black
RACE: Human **TECH LEVEL:** Modern (1)

Jack Knight was born the youngest son of Ted Knight, the original Starman. Throughout his childhood, Jack secretly looked up to his father but resented his career after the death of Jack's mother. As Jack went through adolescence, he turned to juvenile petty crime acts or grandiose fashion statements to attract attention from his absentee father. It took a chance encounter with Sylvester Pemberton, the original Star-Spangled Kid, to remind Jack of the other side of the coin. Jack began to mature slowly and adopted the hip style he embraces to this day with his retro clothes and look.

Jack's brother David assumed the mantle of Starman for just under a week after the events of the Zero Hour crisis. He was tragically gunned down during the original Mist's last crime spree. Jack was forced into the role of Starman by necessity to stop the Mist and avenge his brother's death. Jack found himself killing the murderer, the Mist's son Kyle, in the process.

Jack quickly avoided all the traditional elements of the role he had been thrust into. He has settled into a life balanced between his acts of heroism and his chosen lifestyle. Jack might be far more comfortable dealing in collectibles, but he is quick to answer the call to keep Opal City safe.

The revelation that his previous girlfriend, Sadie, was in fact the sister of the previous Starman, Will Payton, prompted Jack to journey into space to find the seemingly dead hero. With a little luck and a lot of help, Jack found Will and was returned home to Opal via the use of a Zeta Beam. His life was quickly turned upside down as he found himself joining the new JSA and confronted with the start of serious trouble in Opal City.

Jack does his best to help the JSA when he can. However, his need to be in Opal was such that Jack felt it unfair to remain an absentee member of the team and asked for a leave of absence with the promise that he will be there if there was ever a need for him.

STRATEGY & TACTICS: Jack once referred to himself as the super hero "who gets knocked out and tied up a lot." He's never been a hero to adopt a conventional style to his fighting. He tends to remain grounded unless there's now way out of battling in the air. He has the habit of discussing obscure facts while fighting, and when nervous, he fires off quips. He has taken some time

to learn team combat techniques as a member of the JSA, but with the events in Opal keeping him away as much as they do, he often reverts to solo tactics when in a battle.

Starman

Reflexes 2D: *Brawling 5D, dodge 6D, martial arts 4D (arm pin, choke, flip +1D each), melee weapons 5D (Cosmic Staff +2D), piloting 3D (self +4D), sneak 4D*

Coordination 2D: *Marksmanship 4D (Cosmic Staff +3D)*

Physique 3D: *Flying 5D, leap 4D, running 4D*

Knowledge 2D: *Arcane lore 4D, scholar 3D (second-hand goods +4D, Cosmic Staff +2D), science 3D (Cosmic Staff +1D)*

Perception 3D: *Artist 4D (painting +1D), hide 4D, know-how (dealing in second-hand goods, Cosmic Staff) 8D each, repair 5D, search 4D, shadowing 4D, streetwise 4D (Opal City +2D), surveillance 4D, survival 5D*

Presence 3D: *Bluff 4D, charm 4D, intimidation 4D, persuasion 5D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) -19D, Ally (Mikael Tomas, Bobo Benetti, Adam Strange, the O'Dares) -8D each, Contact (Shade) -5D, Courage -2D, Patron (Ted Knight) -2D; Enemy (the Mist) +2D, Enemy (Injustice Society) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 8

VILLAIN POINTS: 1

CHARACTER POINTS: 72

BODY POINTS: 28

EQUIPMENT: Cosmic Staff [AV 20; Body Points 120; BDV 7D; powers: Energy Manipulation (blast, create light) 10D, Gravity Manipulation 10D, Forcefield 7D. All powers have the Limitations: Rechargeable (stellar energy) -2D, Removable -3D, and the Enhancement: Remote +4D.]

Wonder Woman

For the character description and game information for Queen Hippolyta as Wonder Woman, see pages 29-30.

Scarab



REAL NAME: Louis Sendak
OCCUPATION: Spellbinder
BASE OF OPERATIONS: Staten Island, New York
HEIGHT: 5'8" (Lewis), 6'2" (Scarab)
WEIGHT: 190 pounds (Lewis), 240 pounds (Scarab)
EYES: Blue **HAIR:** Gray
RACE: Human **TECH LEVEL:** Modern (1)

In the autumn of 1941, Louis Sendak felt compelled to go to the attic of the Staten Island home he had lived in all his life. An ancient otherworldly talisman called the Scarabaeus drew him to it through his dreams. He found the talisman tucked away in a forgotten trunk of his father. Once he took it in his hand, the Scarabaeus bonded with Louis, creating the mystical adventurer known as Scarab.

Little is known about the origins of the Scarabaeus, save that it seems to be insectoid in nature and is somehow linked to the mystical maze called the

Labyrinth of Doors. The Scarabaeus was last discovered by Louis Sendak's father, who was a hunter and collector of unique artifacts. As

Scarab, the Scarabaeus wrapped Sendak in a chitinous form of body armor and granted him certain mystical abilities.

It is unknown if Louis Sendak is unique among the human race and the only one who can bond with the Scarabaeus, or if this semi-sentient talisman can "choose" another should Sendak either die or become incapacitated.

For three years, Scarab battled a number of supernatural threats, sometimes working with Doctor Fate or the Phantom Stranger. Other times, he joined with six other mystery men to protect the city of Chicago as the Seven Shadows. He even allied himself with the JSA to fight one of their foes, Johnny Sorrow, who had killed the other members of the Seven Shadows and summoned an entity known as the King of Tears.

Then in 1944, his wife, Eleanor, was pulled into the Labyrinth of Doors, an extradimensional maze with a door opening into their bedroom. Heartbroken, Sendak refused to answer the Scarabaeus' siren call for decades, preferring to live out his remaining days alone, hoping that someday his Eleanor would return to him.

Now an elderly man, Sendak chose once more to assume the identity of Scarab. He aided the current JSA in locating the Fate Child, though in the course of the battle, his connection with the Scarabaeus was again severed. However, he and his wife, who had become one with the Labyrinth of Doors, continued to serve as the Labyrinth's guardians.

Recently, Sendak was held prisoner within his own Labyrinth by Johnny Sorrow, who injected him with the tears of the Spectre. As the guardian of the Labyrinth, Sendak's body served as a conduit for the King of

Tears, who was released into the world once again.

STRATEGY & TACTICS: Scarab's motives could often be an enigma, even to himself. Most of his mystical might seemed to be geared towards the binding or nullification of the magic used by others, though he was also capable of conjuring energy blasts or shields of protection.

Scarab

Reflexes 2D (4D): *Brawling* 4D (6D), *dodge* 5D (7D), *piloting (self)* 3D (5D)

Coordination 2D (4D): *Marksmanship (magical bolts)* 4D (6D)

Physique 2D (6D): *Lifting* 3D (7D), *resistance* 3D (7D)

Knowledge 2D: *Arcane lore* 6D, *scholar* 3D

Perception 2D: *Know-how (Scarabaeus)* 5D

Presence 1D (3D): *Intimidation* 3D (5D), *willpower* 5D (7D)

ADVANTAGES/DISADVANTAGES: Ally (JSA) -18D, Ally (Phantom Stranger) -10D, Courage -2D (Superattributes bonus), Fast Reactions -4D (Superattributes bonus), Renown -5D, Speed Draw (magical bolts) -1D (Superattributes bonus); Age (Old: 80+) +18D, Dependant (Eleanor) +1D, Enemy (various supernatural threats) +6D, Enemy (Johnny Sorrow) +3D, Secret Identity +3D.

SPEED: 30 **PDV:** 3 (4)

UNARMED BDV: 3D (4D)

P/L BONUS: +1 (+3)

HERO POINTS: 9

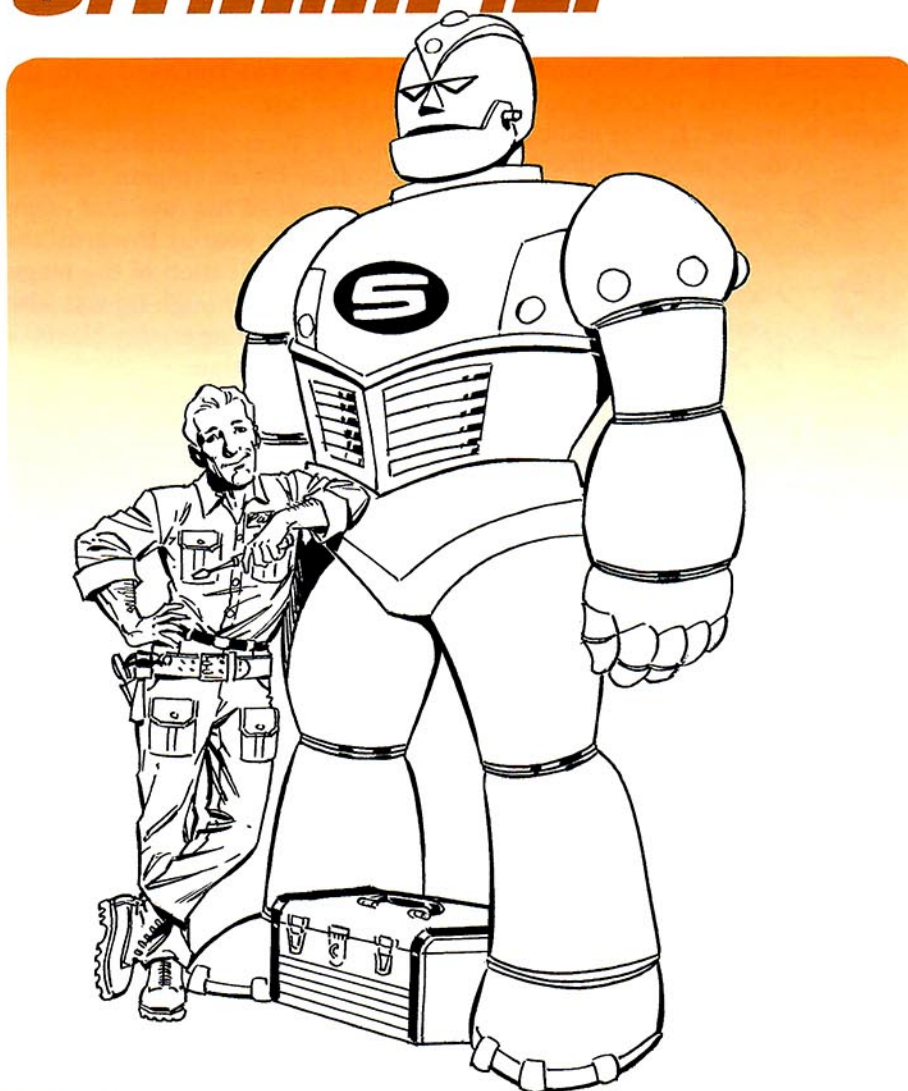
VILLAIN POINTS: 0

CHARACTER POINTS: 67

BODY POINTS: 28 (52)

EQUIPMENT: The Scarabaeus [AV 18; Body Points 350; powers: Superattributes: Reflexes 2D, Superattributes: Coordination 2D, Superattributes: Presence 2D, Superattributes: Physique 4D (bonus: increased damage vs. inanimate objects), Flight 8D, Natural Armor: Mystical metal 6D, Wizardry (magic blast, magic shield, magic nullification) 16D. All powers have the Limitation: Magical Transformation -3D and Enhancement: Magically Empowered +8D.].

S.T.R.I.P.E.



REAL NAME: Pat Dugan
FORMER ALIAS: Stripesy
OCCUPATION: Mechanic, inventor
BASE OF OPERATIONS: Blue Valley, Nebraska
HEIGHT: 6'2" **WEIGHT:** 215 pounds
EYES: Blue **HAIR:** Red
RACE: Human **TECH LEVEL:** Modern (1)

In the early days of World War II, Pat Dugan was just a humble car mechanic. But when he saw a group of Nazi agents inciting a riot in a movie theater, he felt compelled to act. Joined by wealthy Sylvester Pemberton, Pat thwarted the spies' plans. Soon after, Sylvester donned the name of the Star-Spangled Kid and battled against Nazi agents and fifth columnists in the States. Pat became the Star-Spangled Kid's sidekick,

Stripesy. Dressed in patriotic red, white, and blue, the two became quite famous. They eventually joined the ranks of the Seven Soldiers of Victory and continued their crusade against the Nazis. Then, in a battle against the powerful villain Nebula Man, the Seven Soldiers were lost in time for almost 50 years.

Returning to a world he did not know, Pat retired from his career as Stripesy, married, and settled down. But his marital bliss was short-lived. His cousin stole the patents for his numerous inventions, nearly bankrupting him in the process. Due to these financial problems, his wife left him, and he was forced to start up a garage outside of Las Vegas to make ends meet.

Hearing of Pat's plight, former Star-Spangled Kid, Sylvester Pemberton, paid him for his lost patents and offered him a job as a mechanic for Sylvester's new group of heroes, Infinity, Inc., which Sylvester led as Skyman. However, tragedy befell the former Stripesy again when Skyman was killed in a battle with Injustice Unlimited.

With the resulting dissolution of Infinity, Inc., Dugan returned to being a mechanic until he met and married Barbara Whitmore. Pat moved his family to Blue Valley, Nebraska to give them a fresh start.

Secretly, he built a laboratory and machine shop underneath his house, which he lovingly named "the Pit Stop." There, Pat created S.T.R.I.P.E. Whether Pat intended to willingly reenter the ranks of super heroes again is up to debate—but his impetuous stepdaughter, Courtney, eventually forced him to don the S.T.R.I.P.E. suit.

After discovering Pat's old adventures as Stripesy, Courtney took an old belt to make a costume, not knowing it was a version of the Star-Spangled Kid's original Cosmic Belt, and immediately tumbled into trouble. Pat jumped into S.T.R.I.P.E. and rescued Courtney, just like he's had to on many other occasions (much to the annoyance of Courtney).

Pat is once again the sidekick for the Star-Spangled Kid. Now that she is a member of the new JSA, he has signed on as a reserve member and mechanic for the team. It looks like his luck has finally changed for the better.

STRATEGY & TACTICS: During his Stripesy days, Pat settled all of his problems with a good, right hook. The years of retirement seemed to have made Pat more cautious and thoughtful. In the S.T.R.I.P.E. armor, Pat knows that he is powerful enough to take on just about any foe, but he is careful to use the right amount of power to incapacitate rather than kill. As prudent as Pat is with S.T.R.I.P.E.'s powers, he often causes a great deal of damage to property.

Pat Dugan

Reflexes 3D: Boating 6D, brawling 6D (haymaker, knockout, uppercut +1D each), dodge 6D, driving 6D (Star Rocket Racer +2D), piloting 6D (Star Rocket Racer +2D)

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

Physique 4D: Leap 6D, lifting 6D, running 5D

Knowledge 3D: Computer ops 4D, scholar 4D (mechanics +4D), science 6D

Perception 3D: Engineering 5D (mechanical +4D), invent 5D (mechanical items +3D), repair 6D (mechanical items +3D, automobiles +4D, S.T.R.I.P.E. +5D), streetwise 4D

Presence 2D: Charm 3D, intimidation 5D, persuasion 3D, willpower 6D

ADVANTAGES/DISADVANTAGES: Ally (Star-Spangled Kid) -8D, Contact (JSA) -5D, Contact (heroic community) -4D, Courage -2D, Hardiness -4D, Mechanical Aptitude -2D; Dependant (family) +1D each, Secret Identity +3D.

SPEED: 30 **PDV:** 3
UNARMED BDV: 4D **P/L BONUS:** +3
HERO POINTS: 12 **VILLAIN POINTS:** 0
CHARACTER POINTS: 100 **BODY POINTS:** 45

EQUIPMENT:

Special Tactics Robotic Integrated Power Enhancer (S.T.R.I.P.E.)

Speed: 60

Base Damage Value: same as wearer's adjusted by powers

Fire Arc: forward

Range: as per powers

Ammunition: electric battery

Rate of Fire: 1

Enhancement Modifiers: brawling +2D, piloting (S.T.R.I.P.E.) +2D, marksmanship (S.T.R.I.P.E.) +2D, thrown weapons +2D, navigation +4D, search +4D, surveillance +4D, tracking +4D, intimidation +2D.

Armor Value: 21

Body Points: 80

Additional Information: Despite Pat Dugan's limited experience with computers and other high-tech items, he has successfully built a potent and durable powered armor from bits of the Star Rocket Racer and other parts. Pat receives help from time to time in updating and fixing S.T.R.I.P.E. from Dr. Robert Crane, who had once adventured with Pat during World War II as Robotman. Some of the more impressive features built into S.T.R.I.P.E. include the following.

Head

- Telescopic vision sensors (allows pilot to see double normal human range)
- Eyewash (cleans off optical sensors of S.T.R.I.P.E.)

Right arm

- Rocket fist (BDV 8D; can launch in a straight direction towards a target up to 100-feet away without losing velocity; for every 10-feet past that, the BDV drops by 1D)
- Medicine kit [+2D to *medicine* (first aid) rolls]
- Grappling hook and cable (100-feet of cable can be attached to rocket fist, which can grab target)
- Finger net launcher (fingers can be deployed as weights of a net strung between them covering a 5-foot-square area; this can be combined with grappling hook cable to reel in captured targets)

Left arm

- Rocket fist (BDV 8D; can launch in a straight direction towards a target up to 100-feet away without losing velocity; for every 10-feet past that, the BDV drops by 1D)
- Fire foam sprayer (quenches flames on contact; enough spray to cover a 50-foot-square area before needing to be replenished)

Chest

- Headlights (each of these two lights can shine in a 10-foot radius beam for up to 12 hours before depleting the battery)

- Taser darts [fires up to three darts (BDV 1D each) with 10-foot long cables attached to them; once in contact with the target, they submit the target to a 50,000-volt low amperage shock (electrical shock with BDV 15D; target must make a successful Heroic *Physique* or *willpower* roll or fall unconscious)]

- Shock cords [two 10-foot long cables that deliver a 100,000-volt shock (electrical shock with BDV 30D; target must make a successful Legendary *Physique* or *willpower* roll or fall unconscious; use of the shock cords depletes the main battery completely and all power must be switched to the backup power batteries)]

- Electrical net [launches a 20-foot cable with a 5-foot radius net at the end of it; net delivers a 50,000-volt low amperage shock (electrical shock with BDV 15D; target must make a successful Heroic *Physique* or *willpower* roll or fall unconscious)]

- Fan (can clear a 10-foot square room of smoke or gas in two rounds)

Feet

- Rocket thrusters (Flight 6D)

Other systems

- Virtual reality control system (pilot sits inside S.T.R.I.P.E.'s torso and wears goggles linked to S.T.R.I.P.E.'s optical sensors to control the armor)
- Satellite feeds (S.T.R.I.P.E. can tap into various satellites to use global-positioning systems and long-range cameras)
- Kid sensor (Dugan has attached a tracking device to the Star-Spangled Kid's cosmic converter belt that alerts S.T.R.I.P.E. whenever the Kid's belt is active within a 20-mile radius)
- Exoskeleton (Superattributes: *Physique* 6D)
- Exterior skin [Natural Armor: Steel alloy (head) 4D, (body) 2D]

The Dark Lord



REAL NAME: Mordru
OCCUPATION: Sorcerer
BASE OF OPERATIONS: Unknown
HEIGHT: 7'1"
WEIGHT: 310 pounds
EYES: Hazel
HAIR: Auburn
RACE: Unknown
TECH LEVEL: Modern (1)

As the Cycle of Khepri nears its completion, a new Dr. Fate is born. Sensing this was about to happen, the immortal and powerful Dark Lord, Mordru, sought out the Fate child, the infant boy destined to be bestowed with the power and mantle of the new Dr. Fate. Mordru intended to sacrifice him and take the power of Fate for his own. To that end, the Dark Lord found and killed agents of both Order and

Chaos as he tried to learn where this powerful agent of order would be reborn.

In an attempt to prevent the Dark Lord from succeeding, Wesley Dodds, the Golden Age Sandman, summoned the Gray Man to ask him for the whereabouts of the Fate child. Sensing the Gray Man's presence, the Dark Lord confronted Dodds, but the former Sandman accomplished his last heroic act by sacrificing himself to prevent Mordru from learning the location of the Fate child.

Gathering for Dodds's funeral, his friends, family, and former comrades joined together to form the new JSA and set out to stop Mordru themselves.

Traveling to Fate's Tower at the nexus of reality, the Dark Lord attempted to use the infant to obtain Dr. Fate's artifacts of power. The JSA followed him and hurled themselves at the Dark Lord, only to be met with defeat.

As Mordru and the JSA fought over him, the Fate child was transformed into the adult Dr. Fate with the aid of the Star-Spangled Kid and the Scarab's Scarabaeus. After a pitched magical battle, the new Fate defeated the Dark Lord and imprisoned him within the Amulet of Anubis.

Since then, Dr. Fate has entered the amulet himself to consult with Mordru. The Dark Lord taunted Fate with the knowledge that his wife was still alive and that Mordru knew of her location. He also warned Fate that he would escape and bring death and destruction to the agent of Order.

STRATEGY & TACTICS: Despite Mordru's supreme arrogance, he does not mind fighting directly with his foes. Occasionally, Mordru will employ agents

such as the Sons of Anubis to do his bidding, but more often, he enjoys accomplishing things on his own. That way, Mordru can defeat foolish heroes and gloat about his superiority, giving his foes a chance to bring about his downfall.

Dark Lord

Reflexes 5D: Brawling 7D, dodge 8D, melee weapons 7D, sneak 6D

Coordination 4D: Marksmanship (spells) 7D, thrown weapons 5D

Physique 4D (10D): Flying 8D (14D), lifting 6D (12D), resistance 6D (12D)

Knowledge 5D: Arcane lore 17D, languages 10D, navigation (dimensions) 7D, research (spells) 13D

Perception 3D: Know-how (Sorcery) 14D, search 9D, spellbind 14D, surveillance 5D, survival 7D

Presence 4D: Bluff 6D, interrogation 10D, intimidation 12D, persuasion 7D, willpower 13D

ADVANTAGES/DISADVANTAGES: Ally (Sons of Anubis) -20D, Courage -2D, Hardiness -4D (Superattributes bonus), Infamy -5D, Intimidating Grin -2D, Obscure Knowledge -2D, Self-Healing -4D, Tainted -9D; Argumentative +2D, Arrogance +3D, Delusions of Grandeur +3D, Enemy (JSA) +6D, Enemy (Dr. Fate, Scarab) +3D each, Extremely Competitive +2D, Fanatic +3D, Long Winded +3D, Sworn Enemy (Dr. Fate) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3 (+6)

HERO POINTS: 0

VILLAIN POINTS: 14

CHARACTER POINTS: 112

BODY POINTS: 39 (67)

POWERS: Superattributes: Physique 6D (bonus: increased damage vs. inanimate objects), Teleportation: Long Range 20D, Sorcery 24D.

Extant



REAL NAME: Hank Hall
FORMER ALIASES: Hawk, Monarch
OCCUPATION: Conqueror
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4"
WEIGHT: 235 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Superior (4)

The villain Extant, one of the greatest threats to the universe ever, actually began his career as the hero Hawk. While teenagers, Hank Hall and his brother Don gained superhuman powers and saved their father from danger. Each one's heroic persona reflected his personality. The loud, brash Hank transformed into the ultra-strong, impetuous Hawk. Soft-spoken Don became the thoughtful Dove.

For years, the two adventured together and eventually joined the Teen Titans.

The two forces (Terataya, a Lord of Order, and T'Charr, a Lord of Chaos) that bestowed these powers on the brothers grew dissatisfied with their creations. They had hoped that Hank and Don would prove that Order and Chaos could live together harmoniously, but this did not seem to be the case.

They stripped Don of his powers and bestowed them upon another person, Dawn Dranger. Don subsequently died. A devastated Hawk managed to find and join the new Dove, and the new duo continued the heroic exploits of the old.

However, when the villainous Monarch slew Dove before Hawk's eyes, Hank, enraged to insanity, attacked and killed Monarch. Hank was startled to discover that Monarch was none other than a future version of himself. Hank's mental state, already fragile from the loss of both his brother and Dawn, finally collapsed. He willingly assumed the Monarch identity, thinking that he was fulfilling his destiny. Hank proceeded to launch a campaign of death and destruction against all super heroes.

After Earth's heroes defeated Monarch, Hank bided his time. Waiting for the arrival of the Linear Men, guardians of time, Hank imprisoned Waverider and Hunter when they appeared.

After stealing the Linear Men's time-traveling technology, Monarch now could terrorize both time and space. Breaking free, Waverider confronted Hall, only to have his essence absorbed into Hall. Combining his power with that of Waverider, Monarch became Extant.

Now a being of pure choral energy, Extant intended to reshape time itself to right the wrongs he felt had been done to him. Joining together one last time to stop Extant, the original members of the JSA proved no match for the time-manipulating madman. Atom I, Doctor Mid-Nite I, and Hourman I perished under his choral blasts, and the rest of the JSA members were aged radically and Extant escaped.

Recently, Extant returned to threaten the universe once again when he sought to gain control of the Worlogog, a mysterious item able to manipulate time and space, and reshape the universe to his whims.

Opposed by the members of the current JSA, Metron of the New Gods, and an alternate reality version of Dove, Extant was defeated and seemingly perished when he was sent back in time to replace Al Rothstein's mother on a plane destroyed in a terrorist attack by Kobra.

STRATEGY & TACTICS: Extant is a psychotic maniac with the sole goal of reshaping the universe to his idea of perfection. He will stop at nothing to accomplish this goal and will fight to the death to attain it. If opposed in battle, Extant first lashes out with blasts of choral energy, intending to age his opponent out of existence. If this fails, he falls back on his powerful energy blasts and physical stamina. Extant knows that time is on his side and he does not hesitate to retreat rather than facing total defeat.

Obsidian

Extant

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* 6D, *computer ops* 4D, *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: *Acute Balance* -2D (Superattributes bonus), *Fast Reactions* -4D (Superattributes bonus), *Hardiness* -4D (Superattributes bonus); *Argumentative* +2D, *Dark Secret* (was responsible for Dove II's death) +3D, *Enemy (JSA)* +6D, *Fanatic* (wishes to remake universe) +3D, *Fugitive* +2D.

SPEED: 30

PDV: 5 (8)

UNARMED BDV: 5D (7D)/1D

P/L BONUS: +3 (+10)

HERO POINTS: 4

VILLAIN POINTS: 25

CHARACTER POINTS: 230

BODY POINTS: 43 (112)

POWERS: *Microwave Projection* (hands) 13D, *Superattributes: Reflexes* 6D, *Superattributes: Coordination* 6D (bonuses: improved catching ability, reduced scale modifiers), *Superattributes: Physique* 14D (bonuses: increased damage vs. inanimate objects, lift items without them collapsing), *Healing* 8D (*Limitation: Self-Only* -2D), *Invulnerability* 8D, *Temporal Manipulation* 28D.



REAL NAME: Todd James Rice

OCCUPATION: Sociopath

BASE OF OPERATIONS: the Shadowlands

HEIGHT: 5'11"

WEIGHT: 193 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

The dark tale of the hero turned villain, Obsidian, begins several decades ago in 1964 when Alan Scott (Green Lantern I) fell in love with and married Alyx Florin. Unknown to Alan, Alyx suffered from a split personality. Her alter ego was the villainess, Thorn. Alyx, however, had rid herself of the Thorn identity, at least until her wedding night, when she donned Green Lantern's ring. Thorn reawakened and

caused a fire, leaving Green Lantern to believe that his bride had died. In fact, Thorn survived and gave birth to twins, Todd and Jennie-Lynn. She placed both up for adoption and left their true heritage a secret.

While Jade grew up in a relatively stable home, Todd was raised in an alcoholic household. Even though his mother left, Todd remained at home, partly out of love for his sick father, partly out of fear of leaving. In one of his father's alcoholic rages, Todd's powers emerged. Todd realized he could transform into a shadow-like form, endowed with greater strength and intangibility. After learning about his twin sister, Todd searched her out. The two were reunited and decided to become the heroes Jade and Obsidian.

For a time, both Jade and Obsidian joined the ranks of Infinity, Inc. The two siblings became quite close, sharing a telepathic link with one another. When Infinity, Inc. disbanded, Obsidian went on to join the JLA for a time, while Jade retired from the super-heroic limelight. Both reunited to help their father, Green Lantern, overcome Brainwave and the Starheart. In this adventure, the Starheart possessed Obsidian. He was freed of its influence only when Jade sacrificed her powers for him.

RECENTLY: After a violent encounter with his alcoholic adoptive father, Obsidian clearly lost his mind. He began using his shadow powers to possess people across the city of Milwaukee. The newly formed JSA scrambled to defeat Obsidian. During the fight, Green Lantern discovered that the spirit of the evil sorcerer Ian Karkull was controlling Obsidian. Decades ago, the original JSA had thought they had destroyed Karkull, but in fact, they had merely banished him to the Shadowlands from which Obsidian drew his powers. Karkull underestimated Obsidian's insanity and Obsidian destroyed his supposed master instead. The JSA managed to contain Obsidian, but he disappeared into the Shadowlands before he could be captured. Since then, Jennie-Lynn has said that she can still feel Obsidian looking at her from the shadows and his hate for and desire to kill all those that walk in the light.

STRATEGY & TACTICS: Before Karkull's possession, Obsidian was a diligent hero, always putting the needs of others before his own. Obsidian had often been afraid of the darker side of his powers and did not enjoy using them. Now, however, Obsidian is quite mad and is determined to thrust everyone into his or her own personal nightmares. Obsidian does not aim for money or power—he thirsts only for terror.

Obsidian

Reflexes 2D: *Brawling* 6D, *dodge* 8D, *piloting (self)* 4D, *sneak* 10D

Coordination 2D: *Thrown weapons* 4D

Physique 2D (6D): *Flying* 3D (7D), *running* 3D (7D)

Knowledge 2D: *Scholar* 4D

Perception 2D: *Hide* 10D, *know-how (Darkness Manipulation)* 10D, *shadowing* 10D, *streetwise* 5D, *surveillance* 6D

Presence 1D: *Intimidation* 9D, *persuasion* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Fast Reactions -4D, Hardiness -4D, Intimidating Grin -2D; Dark Secret (comes from an abusive household) +1D, Delusions of Grandeur +3D, Enemy (JSA) +6D, Enemy (Green Lantern I) +3D, Psychological Disorder (psychotic) +4D, Sworn Enemy (Green Lantern I) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1 (+3)

HERO POINTS: 6

VILLAIN POINTS: 10

CHARACTER POINTS: 110

BODY POINTS: 30 (57)

POWERS: Superattributes: Physique 4D (bonus: increased damage to inanimate objects; Limitation: Linked to Darkness Manipulation), Mind Control 10D [Limitations: Linked to Illusion, Limited Range (must envelope target in his shadow) -1D], Illusion (creating target's "inner horror") 12D [Limitations: Limited Range (both his and target's shadows must touch) -1D, Linked to Darkness Manipulation; Enhancement: Self-Invulnerability +3D], Flight 3D (Limitation: Linked to Darkness Manipulation), Darkness Manipulation 15D (Enhancement: Mastery +6D). All powers have the Limitation: Vulnerability (light) -9D.

The All-New Injustice Society

Organized by Johnny Sorrow, this incarnation of the villainous Injustice Society of the World first made its presence known by invading the newly unveiled headquarters of the current Justice Society. As the Injustice Society kept Wildcat busy, the only JSA member present at the time, Sorrow carried out his own private mission to steal the remnants of the King of Tears from Jay Garrick's lab. At the time of the break-in, the new Injustice Society's roster included Johnny Sorrow, Count Vertigo, the Golden Wasp, Blackbriar Thorn, Geomancer, Icicle II, and Tigress II.

The villains Rival, Shiv, Black Adam, and the digital consciousness of the original Thinker were brought in when they took on the combined might of the entire JSA team. As they were only intended to be a distraction for Sorrow while he restored the King of Tears to corporeal form, in the wake of their latest defeat by the JSA, this Injustice Society has either been incarcerated or gone underground. Black Adam, however, has claimed that Theo Adam was in control of his actions and has requested membership in the JSA.



Johnny Sorrow

OCCUPATION: Sociopath

BASE OF OPERATIONS: Mobile

HEIGHT: 6'1"

WEIGHT: 192 pounds

EYES: Formerly blue, now unknown

HAIR: Formerly black, now bald

RACE: Human

TECH LEVEL: Modern (1)

At one time, Johnny Sorrow was little more than a common thief with a gimmick—a subspace prototype that allowed him to phase in and out of reality at will. Sandy Hawkins damaged his device during a battle with the JSA in 1944, and Sorrow was pulled into dimensions known as the Subtle Realms. He was then altered by the beings that lived there—his

face now cursed with such a terrifying effect that some of those who have seen it have gone so far as to gouge their own eyes out, although most just die instantly. He was then sent back to this reality as the intercessor for their god, the King of Tears. The JSA prevented the King's crossing over with the help of the mystical mystery man Scarab, imprisoning its essence in a vial in their Gotham headquarters. Sorrow escaped, but he returned decades later with his reformed Injustice Society to steal the vial that held the King of Tears. He once more unleash its hideous presence upon the world—a plan that was narrowly averted by the current JSA.

STRATEGY & TACTICS: Even in the wake of this second defeat, Sorrow's only goal is to free his master and unleash its insane fury on an unsuspecting world. Sorrow is a planner who usually gets others to fight for him. If confronted, he readily removes his mask to let the terrifying aspect of his face dispatch his foes.

Johnny Sorrow

Reflexes 2D: *Brawling* 5D, *dodge* 5D, *sneak* 8D

Coordination 2D: *Thievery* 10D

Physique 3D

Knowledge 5D: *Arcane lore* 8D, *scholar* 8D, *security* 9D

Perception 3D: *Hide* 7D, *search* 8D, *surveillance* 6D

Presence 2D: *Charm* 8D, *command* 7D, *persuasion* 9D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Followers (Injustice Society) -16D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D; Delusions of Grandeur +3D, Enemy (JSA) +6D, Fugitive +2D, Hideous Appearance +3D, Sworn Enemy (Sand) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 21

CHARACTER POINTS: 169

BODY POINTS: 34

NATURAL ABILITIES: Anyone looking at the uncovered face of Johnny Sorrow feels a great sense of horror and disgust before dying instantly. Those who suffer from some sort of eye damage (such as Dr. Mid-Nite II) who look on his countenance may attempt a Legendary *willpower* roll or they die as well. If they succeed in the roll, they still suffer a heart attack and must have CPR administered to them within 5 minutes or they die. Sorrow himself is not immune to the power of his own visage, although he can make the *willpower* roll to survive.

POWERS: Teleportation: Long Range 10D, Density Manipulation (intangibility) 15D.

EQUIPMENT: Mask (by wearing his mask, he can keep his power in check; the mask also reduces the difficulty of the *willpower* roll to resist the effects of his power to Heroic).

Black Adam

REAL NAME: Theodore "Theo" Adam (Teth Adam)

OCCUPATION: Mercenary, professional criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 6'

WEIGHT: 198 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

In ancient Egypt, Teth Adam was the first champion to wield the power of the wizard Shazam. He was also an advisor to Khufu, the prince who would be reincarnated as the first Hawkman. However, Teth Adam was soon corrupted by his abilities, and Shazam was forced to strip Teth Adam of his powers and memories. Teth Adam's present day descendant, Theo Adam, regained his ancestor's powers when he stole a mystical scarab necklace from archaeologists C. C. Batson and his wife, Marilyn, and spoke Shazam's name aloud, becoming the super villain Black Adam. After several battles with Captain Marvel, the wizard made Theo Adam mute so that he could not summon his powers. He eventually regained his voice and once more became Black Adam. After his last clash with Captain Marvel, Black Adam had seemingly reformed. Yet, he returned again to terrorize New York City. His rampage was halted by the JSA, who unwillingly turned over custody of the villain to the D.E.O. How he escaped from the D.E.O. to join the new Injustice Society remains a mystery, as does his true motives for trying to join the JSA.

STRATEGY & TACTICS: One can never tell from one moment to the next which of his two personas is in control, the arrogant crusader for right Teth Adam, or the belligerent, megalomaniacal Theo. Wielding the full power given to him by the wiz-

ard Shazam, Adam is a force to reckon with. He normally relies on his speed and power in a fight, but when Theo is in control, he is wily and not above deception to defeat his foes.

Black Adam

Reflexes 2D [11D]: *Brawling* 6D [15D] [*knockout*, *uppercut* +1D each], *dodge* 6D [15D], *driving* 4D [13D], *piloting* 5D [14D] [*self* +1D]

Coordination 2D [11D]: *Marksmanship* 4D [13D], *melee weapons* 5D [14D], *thievery* 3D [12D]

Physique 3D [33D]: *Flying* 4D [34D], *lifting* 4D [34D]

Knowledge 3D [12D]: *Arcane lore* 5D [14D], *scholar* 5D [14D]

Perception 3D: *Search* 5D, *shadowing* 5D, *streetwise* 5D

Presence 2D [5D]: *Bluff* 3D [6D], *charm* 3D [10D], *command* 3D [10D], *intimidation* 3D [10D], *willpower* 6D [13D]

ADVANTAGES/DISADVANTAGES: Charismatic -3D, [Courage -2D (Superattributes bonus), Hardiness -4D (Superattributes bonus)], Intimidating Grin -2D, [Obscure Knowledge -2D (Superattributes bonus), Photographic Memory -4D (Superattributes bonus)]; Arrogance +3D, Dark Secret (murdered Billy and Mary Batson's parents) +3D, Delusions of Grandeur +3D, Enemy (the Marvel Family) +4D, Enemy (JSA) +6D, Medical Problem (brain tumor) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3 (8)

UNARMED BDV: 4D (8D)

P/L BONUS: +2 (+17)

HERO POINTS: 2

VILLAIN POINTS: 14

CHARACTER POINTS: 118

BODY POINTS: 30 (177)

POWERS: Environment 6D, Superattributes: Reflexes 9D (bonuses: *brawling* specializations), Superattributes: Coordination 9D (bonuses: improved *catching* ability, reduce scale modifiers), Superattributes: Physique 30D (bonuses: increase damage vs. inanimate objects, lift objects without col-

lapsing items, increased throwing range, clapping sonic boom) Superattributes: Knowledge 9D, Superattributes: Presence 3D, Superattributes: Presence (*charm, command, intimidation, willpower*) 4D each, Flight 13D, Invulnerability 10D, Speed Manipulation (superactions, supermobility) 8D, Wizardry (magic awareness) 14D (Limitation: Magical Transformation (must say the word "Shazam!") -4D). All powers except Wizardry have the following Limitations and Enhancements: Magically Empowered +4D, Magical Transformation (must say the word "Shazam!") -4D.

NOTE: The attributes and skills in brackets are those possessed by Black Adam. Also note, Black Adam does not draw on the same source of power as the Marvel Family, so thereby does not reduce their powers when he is active (see the "Sharing the Power of Shazam" sidebar on page 62 of the *Magic Handbook*).

Blackbriar Thorn

OCCUPATION: Last of the Druids

BASE OF OPERATIONS: Mobile

HEIGHT: 6'3"

WEIGHT: 238 pounds

EYES: Brown

HAIR: Brown

RACE: Human transformed into plant matter

TECH LEVEL: Modern (1)

Centuries ago, Blackbriar Thorn was the leader of one of the greatest ancient druidic sects until their destruction at the hands of the invading Roman legions. To elude his pursuers, Thorn used his arcane gifts to transform himself into solid wood, hoping to lose the Romans in the forest. However, the death of the rest of his sect caused a cataclysmic upheaval that buried Thorn in a fissure

until the present day. Still trapped in his wooden form, Thorn encountered Etrigan the Demon, who tried to destroy the druid. However, Thorn regrew himself and bided his time.

Thorn was among Johnny Sorrow's first recruits for the new Injustice Society. Thorn's confidence in his druidic powers—which were quite formidable so long as he remained in contact with the earth—ultimately proved to be his undoing. He was tricked into falling down the elevator shaft in the JSA's headquarters and shattered into splinters. He has since, however, fully regenerated himself and remains a threat to the current JSA.

STRATEGY & TACTICS: Thorn uses his plant form to great ability, enwrapping his targets in vines or piercing them with wooden spears. If even one small piece of his form remains, he can regrow himself over time.

Blackbriar Thorn

Reflexes 2D: *Brawling* 4D, *dodge* 4D, *melee weapons* 4D

Coordination 2D: *Marksmanship* 5D, *thrown weapons* 4D

Physique 2D

Knowledge 5D: *Arcane lore* 10D (*druidic lore* +5D), *languages* 6D, *scholar* 6D (*druidism* +7D)

Perception 3D: *Hide* 6D, *know-how* (*Plant Manipulation, Weather Manipulation*) 12D each, *tracking* 5D

Presence 3D: *Command* 5D, *intimidation* 7D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Ally (Injustice Society) -20D, Gifted in Learning -4D, Leadership Ability -2D, Obscure Knowledge -2D; Delusions of Grandeur +3D, Enemy (Etrigan the Demon) +3D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 6

CHARACTER POINTS: 46

BODY POINTS: 29

NATURAL ABILITIES: Wooden body (AV 12 vs. physical attacks; Longevity 3D; can fully regenerate his body provided any portion remains undestroyed).

POWERS: Size Manipulation (Self-Only; growth only) 3D, Plant Manipulation 6D, Weather Manipulation 9D. All powers have the Limitation: Rechargeable (must remain in contact with the earth to maintain his powers) -3D, and the Enhancement: Magically Empowered +4D.

Count Vertigo

REAL NAME: Count Werner Vertigo

OCCUPATION: Nationalist

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 189 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Count Vertigo is the sole heir to the throne of Vlatava, a small principality that was absorbed by the Soviet Union after World War II. Vertigo suffers from a hereditary inner-ear defect that only an experimental implant can correct. The device also allows him to effect the balance of those around him. Turning to crime in order to restore the monarchy to Vlatava, Count Vertigo joined the Suicide Squad during one of his jail incarcerations in order to gain a pardon. He later aided Johnny Sorrow

and the Injustice Society to gain revenge on Black Canary.

STRATEGY & TACTICS: A complete egomaniac and prone to violent manic-depressive mood swings, Vertigo adeptly uses his implant to completely disrupt the equilibrium of others. He can effect an area up to two city blocks.

Count Vertigo

Reflexes 3D: *Acrobatics 5D, brawling 5D, dodge 7D, piloting (self) 5D*

Coordination 3D: *Thievery 7D*

Physique 2D: *Flying 3D, running 3D*

Knowledge 3D: *Languages 5D, scholar 7D*

Perception 2D: *Know-how (courtly behavior) 8D, know-how (Sonic Manipulation) 9D*

Presence 2D: *Charm 4D, command 5D, intimidation 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (Injustice Society) -20D, Charismatic -3D, Argumentative +1D, Arrogance +3D, Delusions of Grandeur +3D, Enemy (JSA) +6D, Fugitive +1D, Medical Problem (inner-ear defect; without implant, he loses all sense of balance and is +3 to the difficulty of all actions) +6D, Psychological Disorder (manic-depressive) +2D, Shady Background +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 14

CHARACTER POINTS: 125

BODY POINTS: 30

POWERS: Flight 8D.

EQUIPMENT: Electrical implant [Sonic Manipulation (disrupt equilibrium) 18D (Limitation: Removable -1D)].

Geomancer

REAL NAME: Unknown

OCCUPATION: Professional criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 180 pounds

EYES: Unknown

HAIR: Unknown

RACE: Human

TECH LEVEL: Modern (1)

Geomancer made his first appearance in Kinambura, Africa, having been hired by an organization known only as the Council to terrorize the local inhabitants into leaving. He was stopped by Sand of the JSA and imprisoned. Freed by Johnny Sorrow, he was part of the Injustice Society team that invaded JSA headquarters. Wildcat handily defeated him, but Sorrow teleported him away before he could be recaptured.

STRATEGY & TACTICS: Though somewhat inept and inherently cowardly, Geomancer's gauntlets are formidable weapons. With them, he can create a variety of effects, from waves of dirt to crush his foes to opening up fissures to swallow them whole.

Geomancer

Reflexes 2D: *Brawling 3D, dodge 6D, sneak 4D*

Coordination 2D: *Thievery 4D*

Physique 2D: *Running 3D*

Knowledge 2D: *Scholar 3D, science (geology) 6D*

Perception 2D: *Hide 6D, know-how (Earth Manipulation) 7D, repair 4D, streetwise 4D*

Presence 2D: *Bluff 3D, intimidation 5D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Ally (Injustice Society) -20D, Mechanical Aptitude -2D, Patron (the Council) -3D, Special Equipment (gauntlets) -5D, Cowardice +2D, Delusions of Grandeur +3D, Enemy (JSA) +6D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 3

CHARACTER POINTS: 22

BODY POINTS: 29

EQUIPMENT: Gauntlets [BDV 3D, Body Points 65; powers: Earth Manipulation 12D (Limitation: Removable -1D)].

Icicle II

REAL NAME: Cameron Makent
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'11"
WEIGHT: 173 pounds
EYES: Blue
HAIR: White
RACE: Human
TECH LEVEL: Modern (1)

Makent was serving out a lengthy prison term in the Slab when Johnny Sorrow released him. Apparently, years ago, Sorrow had saved Cameron's father, the first Icicle, from a watery grave because he knew that someday he would require the services of the son. Happy to be out of prison, the Icicle gladly serves as a member of Sorrow's new Injustice Society.

STRATEGY & TACTICS: Once a prankster, Makent is now just as cold and deadly as the ice he creates. He draws the most sadistic glee from using his powers to create ice spears for impaling his victims.

Icicle

Reflexes 2D: *Acrobatics* 6D, *brawling* 5D, *dodge* 6D, *sneak* 5D
Coordination 2D: *Marksmanship* 4D (*ice blasts*, *ice spears* +4D each), *thievery* 5D
Physique 2D: *Running* 4D
Knowledge 2D: *Security* 5D
Perception 2D: *Hide* 6D, *know-how* (*Ice Manipulation*) 9D
Presence 1D: *Bluff* 6D, *intimidation* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Ally (Injustice Society) -20D, Patron (Johnny Sorrow) -4D; Argumentative +1D, Cowardice +2D, Enemy (JSA) +6D, Fugitive +1D, Owes Favor (to Johnny Sorrow for freeing him) +5D.

SPEED: 30
PDV: 3
UNARMED BDV: 3D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 11
CHARACTER POINTS: 142
BODY POINTS: 29
POWERS: Ice Manipulation 14D [Limitations: Weakness (heat) -6D, Vulnerability (heat) -6D].

Killer Wasp II

REAL NAME: Unknown
OCCUPATION: Professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 6'0"
WEIGHT: 190 pounds
EYES: Black
HAIR: Dark blue
RACE: Mutated human
TECH LEVEL: Modern (1)

Killer Wasp is apparently the protégé of an old foe of Wildcat named the Golden Wasp, who kidnapped Wildcat's son Jake in 1947. Somehow mutated into a human/insect hybrid with real wings and a bioelectric "sting," Killer Wasp is extremely overconfident. He even had the nerve to challenge Wildcat, a former heavyweight champion of the world, to a boxing match when the Injustice Society invaded JSA headquarters. Wildcat finally delivered the KO, but the Wasp and the rest of the defeated Injustice Society were teleported away by their leader Johnny Sorrow before they could be captured.

STRATEGY & TACTICS: A pair of trained fists combined with his wings and deadly sting make Killer Wasp a true triple threat.

Killer Wasp

Reflexes 3D: *Acrobatics* 6D, *brawling* 8D, *dodge* 10D, *piloting* (self) 8D
Coordination 3D: *Marksmanship* 4D (*bioelectric sting* +2D), *thrown weapons* 5D
Physique 3D: *Flying* 6D, *lifting* 4D
Knowledge 2D
Perception 2D: *Streetwise* 5D
Presence 2D: *Intimidation* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Ally (Injustice Society) -20D, Fast Reactions -4D; Enemy (JSA) +6D, Impulsiveness +1D, Secret Identity +3D, Unattractive Appearance +2D, Sworn Enemy (Wildcat I) +2D.

SPEED: 30
PDV: 5
UNARMED BDV: 4D
P/L BONUS: +2
HERO POINTS: 0
VILLAIN POINTS: 5
CHARACTER POINTS: 38
BODY POINTS: 34
NATURAL ABILITIES: Insectoid wings [Body Points: 18; powers: Flight 10D].
POWERS: Energy Projection (bioelectric bolt) 9D.

Rival

REAL NAME: Edward Clariss
OCCUPATION: Super villain, former chemistry professor
BASE OF OPERATIONS: Mobile, formerly Keystone City
HEIGHT: 5'11"
WEIGHT: 179 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Edward Clariss was Jay Garrick's chemistry professor at Midwestern University, prior to Garrick's exposure to an experiment with hard water that gave him hyperspeed and made him the Flash. Jealous of the Flash's power, Clariss managed to duplicate the formula in 1949, likewise gaining a connection to the Speed Force, the source of power for all human speedsters. Clariss became Rival, the Flash's opposite number, and launched a sinister campaign to kill his former student. Fortunately, the effects of Rival's copied formula wore off and the Flash defeated him handily. Some months later, however, Rival's powers returned. The Flash once again tracked him down, but Rival "escaped" by accelerating so fast that he was absorbed by the Speed Force. Garrick thought his enemy gone for good until Clariss resurfaced decades later as part of Johnny Sorrow's Injustice Society.

STRATEGY & TACTICS: Rival uses his speed powers to the ultimate degree in villainy by ripping through buildings, cars, and people at high speed without a scant look back. Totally consumed with vengeance on Jay Garrick, Rival will stop at nothing to destroy him.

Rival

Reflexes 3D: *Brawling 6D, dodge 10D*
Coordination 3D: *Catch 6D*
Physique 2D: *Running 10D*
Knowledge 3D: *Research 6D, scholar 7D, science 6D (chemistry +2D)*
Perception 2D: *Invent 5D, know-how (Speed Manipulation) 9D*
Presence 2D: *Intimidation 7D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Fast Reactions -4D, Intimidating Grin -2D; Enemy (the Flash I) +3D, Enemy (JSA) +6D, Extremely Competitive +2D, Fanatic (destroying the Flash) +3D, Owes Favor (to Johnny Sorrow) +5D, Sworn Enemy (the Flash I) +3D.

SPEED: 30
PDV: 5 (21 while moving with Speed Manipulation)
UNARMED BDV: 4D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 13
CHARACTER POINTS: 54
BODY POINTS: 30

POWERS: Speed Manipulation 11D [Limitation: Duration Change: Permanent -2D (When Jay Garrick left Clariss in the Speed Force, he didn't realize that Rival's powers were temporary. When they wore off, the Speed Force subsumed Clariss. How he returned is unknown, but since then, he has is now pure Speed Force energy with the mind of Edward Clariss.)].

Shiv

REAL NAME: Cindy Burman
OCCUPATION: Student, terrorist
BASE OF OPERATIONS: Blue Valley, Nebraska
HEIGHT: 5'7"
WEIGHT: 115 pounds
EYES: Green
HAIR: Black with white streaks
RACE: Human
TECH LEVEL: Modern (1)

Cindy Burman is the alleged daughter of the All-Star Squadron foe the Dragon King. She was schooled at several upper-class schools abroad before coming with her father to Blue Valley High, where she quickly became head cheerleader, homecoming queen, and student council president, among other offices. A favorite of the faculty and student body by day, Cindy's father was augmenting her with deadly, bladed cybernetic implants so that she could carry out his will at night as Shiv. She faced her first true challenge in battle against the new Star-Spangled Kid and S.T.R.I.P.E.—and failed for the first time in her young life.

STRATEGY & TACTICS: Shiv is one of the newest recruits to the new Injustice Society. She only has one true goal: the utter destruction of the Star-Spangled Kid.

Shiv

Reflexes 3D (5D): *Acrobatics* 5D (7D), *athletics* 6D (8D) (*cheerleading* +2D), *brawling* 5D (7D), *dodge* 5D (7D), *melee weapons* 6D (8D), *sneak* 5D (7D)

Coordination 3D (5D): *Marksmanship* 6D (8D), *thrown weapons* 5D (7D)

Physique 2D (5D): *Leap* 3D (6D), *lifting* 3D (6D)

Knowledge 2D: *Computer ops* 4D, *scholar* 5D

Perception 2D: *Hide* 4D

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

ADVANTAGES/DISADVANTAGES: *Ally* (Injustice Society) -20D, *Attractive Appearance* -2D, *Charismatic* -3D, *Followers* (Black Dragon Society) -19D, *Patron* (the Dragon King) -5D, *Wealth* -4D; *Age: Young* (12-17) +1D, *Center of Conversation* +2D, *Compulsion* (wants to please her father) +2D, *Employed* (student) +4D, *Enemy* (JSA) +6D, *Extremely Competitive* +2D, *Obsessive Tendencies* +2D, *Secret Identity* +3D, *Sworn Enemy* (Star-Spangled Kid II/Courtney Whitmore) +2D.

SPEED: 30

PDV: 3 (4)

UNARMED BDV: 3D (4D)

P/L BONUS: +1 (+3)

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 42

BODY POINTS: 27 (59)

EQUIPMENT: Cybernetic implants (adds +2D to *Reflexes* and *Coordination*; +3D to her *Physique*; allows her to attack with extendable bladed weapons that are BDV 8D with max range of 10'), dragon staff [BDV 4D; Body Points 35; powers: *Bind* 5D, *Energy Projection: Flame blast* 10D, *Electricity Manipulation* (shock) 10D. All powers have the Limitation: *Removable* -3D and the Enhancement: *Remote* +4D].

Tigress II

REAL NAME: Artemis Crock

FORMER ALIAS: Artemis

OCCUPATION: Professional criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 5'6"

WEIGHT: 108 pounds

EYES: Blue

HAIR: Ash blonde (dyed auburn)

RACE: Human

TECH LEVEL: Modern (1)

One of Sorrow's initial recruits, Artemis Crock has assumed her mother's *nom du guerre*. She perseveres in her quest, first begun when she went up against Infinity, Inc., to right the wrongs she feels were heaped upon her criminal parents.

STRATEGY & TACTICS: In the years since her encounters with Infinity, Inc., she has honed her hunting skills to deadly perfection. Her continued ill-will against the JSA and their descendants has only made her more bitter and determined to hang their masks on her wall like trophies.

Tigress

Reflexes 4D: *Acrobatics* 9D, *athletics* 9D, *brawling* 9D, *climbing* 6D, *dodge* 10D, *martial arts* 7D, *melee weapons* 7D, *sneak* 8D

Coordination 4D: *Marksmanship* 7D (*crossbow* +3D), *missile weapons* 7D, *thrown weapons* 7D

Physique 2D: *Leap* 4D, *lifting* 3D, *running* 4D, *swimming* 4D

Knowledge 2D: *Scholar* (sports) 7D

Perception 3D: *Hide* 6D, *shadowing* 6D, *surveillance* 7D, *survival* 6D, *tracking* 8D

Presence 2D: *Animal handling* 4D, *interrogation* 5D, *intimidation* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Acute senses* (sight, smell, hearing) -6D, *Ally* (Injustice Society) -20D, *Attractive Appearance* -2D, *Fast Reactions* -4D, *Speed Draw* (crossbow) -1D; *Enemy* (JSA) +6D, *Extremely Competitive* +2D, *Fugitive* +1D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D/1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 8

CHARACTER POINTS: 62

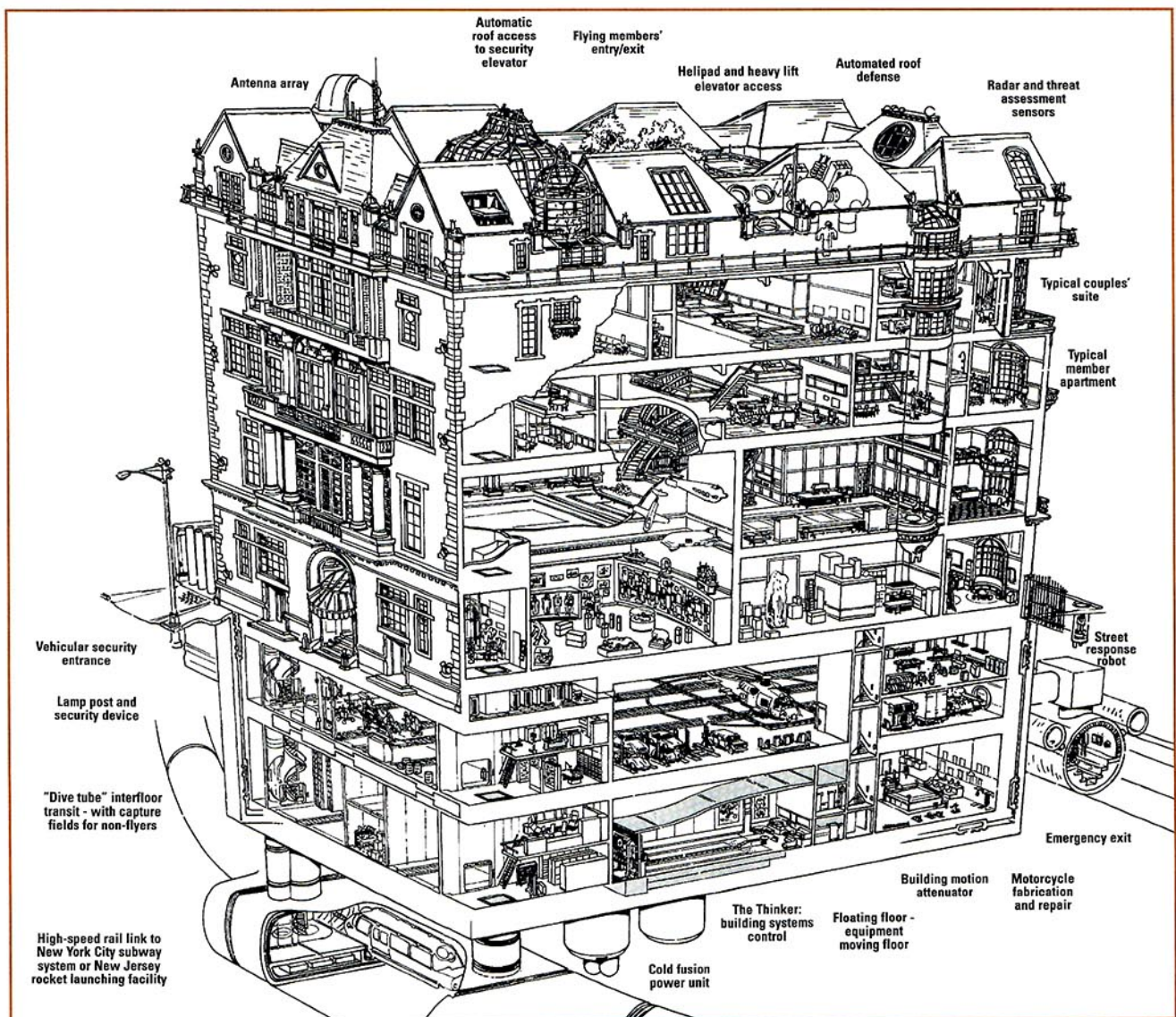
BODY POINTS: 30

EQUIPMENT: Crossbow (BDV 3D; range: 30/75/130; ammo: 1; rate of fire: 1), other hunting weapons hidden in costume pouches.



CHAPTER 13

Modern Base & Equipment



DODDS MANSION

The current Justice Society of America headquarters is the Dodds Mansion in Manhattan's Morningside Heights area. Former JSA member Wesley Dodds (the Sandman) left the mansion to his ward, Sandy "Sand" Hawkins, who in turn donated it to the JSA. Sand hired former Green Lantern John Stewart and his Shining Light construction company to perform renovations on the mansion to make it suitable for the needs of a modern-day super-hero team.

The mansion is five stories tall, with most of the original limestone and brick exterior still intact (or restored to its original condition). The quaint turn-of-the-century style covers an ultra-modern layer of advanced ultra-alloys and support structures, giving the above-ground levels of the mansion an Armor Value of 32 and 800 Body Points. The two below-ground levels benefit from heavy layers of bedrock, giving them an Armor Value of 45 and 1,000 Body Points.

Most of the interior of the mansion retains its Old World charm, with walnut and cherry wood fixtures, trim, and paneling covering an advanced interior structure. The interior walls are movable, allowing rooms to be rearranged almost at will. The entire mansion is overseen and controlled by the "Thinker," the central building computer. It controls a sophisticated sensor network designed by Mr. Terrific and Oracle that covers the entire building inside and out. Thus, the Thinker receives constant updates on status and enables it to detect any intruders or other problems. Bypassing this sophisticated security system is a Super-Heroic task (first with *security*, then with *computer ops*).

Access to the mansion's different levels is available via stairwells (including an old-fashioned wrought-iron spiral staircase), a general use elevator, a heavy freight elevator, and a "dive tube," a hollow, transparent shaft equipped with an anti-gravity field, allowing for quick transit between floors (particularly for flying JSAs).

The mansion is powered by its own cold-fusion generator, buried in the bedrock beneath the building. The generator makes the JSA headquarters completely self-sufficient in terms of power.

Subbasement: The lowest level of the headquarters (above the fusion generator and other support equipment) houses a modular laboratory area that can be rearranged to suit any of the team's scientific, experimental, or analysis needs. It also contains a fully equipped gymnasium, with equipment suited to provide a workout even for the members of the team with extranormal abilities. There's a regulation boxing ring, which primarily Wildcat utilizes to teach some of the younger members of the team (like Starman), and a two-lane bowling alley used for recreation.

Basement: A ramp down from the street leads to the basement level of the mansion, which holds the main parking garage, a vehicle service bay, and a small motor

pool with ground vehicles at the JSA's disposal. It also features a large automated machine bay, with facilities for repairing and even fabricating vehicles and related equipment. Security measures limit access to the garage to members of the JSA, their guests, and other authorized personnel.

First Floor: Most of the first floor of the mansion is given over to the Justice Society of America Museum and Memorial, which is open to the public during normal business hours. The two-story museum room has displays of trophies collected by the JSA over the decades, statues of past and present Justice Society and All-Star Squadron members, and historical information on costumed heroes, beginning with the appearance of the Crimson Avenger in 1938. Opposite the museum room are the JSA's public offices, which serve as a community liaison area and provide working space for JSA members and officials operating with the team.

The rear part of the first floor contains one of the most extensive libraries on metahumans and super heroes in the world, with particular emphasis on the exploits of the JSA. Next to the library are computer carrels where information can be accessed from the team's extensive public archives.

Second Floor: A large combination ballroom and formal dining room dominates the second floor of the mansion. The Justice Society often holds press conferences and charity events here. This floor also has additional office space, a large restaurant-style kitchen, and small, informal dining areas.

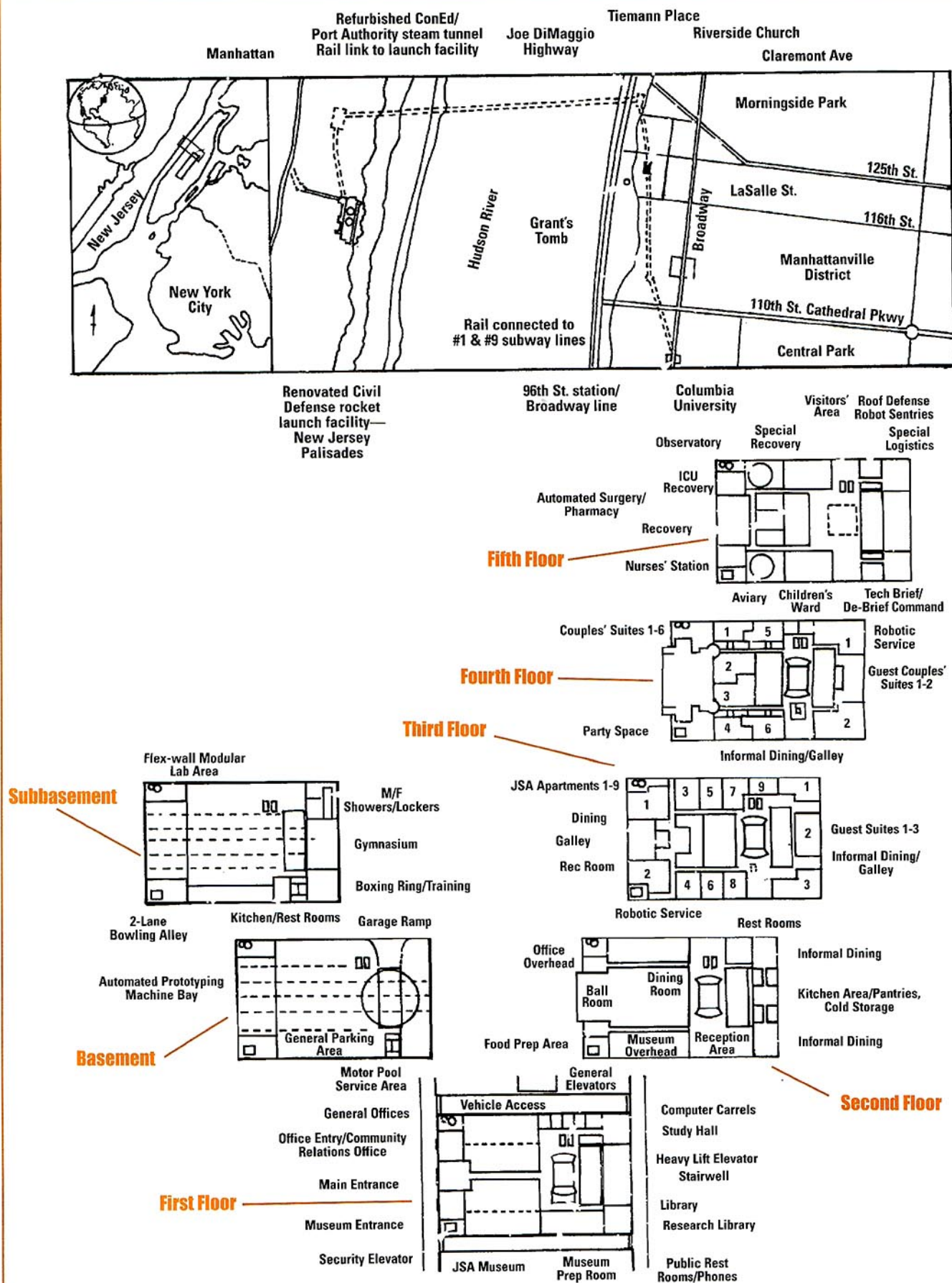
Third Floor: The mansion's third floor contains private apartments for the JSA members, along with a few guest suites for visitors. Additionally, a combination dining area and entertainment room is also on this floor for the JSA and their guests.

Fourth Floor: This floor offers suites with a bit more space for JSA members with spouses or family members living with them. Like the third floor, this level has an informal dining area and a kitchenette. It also has a spacious recreation area where the JSA members gather to relax in private.

Fifth Floor: The top floor of the mansion has a full 20-bed hospital facility, including a surgical area, intensive care unit, recovery room, and children's ward. The medical facilities are usually under the guidance of Dr. Mid-Nite, assisted by a small staff of medical specialists and nurses.

The remainder of the floor holds the team's official meeting room and command center; where the JSA conducts briefings and communicates with government and law-enforcement agencies. It features sophisticated video-communications and display equipment.

Roof: The mansion's roof is gabled and still has many of its original features, including a glassed-in aviary and



Using the JSA Headquarters

The Justice Society's current headquarters (like the JSA itself) is a repository of considerable history, dating back to the Golden Age of heroes. Unlike the JLA watchtower, the Dodds Mansion is set firmly on Earth, with much of it open to the public. Sandy Hawkins and the founding members of the new JSA believe the mansion should be more than just the headquarters of a crime-fighting organization. The mansion's museum and public relations areas show that. They want the mansion to serve as both a reminder of the heroes who have come before, and an inspiration to the heroes of the present and the future.

Dodds Mansion is home to three generations of heroes and the various "family" opportunities and conflicts that implies. The mansion is a good setting for roleplaying opportunities among members of the JSA. Its extensive collection of heroic memorabilia and trophies provide no end of potential story hooks, should one of those trinkets turn out to be of interest to a super villain or a later-day descendent of one of the Golden Age heroes or villains.

greenhouse (frequently used by Hawkgirl when she wants to get away from it all), a modest rooftop garden, and iron-railed balconies. Since the renovations, the rooftop also accommodates a compact but well-equipped observatory (designed to Ted "Starman" Knight's specifications), a helipad for landing small air vehicles, access to the security elevator, a rooftop hatch for flying JSA members, and sophisticated automatic security systems, including radar and anti-aircraft weapons. The helipad also serves as an access to a heavy-lift elevator. The sensor system monitors an area of five square miles around the perimeter of the roof, while the anti-aircraft batteries do 6Dx2 damage with a range of about a half mile.

JSA LAUNCH FACILITY

The JSA reconditioned an old civil defense bomb shelter in the New Jersey Palisades to serve as a launch facility for their primary mode of air transportation, the Steel Eagle. It also holds a powerful rocket-boosted spaceplane capable of reaching low-Earth orbit.

The facility is self-contained and holds enough fuel to lift off the spaceplane twice. A high-speed rail link from the team's mansion to the launching facility runs under the Hudson River, giving the JSA easy access to the facility at all times.

THE STEEL EAGLE

Designed and built by Pat "Stripsey" Dugan, the Steel Eagle is a sophisticated modern aircraft that serves as the Justice Society's primary means of transportation for handling problems all around the world. The Eagle is a jump jet, capable of true vertical take off and landing (VTOL) and equipped with ramjets that allow it to fly at ultra-sonic speeds. It is equipped with cutting-edge sensor technology and all the modern amenities. Atom-Smasher usually pilots the Steel Eagle, although the plane's autopilot systems are capable of handling most routine operations on their own.

Type: Plane

Size: 110 feet long

Crew: 2

Passengers: 20

Cargo Capacity: 400 cubic feet

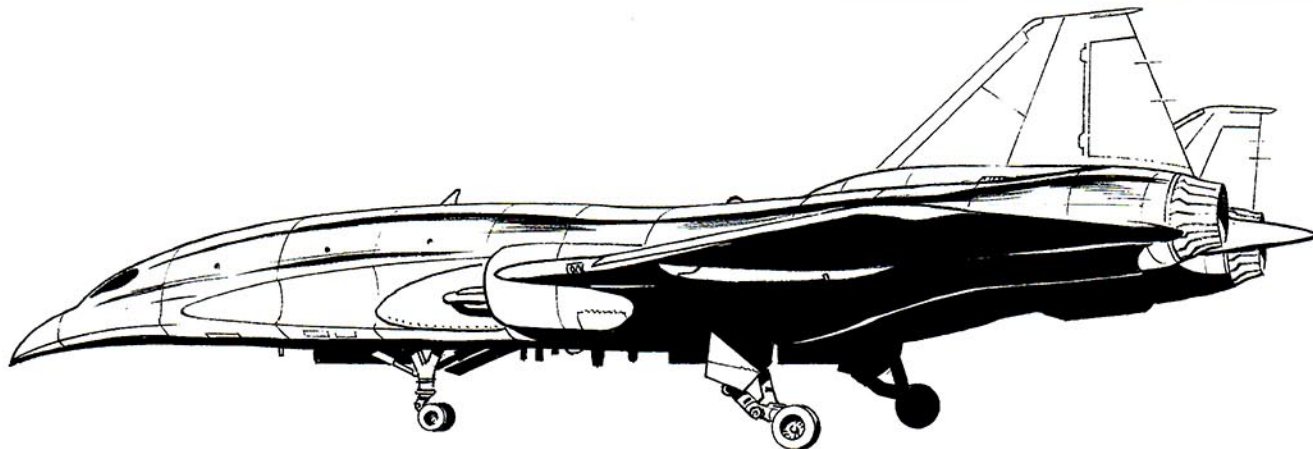
Maneuverability: 4D

Speed: Mach 3 (over 2,350 mph)

Armor Value: 30

Base Damage Value: 6Dx8

Body Points: 120





CHAPTER 14

Rules Options

STATUS

NEW ADVANTAGE

The Status advantage is intended to represent those specialized degrees, licenses, ranks, and privileges that heroes may possess, generally in their civilian identities. Several are requirements for particular professions, while most are status changes that effect how others perceive and react to the hero.

The following changes to a hero's status are meant as examples only. Narrators are encouraged to alter them, or even create new ones, to better reflect their individual campaigns. Also, Narrators may wish to give some as bonuses at no cost as part of a professional package or upon obtaining a set level in a specific skill.

Advanced degrees: -1D per degree. These include such degrees as M.D., Ph.D., an MBA, or scientific doctorates. Heroes must pay for each degree separately. So, if Eric wants his hero, Captain Wiz, to hold doctorates in both physics and biology, he would end up spending -2D total for both.

Award Winner: -2D per award. This category includes such prestigious awards as the Nobel Prize or the Oscar. The Advantage must be purchased for each time a hero has been awarded a particular prize. Therefore, a two-time winner of the Nobel Peace Prize would have the advantage at -4D.

Military Rank: -1D for basic enlisted personnel, -3D for enlisted personnel ranked sergeant, petty officer 1st class or above, -5D for officer rank with an additional -2D for each officer rank above O-1. (See the "U.S. Military Ranks" sidebar for a listing of all the ranks from the U.S. Armed Services). Any sergeant or officer rank gives the hero a +2 to any *command* roll given to military personnel of lesser rank. If the rank is honorary (the hero has no real influence within the military, but has had the rank bestowed for either public relations purposes or as a reward) then officer rank and promotions are reduced by -1D per level.

U.S. MILITARY RANKS

Army	Navy	Marines	Air Force
<i>Enlisted ranks</i>			
Private	Seaman Recruit	Private	Airman
Private 1 st Class	Seaman Apprentice	Private 1 st Class	Airman 1 st Class
	Lance Corporal		
Corporal	Seaman	Corporal	Sgt. Senior Airman
Sergeant	Petty Officer 1 st Class	Sergeant	Staff Sergeant
Staff Sergeant	Petty Officer 2 nd Class	Staff Sergeant	Technical Sergeant
Sergeant 1 st Class	Petty Officer 3 rd Class	Gunnery Sergeant	Master Sergeant
First Sergeant	Chief Petty Officer	First Sergeant	First Sergeant
Master Sergeant	Master CPO	Master Sergeant	Senior Master Sgt.
<i>Officers</i>			
2 nd Lieutenant	Ensign	2 nd Lieutenant	2 nd Lieutenant
1 st Lieutenant	Lt. Junior Grade	1 st Lieutenant	1 st Lieutenant
Captain	Lieutenant	Captain	Captain
Major	Lt. Commander	Major	Major
Lt. Colonel	Commander	Lt. Colonel	Lt. Colonel
Colonel	Captain	Colonel	Colonel

The following are the senior command ranks of the military. They can only be taken as part of the Status advantage with the Narrator's permission and for -4D per promotion above Colonel or Captain.

Army/USAF/USMC

Brigadier General
Major General
Lieutenant General
General

Navy

Commodore (Rear Admiral after WWII)
Rear Admiral
Vice Admiral
Admiral

Meritorious Service: -2D for each medal or commendation. For those who have already purchased the Status (military rank) advantage, he can further enhance his status by adding meritorious service awards. This includes such honors as the Medal of Valor or the Purple Heart, or a Presidential Citation. Heroes that take this Advantage should make an effort to come up with the circumstances under which they received their award. After all, everyone loves a good war story.

Special Permit: -1D each. In order to work in a particular profession or to gain a certain privilege, some times special permits or licenses are needed. These can include concealed weapon permits, medical licenses, and press passes. For example, Steve's private investigator needs both an investigator's license and a weapons permit, for a total of -2D.

Police Powers: Local (city, county, or state): -3D, **National:** -4D, **International:** -5D. Unless a hero is a member of the local police department or an agent of another recognized law enforcement agency, such as the FBI or D.E.O., the character may only perform citizen arrests in the United States and can possibly be arrested for vigilantism. With police powers, the hero has been deputized as an officer of the law and can perform arrests. National police powers allow the hero to act anywhere within a particular nation, while international police powers further increase the scope, allowing the hero to act in countries other than his own. However, it should be noted that such privileges make a hero subject to the dictates of the agency that granted the police powers and can be revoked or suspended depending on the hero's behavior.

Diplomatic Immunity: -8D. Any foreign diplomat and some of the chosen agents of sovereign nations are granted the special privilege of diplomatic immunity. Any hero with this Advantage is not subject to the laws of any land, other than her own. So, if an agent of France were arrested for a particular crime in the United States, she could not be jailed or tried for the crime by the U.S. authorities. She could, however, be held accountable by her own government, who would have the right to try her under the laws of France. Heroes should not abuse this Advantage, as they could find it revoked in the interest of promoting good relations between countries.

Political Office: City -5D, **State** -10D, **National** -15D, **Nobility** -20D. Heroes with this advantage are duly elected or government appointed officials within their local city (city council, school superintendent), state (state senate, lieutenant governor), national (congresswoman, Supreme Court justice, presidential cabinet member), and nobility (crown princess, prime minister, head of state). For the higher offices, such as mayor, governor, president, and sovereign ruler, the player must get the Narrator's permission, and each costs an additional -5D. Specifically, to be the elected mayor of Opal City would be -10D and to be the queen of Bialya would be -25D.

BLOCK & PARRY COMBAT OPTION

Using a weapon or an item exists as an option for actively defending against an attacker. In the basic rules, the *melee weapons* roll substitutes for the Passive Defense Value when attempting to block or parry an attack. If the offensive roll is less than the active Defense Value, then the attack fails, that is, it misses its mark.

For those who wish a little more realism in their games, these advanced rules provide a more detailed method of determining the results of blocked attacks.

The character rolls his *melee weapons* to determine the active Defense Value. This roll counts as an action. As a separate action, the character may also actively dodge attacks. When opponents assault the character, but before the attack roll is made, the defender may choose whether to parry or dodge the blow.

Active defense values replace the Passive Defense Value until the defender's next turn in the next round. A character may use anything to block or parry an assailment.

The rest of these guidelines presume that the character parries all attacks.

Once the opponent rolls for her hit against the defender, the Narrator compares the attack total to the active Defense Value.

★ **Result 1:** *The attack total is higher than the Defense Value.* The defender couldn't block the blow. Determine damage as normal. Note that the blocking item provides no Armor Value to the hero. Armor, powers, and the *weapon parry* close combat specialization can absorb or deflect some or all of this damage.

★ **Result 2:** *The attack is lower than the active Defense Value but higher than the Passive Defense Value.* The blocking item takes the brunt of the strike. It receives damage equal to the weapon's Base Damage Value only, without the *Physique/lifting* bonus or the Effect Value. Again, the *weapon parry* close combat specialization can reduce this damage.

Parrying with a body part means that the character takes the damage. Parrying with an item depends on the game characteristics of the item.

- Items without Body Points that take damage equal to two times their Base Damage Value or Armor Value break and are no longer usable.

- Items with Body Points but no Armor Value subtract the damage from their Body Points.

- Items with Body Points and Armor Value take damage equal to their Armor Value (and subtract it from their Body Points). Any extra damage turns up as bruises on the user (and is subtracted from the character's Body Points).

Likewise, a character could be parrying something soft (such as a fist) with something hard (such as a sword). The results of such an encounter are figured out as above.

Characters who strike with something soft against a hard item that has no inherent Base Damage Value (such as armor or a shield) take about one-quarter the blocking Armor Value in damage. The Narrator may adjust this amount depending on the relative might of each of the characters.

Items of equivalent—or nearly so—toughness (such as two swords, two fists, or evenly matched offensive and defense powers) take no damage from striking each other. Similarly, items of greatly disparate toughnesses (such as a thug's fist against Superman's chest) could result in more damage or difficulty modifiers. The exact nature of the result depends on what the Narrator wants to give the players. This might be comedy relief (the thug shakes his hand and can't take any actions the next round), a quick way to end the scene (the thug knocks himself out), or a means of emphasizing the villain's seriousness (the thug takes minimal damage and gets angrier).

★ **Result 3:** *The attack is lower than the Passive Defense Value.* The defender moved out of the way. Neither the character nor the blocking item takes damage.

It is possible for a character to generate an active Defense Value lower than his Passive Defense Value. In this case, determine the results of attack rolls that are higher than the active Defense Value as if they were Result 2. Treat attacks that are lower as Result 3.

Characters may use certain powers to turn aside attacks. The most obvious are protective shields that some powers can generate. Shields made by powers safeguard against damage in the same way as normal shields.

Most blast-type manifestations of powers (such as Superbreath, Energy Projection, Psychic Blast, and similar ones) can also be used defensively. The exact circumstances are left up to the Narrator, but generally the more intangible phenomena (such as wind or energy) can repel similar attacks, while more tangible ones can neutralize any attack.

To accomplish this feat, the character must wait for the attack to come (which means that he can only block attacks that take place after his turn in the round). Additionally, he can't do anything else in the round, since he's trying to counter a shot at himself with a shot of his own. Each parrying attempt counts as an action, which the character resolves as the attacks come up. The hero takes no penalty, in this case, for waiting. Thus, on the first attack, the character uses his full skill, but on the second, he's at -1D, on the third, he's at -2D, and so on.

To block with a blast, the character rolls his *marksmanship* (or relevant managing skill). This becomes his active defense. Results are determined as above.

Generally, only hand-to-hand attacks may be parried with anything smaller than shield size. However, the Narrator may decide that other controlling factors allow character to block projectiles with small items. Such is the case with Wonder Woman's bracelets or those of exceptional *martial arts* or *melee weapons* skill.

NEW DRAMATIC EFFECTS CARDS

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*). On page 204, 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.)

PLOT DEVELOPMENT CARDS

On the pages 205–207, you'll find some new cards, called Plot Development cards, to use in your adventures. While Dramatic Effects cards can help players get into roleplaying, Plot Development cards allow players to participate even more in the flow of an adventure. New cards will appear in other supplements.

The top half of each Plot Development card describes a potential twist in the story, while the bottom of the card contains some questions or comments relating to it.

The player may connect the Plot Development to the adventure's storyline, to another idea generated from other Plot Development cards, or come up with an entirely new facet of the adventure.

While the player initially describes the new Plot Development, the players' characters' perceptions of the situation may not be entirely accurate. The Narrator has the final say on the Plot Development's true manifestation in the storyline. Certainly, Narrators should minimize any suggested Plot Developments that could seriously damage the playability of the main story.

At the beginning of each game session, the Narrator shuffles the Plot Development cards separately from the Dramatic Effects cards. Then he deals two or three Plot Development cards to each player, depending on how much control he wants to give to the players.

Plot Development cards may be played at any time. Once a card is used, it's placed face down in front of the Narrator. If the latest spin on the scenario links to a previously played Plot Development, then place the new card on the one with which it's associated.

Creating Plot Developments has other bonuses aside from the ability to influence the adventure. If the player employs a card and does not link it to a previously played Plot Development card, she receives 3 Character Points. If the player uses a card and links it to a previously played card, he receives 1 Character Point for the card he just played plus 1 point for each card in the set. For example, if three cards are connected to each other and the player places a fourth down, he would get 4 Character Points. Players receive new Plot Development cards for creating particularly entertaining additions to the adventure.

At the end of the game session, the Narrator may want note which Plot Development cards were played and how. This can help him with the adventure next time.



CHAPTER 15

Roleplaying in the Golden Age

The Golden Age is an exciting time to be a super hero. As the Narrator, you have an opportunity to help your players define a piece of an epic era characterized by global conflict and burgeoning technology. It will be up to you to develop story arcs that not only incorporate the war raging across the globe but also address other issues close to the heart of a player's character—be it the protection of her hometown or the defeat of an enemy's most recent dastardly plot.

This chapter discusses some inherent issues in running a Golden Age adventure or campaign (a series of linked adventures). It also provides a couple of guidelines to getting your campaign started.

For gaming terms, the Golden Age in this chapter is considered the period from 1938 (Crimson Avenger's first appearance as a hero) to 1951 (with the disbanding of the Justice Society of America). They are tumultuous years, defined by the greatest conflict the world has ever known, countered by a peak in unity among allies and high morale among the common citizenry.

CHARACTERISTICS OF THE GOLDEN AGE

There are several fundamental differences between the modern era and the Golden Age. Some of those differences can and will have a direct influence on your game. The primary difference, of course, is the state of the world. Nearly the entire globe is consumed by conflict—that conflict being World War II—spans every inhabited continent. Patriotism is at an all-time high in nearly every nation. Citizens of each country involved rally around their respective flags to conquer their enemies—be they Allied or Axis—or to boot out an occupying enemy. The French underground is particularly active during the war, combating Nazi injustice with guerrilla warfare and well-placed spies.

American patriotism has become perhaps the most fervent, as the American people believe they have been attacked by Japanese Imperial forces for no reason. For Americans fighting in both the European and Pacific theaters, the old adage “nothing unites a people like a common enemy” is the rule. Unlike Poland, conquered France, the Philippines, and other nations, America can and does fight back with the greatest military force ever assembled. Even with such military might, the United States has a high concentration of an even greater tool—super heroes!

Both you and your players can tap into this sentiment, be they Canadian, Turkish, or of any nationality directly involved in the conflict. The super hero of the Golden Age knows no greater justice than defending the innocents of his nation from the predations of evil adversaries.

The mood of the 1940s is very different from that of the modern age. There are without question serious issues within the hero's own society (see “Different Kinds

of Threat” later in this chapter). Murder, crime, racism, lingering isolationism, sexism, and all the failings of modern culture exist as but a few trouble spots. Yet the Golden Age is presented with more of a “PG” feel as opposed to today, which might be considered “PG-13” or “R.” Blood is seldom shown, profanity is below even the most vexed hero, and criminals in general are a superstitious and cowardly lot.

PRESENTATION

Nearly all American super heroes have been gathered by the President into membership of the All-Star Squadron. The characters in your group are certainly eligible for inclusion in the group, but they need not participate in every—or for that matter, any—of the group's missions. They are members simply due to the fact they are heroes, sometimes even drafted into the group regardless of their desire to be there.

The missions assigned to the All-Star Squadron are anything but typical. Super heroes are not relegated to the duties of, say, the regular army or police units. Their missions rival those of the Office of Strategic Services (OSS) and are almost always of the most secret nature.

Regardless of their position or activity within the Squadron, hero groups of the Golden Age usually have a name for their team. Team names are often patriotic and invoke nationalistic ideals. In addition to the All-Stars and the Justice Society of America, other names indicative of the era include the Seven Soldiers of Victory and the Freedom Fighters.

MELODRAMA IN THE GAME

Another key element in developing the setting and flavor of the Golden Age is the way in which characters converse and interact with one another.

The deeds of super heroes are naturally predisposed to melodrama. While this remains true in any era, it is particularly apparent during the Golden Age: heroes deliver stirring speeches to on-looking crowds or their vanquished foes; evildoers cackle and wonder at their own evil genius; women faint in the arms of the madman; children point to the sky at a hero flying over the city's skyscrapers.

While you needn't be a stickler about it, players should be encouraged to emulate some of that melodrama in the game. Golden Age champions are friends to their peers and courteous to their allies and the common citizen. Males are typically quite chivalrous to women, and heroic women are strong-willed. Heroes epitomize social skills and kindness while at the same time smashing evil wherever it may hide. They are the bane of their adversaries' existence and are often plotted against with as much disdain by their enemies as they are admired by those whom they serve and protect.

DIFFERENT KINDS OF THREATS

Developing adventures for the Golden Age may involve some research if you want to maintain a semblance of historical accuracy, both within the DC Universe and the world at large.

You and the players in your group must also decide on a general role for the characters. The Justice Society of America dominates the super-hero "scene" in the 1940s, but there are a number of other operatives working for their respective governments, either making the newswires all around the world or in covert locales throughout the war-torn lands of Europe, Asia, and other fronts. The characters in your campaign can be secret agents of the federal government, or they can be roving heroes who answer the call of justice wherever their services may be required.

The adversaries the characters will face vary from that of the modern era. While in both eras there exists the "classic" struggle of good versus evil, the Golden Age does not suffer the same sense of ambiguity that one frequently encounters in later eras. (Though to be fair, some of the greatest stories of the Justice Society of America dealt with juvenile delinquency, racial intolerance, and other politically charged issues.) Heroes of the era certainly suffer personal crises, deal with societal problems, and confront social injustices. However, a vast majority of their time and energy is devoted to the protection and preservation of more basic (and at the time same time, loftier) ideals: duty to one's nation and the defense of the law-abiding populace. The JSA's devotion to "truth, justice, and the American way" is a good example of many heroes' approach to their duties. They all fight the "good fight."

For every square-jawed, brightly garbed champion of

morality rocketing through the stratosphere to save the world, there is another, darker hero lurking in the shadows, treading the fog-enshrouded back streets and crime-ridden alleys. There are some heroes who are not as glamorous as Flash, Green Lantern, or other polished heroes who take center stage. Heroes who work outside the law—often considered criminals themselves by the public—can do just as much good as those sanctioned by law enforcement. The Sandman is a good example of the law-enforcing—but not necessarily law-abiding heroes—of the Golden Age. The Sandman is proclaimed to be a "foe of evil and all wrongdoing" and takes great care to strike fear into the hearts of his enemies. Your players can choose to do the same, all the while defending the weak from the evil and protecting the oppressed from the malicious.

Though it may sound mundane, heroes should often have the opportunity to foil something as simple as a bank robbery being executed by ordinary burglars. The opportunity to foil common crimes may present itself innumerable times: such an occurrence may even tie the heroes into some twisted, sinister plot of far greater consequence....

As you and your players sit down to design the backgrounds, ambitions, and inclinations of the



players' characters, start keeping track of certain aspects of each of them. When it comes time to introduce the first lasting super villain of the players' Golden Age crimefighting career, you can make the villain not only much-despised for his trickery but also for personal reasons. Such is the essence of the hero/villain relationship.

If you plan to run a campaign in which the current war figures prominently in the players' duties, the archvillain might be the super "hero" of any enemy state. Tex Thompson's [reported] exploits in Golden Age provide an excellent example of national super heroes going toe-to-toe. You can follow that lead by designing some super villains of that breed for your own use. Nothing stirs a Narrator's blood more than confronting the party with a mighty foe—and your players will love it just as much.

THE ROLE OF TECHNOLOGY

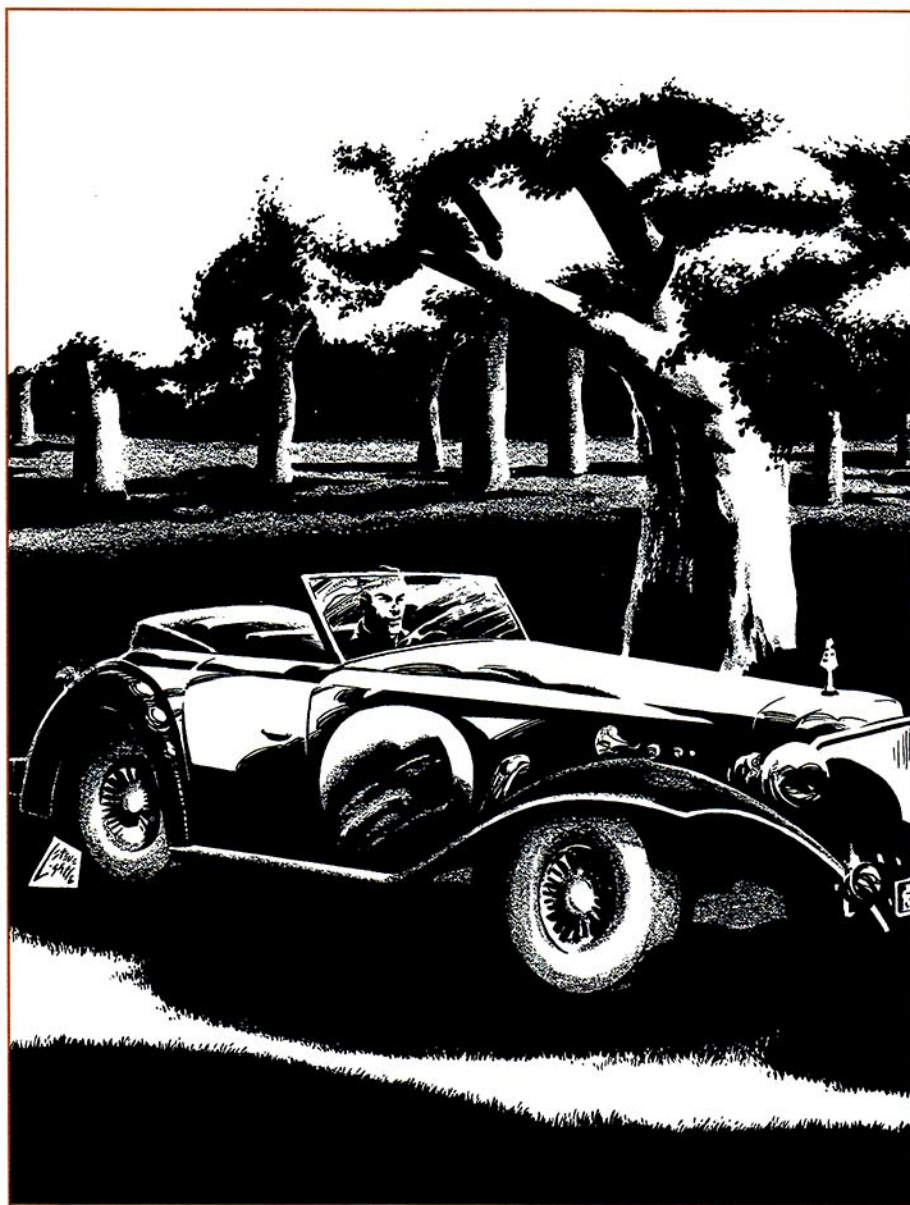
Technology plays a markedly different role for Golden Age super heroes. Very few of them have access to cutting-edge technology, and what is cutting edge to them is certainly not cutting edge these days. The '38 Ford coupe and the Santa Fe railroad's Super Chief are among the greatest modes of transportation available to the public. Though air travel is becoming increasingly popular, few citizens fly regularly, as both fuel costs and the novelty of the mode make it a somewhat expensive way to get around. (Of course, some super heroes needn't concern themselves with such minutiae, particularly those capable of flight).

Radio is the most popular form of media, baseball still the great American pastime, and television is almost unheard of. There are no computers. There is no Internet.

Humanity has not yet been to space (well, at least not sanctioned by any government space program). Heroes rely more on their cunning, keen intellect, and awesome powers even more so than today's technology-laden champions.

One disadvantage suffered by Golden Age heroes that is seldom a concern of their contemporaries is a shortage of goods. A super hero in the 1930s and 1940s does not have the luxury of many crimefighting amenities or technological gadgets, even those that actually exist in the era. During the Great Depression that spans the entire decade of the 1930s, many of the items a modern crimefighter might take for granted are rationed and largely unavailable, unless the hero decides to turn to the black market. That rationing becomes even more desperate during the war. Copper is in such shortage that in 1943 even the U.S. Mint opts to strike pennies from steel rather than copper. Gasoline, coffee, rubber, and even lard are rationed and available only if one has the proper coupons, and even then in limited quantities. The massive chewing gum sign that dominated Times Square in New York City has been dismantled and the metal sent to defense factories.

With so much raw materiel unavailable, it proves difficult for even super heroes to acquire some of the wares they desire. They must either get by



with what they have or be fortunate enough to hold a vast fortune with which they can purchase and stockpile such amenities. Few heroes are so fortunate; most just have to make do with what's available to them.

Likewise, a "typical" villain is not armed with laser guns or nuclear arrays. Most often, their personal weaponry holds a hidden blade or clever poison gas contraption. Thugs seldom have anything more than a knife or firearm (such as the infamous Tommy gun). Dynamite is one of the most powerful weapons an evildoer can obtain through "normal" means; any weapon more powerful than that is typically in the hands of the military—or a mad scientist.

THE GOLDEN LIFE

In the course of any research you may conduct to help flesh out your adventures, feel free to take some liberties with "real" history in favor of things that give your game a more "Golden Age of the DC Universe" feel. For example, nobody during war-era Metropolis will be paying much attention to the New York Yankees or the Brooklyn Dodgers; rather, they should be watching a heated rivalry between the Metropolis Meteors and the Gotham Knights for the pennant.

Most super heroes are encouraged to stay within their nation's borders and help ensure domestic tranquility and provide for the common defense. But if your group is one of the few that actively participates in the war effort on foreign soil, feel free to "adjust" some of the key participants or outcomes of battles and campaigns to accommodate the players' involvement. While one would probably not want to alter (at least, not directly) the cracking of Enigma (the code, not the villain) or the taking of Iwo Jima, there are several relatively obscure battles and events in which the characters can play a pivotal role.

Secret missions are often the best. They appeal a great deal to players and are just as fun for the Narrator. The JSA's thwarting of Hitler's 1940 plans to invade England and assassinate President Roosevelt are the stuff of

legend...or they would be, if anybody else knew of the JSA's efforts. Missions that maintain history are also a great source of adventuring.

The timeline herein gives you a fairly good idea of what is happening in the world. Many of the events naturally relate to the war, but also detailed are a few advances in medicine, technology, and the introduction of some super heroes. As this timeline only offers a few major events of the time and key points in the war, keep in mind that there are a number of great adventure hooks you can use that aren't listed here.

See the timeline in the *Narrator's Book* for more information on when other heroes debuted during this era.

Espionage is also a particularly appealing venture, as the greatest spy stories are usually those never told. (Conversely, spy-smashing is a popular super-hero duty of the time).



HISTORY OF THE GOLDEN AGE

1938

- ★ Golden Age begins with the debut of newspaper publisher Lee Travis as the Crimson Avenger.
- ★ Jay Garrick inhales hard water particles. As a result, he develops the hyperspeed powers that make him the first Flash.
- ★ Nylon developed.
- ★ Publisher Lee Travis begins his career as the Crimson Avenger.



1939

- ★ Alan Scott discovers a mysterious meteor, the materials from which he constructs the ring and lantern that become the hallmark of Green Lantern.
- ★ Wesley Dodds assumes the guise of the Sandman.
- ★ Henry Heywood III assumes the guise of Steel, the metal-skeletoned ultra patriot.
- ★ Nylon stockings made available to public.
- ★ *The Wizard of Oz* and *Gone with the Wind* release in theaters.
- ★ *March 15*: German troops move into Czechoslovakia.
- ★ *March 28*: General Franco occupies Madrid, Spain, and takes power.
- ★ *April 7*: Italy invades Albania.

- ★ *May 22*: Germany and Italy sign the Pact of Steel.
- ★ *August 23*: Hitler and Stalin sign a nonaggression pact.
- ★ *September 1*: Operation Weiss (Germany invades Poland) occurs.
- ★ Janos Prohaska adopts the guise of Blackhawk to defend his native Poland.
- ★ *September 3*: Britain, France, Australia, and New Zealand declare war on Germany.
- ★ Canada declares war on Germany; Battle of the Atlantic begins.
- ★ *November 8*: Failed assassination attempt against Hitler happens.
- ★ *November 30*: Soviets attack Finland.
- ★ *December 14*: Soviet Union expelled from the League of Nations.

1940

- ★ Penicillin is developed as an antibiotic.
- ★ *April 9*: Germany invades Denmark and Norway.
- ★ *May 10*: Germany invades France, Belgium, Luxembourg, and the Netherlands.
- ★ *June 4*: German troops enter Paris.
- ★ *June 9*: Norway surrenders to Germany.
- ★ *June 10*: Italy declares war on Britain and France.

Hooks for the Golden Age

Here are several hooks that can serve as examples or leads for you to develop.

- ★ *February 23, 1942: A Japanese submarine shells the California coast. Why did they only shell the one time?*
- ★ *May 1942: A German U-boat sinks an American ship in the Mississippi Delta. What happened to the U-Boat and its crew?*
- ★ *June 14, 1942: Two German U-Boats land teams of saboteurs on Long Island, New York and near Jacksonville, Florida. The saboteurs are eventually captured ... but how?*
- ★ *August 28, 1942: A Japanese seaplane launched from submarine I-25 drops firebombs on forests in Oregon.*
- ★ *September 9, 1942: A second Japanese firebombing of Oregon forests occurred. Why did the attacks stop?*
- ★ *July 28, 1943: The Japanese secretly evacuate their garrison of nearly 6,000 soldiers in the Aleutian Islands of Alaska. Why?*
- ★ *November 1, 1944: The first of 9,000 balloon bombs launched at the United States from Tokyo reach the U.S. mainland. One kills six people near Lakeview, Oregon. What happened to the rest of the balloons?*
- ★ *Several enemies of the Allies were never found after the war. Many are rumored to have fled to South America ... but only a super hero would have any chance of finding them.*

Get the idea? There are many fascinating aspects of this era's history that you can incorporate into your campaign. Pick a region in which you'd like to adventure, or a conflict in which you'd like play a part, and do a little research.

- ★ *July 10: Battle of Britain begins.*
- ★ *September 3: Hitler plans Operation Sea Lion (the invasion of Britain).*
- ★ *A group of "mystery men" join forces to stop Hitler's plans to invade England and assassinate U.S. President Franklin Roosevelt. The group would later come to be known as the Justice Society of America.*
- ★ *September 13: Italy invades Egypt.*
- ★ *September 27: Germany, Italy, and Japan sign a 10-year mutual cooperation agreement. The Axis is born.*
- ★ *October 7: German troops enter Romania.*
- ★ *October 28: Italy invades Greece.*
- ★ *November 22: Greeks defeat the Italian Ninth Army.*
- ★ *December 29 and 30: Worst German air raids yet on London.*

1941

- ★ *Citizen Kane and The Maltese Falcon release in theaters.*
- ★ *The hero groups Seven Soldiers of Victory and Freedom Fighters form.*
- ★ *Robert Crane implants his brain into a robotic body and assumes the guise of Robotman.*
- ★ *Johnny Chambers develops a formula to give him hyperspeed and assumes the guise of Johnny Quick.*





- ★ *December 9:* China declares war on the Axis nations; Japan invades Luzon, Philippines.
- ★ *December 11:* Germany, Hungary, and Italy declare war on the U.S.
- ★ President Roosevelt requests that all heroes join the All-Star Squadron for the duration of the war. Younger members join the Young All-Stars.
- ★ *December 19:* Japan invades Hong Kong.

1942

- ★ Sugar, coffee, and gasoline rationing begins.
- ★ *Casablanca* releases in theaters.
- ★ Jacques Cousteau invents the Aqua-Lung, allowing extended diving maneuvers.
- ★ *February 14:* Japan bombs northern Australia.
- ★ *April 18:* Doolittle's raids of Japan begin.
- ★ *May 4-8:* Battle of Coral Sea; the end of the battle marks the extent of Japanese expansion.
- ★ *June 4-7:* Battle of Midway occurs and becomes a huge victory for Allied forces.
- ★ *June 5:* U.S. declares war on Romania, Hungary, and Bulgaria.
- ★ *June 7:* Japanese advance on Aleutian Island (Alaska).
- ★ *July 13:* American Office of Strategic Services is established.

- ★ *March 1:* Germany invades Bulgaria.
- ★ *April 6:* Germany invades Greece and Yugoslavia.
- ★ *April 17:* Yugoslavia surrenders to Germany.
- ★ *April 27:* Greece surrenders to Germany.
- ★ *June 22:* Germany and Italy declare war on the Soviet Union (Operation Barbarossa begins).
- ★ *June 26:* Finland enters World War II against the Soviet Union.
- ★ *June 27:* Hungary declares war against the Soviet Union.
- ★ *October 2:* Operation Typhoon (German advance on Moscow) occurs.
- ★ *December 7:* Japanese forces attack Pearl Harbor.
- ★ *December 8:* The United States and Britain declare war on Japan.

- ★ *August 22:* Brazil enters war on side of Allies.
- ★ *August 27:* Cuba enters war on side of the Allies.
- ★ *September 7:* U.S. Marines launch surprise raid on Japanese base at Guadalcanal.
- ★ *September 13:* Battle of Stalingrad begins.
- ★ *December 2:* Enrico Fermi creates a controllable nuclear reaction in Chicago.
- ★ The Manhattan Project forms under Robert Oppenheimer.
- ★ *December 9:* U.S. reinforcements arrive at Guadalcanal.
- ★ *December 12:* Japan bombs Calcutta, India.

1943

- ★ FDR freezes salaries, wages, and prices in an effort to limit wartime inflation.

- ★ *January 18:* Sliced bread is banned to spare metal parts used by bakeries.
- ★ *January 23:* British Eighth Army takes Tripoli.
- ★ *February 2:* Germans surrender at Stalingrad.
- ★ *February 2:* Three pairs of leather shoes become the annual limit for Americans.
- ★ *February 4:* Japanese evacuate Guadalcanal.
- ★ *March 29:* Meat, cheese, and butter rationing begins; Tuesday and Friday are meat-less days in the U.S.
- ★ *May 13:* German and Italian troops surrender in North Africa.
- ★ *July 25:* Mussolini dismissed as premier of Italy.
- ★ *July 26:* Mussolini's government collapses; he flees to Germany.
- ★ *September 3:* Armistice signed with Italian government.
- ★ *September 8:* Unconditional surrender of Italy.
- ★ *September 15:* Mussolini set up rival Fascist government of "Nettuno Italy" in German-held northern Italy.
- ★ *November 13:* Now part of the Allies, Italy declares war on Germany.
- ★ *November 27–December 1:* The Big 3 (Roosevelt, Churchill, and Stalin) meet in Tehran.
- ★ *December 5:* Japan raids Calcutta.

1944

- ★ *January 24:* Allied troops occupy Nettuno, Italy.
- ★ *March 19:* Germany occupies Hungary.
- ★ *May 3:* Rationing ends in the U.S.
- ★ *June 6:* D-Day—Allied forces land at Normandy.
- ★ *July 20:* Another failed assassination attempt against Hitler.
- ★ *August 19:* The French Resistance reclaims part of Paris.
- ★ *August 22:* Hitler orders Paris destroyed.
- ★ *August 25:* Allies liberate Paris.
- ★ *September 4:* Finland and Soviet Union agree to cease-fire.
- ★ *October 23:* Soviet Union invades Hungary.
- ★ *December 16–27:* Battle of the Bulge.

1945

- ★ *January 9:* MacArthur and Allied forces invade Japanese-held Luzon, Philippines.
- ★ *January 17:* Warsaw liberated by Soviet Union.
- ★ *February 4–11:* Yalta Conference.
- ★ *February 4:* U.S. troops storm Manila, Philippines.
- ★ *February 19–28:* U.S. Marines take Iwo Jima.
- ★ *March 4:* Finland declares war on Germany.
- ★ *April 4:* Hungary liberated from Germany.
- ★ *April 12:* FDR dies; Truman becomes President.
- ★ *April 28:* Mussolini captured and hung by Italians.
- ★ *April 30:* Hitler commits suicide ... or does he?
- ★ *May 2:* German troops in Italy surrender.
- ★ *May 2:* Soviet troops take Berlin.
- ★ *May 7:* Unconditional surrender of all German forces.
- ★ *May 8:* Allied victory declared in Europe, V-E Day.





- ★ July 17–August 2: Potsdam Conference.
- ★ August 6: Atomic Bomb Little Boy is dropped on Hiroshima.
- ★ August 8: Soviets declare war on Japan and invade Japanese-held Manchuria.
- ★ August 9: Atomic Bomb Fat Man is dropped on Nagasaki.
- ★ August 14: Emperor Hirohito of Japan announces unconditional surrender.
- ★ September 2: Japanese sign the surrender document, V-J Day.
- ★ October 24: United Nations created.

Evil Beware!

As you embark on your epic Golden Age adventuring, remember that the bottom line is to have a great gaming experience. The information in this sourcebook, the *DC Universe* rulebook, and the *Narrator's Book*—coupled with your imagination—are more than enough to build a great campaign.

Now get out there: fight crime, crush evil, and live the *Golden Age* adventure!

Times of War

When heroes are faced with an opponent vile and cruel beyond compare, the nature of Hero and Villain Points changes slightly. If, to save someone else, a character commits a crime (the most common one being stealing) or kills his opponent, the character gains neither a Hero Point nor a Villain Point. The heroic deed offsets the villainous act.

Nonetheless, some heroes may find the act of killing or committing other crimes so offensive that they receive a Villain Point anyway. For example, when Starman I thought he killed the Rag Doll, the act haunted him for decades. For this reason, he received a Villain Point—essentially, because he never forgave himself for what he did.

For additional ideas on how to handle Hero and Villain Points, see pages 187–190 of the rulebook and page 12 of the *Magic Handbook*.



CHAPTER 16

The Arsenal of Spring

This adventure is intended for a group of four to seven creation Power Level 2 to 3 heroes. If you have a group of creation Power Level 4 or 5 heroes, it's best to allow fewer player characters or have the villains work as a group, in order to keep them from too easily overpowering the story.

Players may spend up to 10 Character Points per action.

CHARACTER CHOICES

This adventure can be played either of two ways: Your group can create their own new characters, who will be members of the All-Star Squadron, or they can play actual established Golden Age heroes. Both options have their advantages. If you create your own characters, you get more control over them, their histories, and their abilities. You can flesh them out more fully. When you play established characters, you are playing ones who already have reputations based on comics they've appeared in. Just make sure that the combination of characters isn't too powerful—good games are about a fine balance, not an overwhelming advantage to either side.

BACKGROUND

Hitler was a renowned follower of the occult. He continually searched for mystic weapons and other times to aid his plan. In 1941, Hitler acquired a powerful artifact known as the Spear of Destiny. With the spear, a protective barrier was cast over the entire European theatre, preventing most Allied heroes from interfering. The spell made any magically powered or magically susceptible hero evil, turning them into a liability to their comrades.

Meanwhile, every American super hero (and many from Britain) joined the All-Star Squadron, dedicated themselves to fighting the Axis powers wherever they could. The All-Star Squadron was formed by and worked directly for President Franklin D. Roosevelt. The JSA members were a major element of the group.

THE SHOT RINGS OUT

The adventure begins with the heroes already together, gathered to discuss their next move against the Axis powers. If the heroes are all All-Star Squadron members, begin at the Perisphere (see Chapter 8 for details). Otherwise, have them determine a regular meeting place and start there. Read the following out loud:

A Synopsis of *Sir Gawain & the Green Knight*

Sir Gawain and the Green Knight is a famous Middle English poem. The manuscript dates back to the end of the fourteenth century, but the story itself is probably a good deal older. It's a tale of a chivalric romance set in the sixth century and involves the encounter between Sir Gawain of the Round Table and Sir Bernlak DeHautdesert, also known as the Green Knight or the Knight of the Green Chapel. The Green Knight appears at Camelot on Christmas Eve and challenges any knight there to trade blows with his. Using the Green Knight's own axe, the knight may strike his blow now and the Green Knight will return a blow in one year on New Year's day. Sir Gawain accepts the challenge and strikes the Green Knight's head from his shoulders, but the mystic warrior simply picks up his head again, mounts his horse, and rides off, telling Sir Gawain to meet him at the Green Chapel at the beginning of the new year.

Sir Gawain has many adventures during his journey to the Green Chapel. Finally on Christmas Eve, he comes across the castle of Sir Bernlak DeHautdesert and is invited in. Sir Gawain is well treated, and Sir Bernlak assures him that the Green Chapel is less than a day's ride away. He entreats Gawain to stay until then. Gawain agrees. Sir Bernlak then proposes a game of sorts. He plans to hunt every day, and he offers to present Gawain with his spoils each evening if Gawain in return gives him

any gifts the young knight has received during the day. The two men agree.

For the next three days, Sir Bernlak goes hunting. While he's away, his wife attempts to seduce Sir Gawain. The first two days Gawain resists her and has nothing to give Sir Bernlak. On the third day, however, Lady DeHautdesert gives him an embroidered silk girdle (a belt), which she claims will protect him from all harm. She also kisses him three times. That night, Gawain gives Sir Bernlak the three kisses, but he does not mention the belt.

The next morning, Sir Gawain rides to the Green Chapel and finds the Green Knight there, none the worse for wear and sharpening his axe. Gawain kneels, and at the Green Knight's first swing, he leaps out of the way. The Green Knight swings a second time, but he cannot touch Gawain. He swings a third time and cuts the back of Gawain's neck, but not severely. The Green Knight then reveals himself to be Sir Bernlak and explains the blows—the initial two were harmless because Gawain kept their agreement and stayed chaste on the first two days. Although the girdle protects him from more harm, the third blow drew blood because Gawain violated the covenant by keeping the girdle a secret. Still, he did so only to save his own life while facing against the Green Knight, and so the Green Knight forgives him. Sir Bernlak then reveals that he and Morgaine Le Fey created the situation to test the strength and valor of Arthur's knights. Gawain returns to Camelot and is congratulated by his fellow knights, but he wears the girdle ever after to remind himself of his own failure to keep his part of a bargain and to stay chaste.

As you consider your options for your next move against the Axis forces, the door bursts open and a strange man stumbles in, Gernsback stomping after him. The man looks tall and lanky, with weathered skin and thinning white hair, and his clothes are dusty and worn. His hands are clutching his side, and you see blood seeping through them. The man's been wounded! Even as you watch, he takes another step and then falls to his knees, dropping a worn, bulging knapsack, obviously at the last of his strength. What do you do?

Gernsback gently places the man on a table and leaves, returning to his post outside. Characters with *medicine*, upon examining the man, will notice that the wound—clearly a gunshot wound—is serious and potentially fatal. Anyone who tries to treat him needs a Very Difficult *medicine* roll to succeed. If the hero makes the roll, the stranger is in serious but stable condition. If she fails, or no one attempts it, the man dies from blood loss 15 minutes later.

If the stranger is treated, heroes with skills like *criminology*, *streetwise*, or *scholar (guns)* might wish to examine the bullet that was removed. On a Very Heroic or higher result, the heroes realize the bullet was from an English Walther pistol.

Assuming the heroes stabilized the stranger, they can question him. He is weak and falters as he speaks, but readily answers questions. The man introduces himself as Arthur Form, an archaeologist. Characters with *science* can make a Difficult roll and those with *scholar* can make a Very Difficult roll. Those who succeed have heard of Form and possibly even read his articles or books on early medieval culture.

Should the heroes be unable to stabilize the stranger, he falls into a coma.

Form came looking for the All-Star Squadron because of a recent finding that he believes could be important to the war effort. Form's specialty is Arthurian ruins. He has been conducting a dig in the Scottish Highlands, not far from DeHautdesert castle. Recently, he and his team uncovered the remains of a small chapel half set into the hillside. Upon seeing it, Form recognized the place at once—it was the legendary Green Chapel, the headquarters and house of worship of the fabled Green Knight.

Characters may roll their *scholar* or *arcane lore* skills for familiarity with the story of Sir Gawain and the Green Knight. Use the "Knowledge-Based Skill Difficulties" on page 210 of the rulebook to decide on how much each character remembers of the story.

If none of the characters recognize the name, Form tells them the story of Gawain and the Green Knight. Form also mentions that he had heard rumors of the Green Knight's artifacts—his axe, armor, and girdle—and their potency, but he'd never put much stock in the occult. He relates that the armor is said to protect its wearer from all physical attacks and to increase his strength. The axe grants its wielder supremacy in battle. The girdle protects against mystical attacks and the ravages of age and disease.



Form doesn't know where the pieces are, but according to rumors, the Green Knight was invincible when wearing all three together. If these three fall into the wrong hands, they could cause tremendous harm.

The archaeologist believes that at least one of the items, probably the armor or the axe, is hidden in the chapel remains. He has his team hunting for them even now. If the tales of the equipment's power is true, then these would be a great boon to the war effort. He flew back to America immediately and sought out the heroes to tell them. On the way here, however, he was shot.

However the heroes learn about the legend, you may wish to photocopy the synopsis from earlier in this adventure and give it to the players so that they may refer to it whenever they wish.

UNEXPECTED VISITORS

In the midst of his explanation, the headquarters itself is invaded. Read the following:

A great rending sound rings out, you turn toward it. You see the door splinter inward, propelled by an unholy force. Filtering in through the gap is what at first appears to be only mist, but as it grows closer, you begin to make out details. First the hands become clear, great gaunt clawed things, clutching and grasping. They seem to rip at the air itself, which shrieks in pain. Then you see the eyes. They glow red like blood, filled with intelligence and hate, and their gaze drives ice through you, freezing you with fear. These are surely evil spirits of some sort, invading your headquarters on some foul errand. Moreover, they are heading straight for Form!

Evil spirits. Reflexes 3D, brawling 6D, dodge 5D, melee weapons 4D, piloting (self) 4D, sneak 5D, Coordination 3D, marksmanship 4D, Physique 0D, flying 4D, lifting 4D (8D with Telekinesis), Knowledge 1D, languages 4D, Perception 2D, hide 6D, search 4D, streetwise 4D, surveillance 6D, tracking 7D, Presence 3D, intimidation 6D, persuasion 4D, willpower 5D (Astral Form +2D). **Advantages/Disadvantages:** Courage -2D, Intimidating Grin -2D; Fanatic (torture) +3D, Employed (by Jensen, who drew them back) +4D, Physically Limited (noncorporeal) +5D. **Speed:** 30. **PDV:** 3. **Unarmed BDV:** 3D (astral beings & when using Telekinesis against physical targets). **P/I bonus:** +2 (astral beings) (+4 using Telekinesis against astral or physical targets). **Hero Points:** 0. **Villain Points:** 1. **Character Points:** 10. **Body Points:** 25 (against energy, mental, or similar damage only). **Powers:** Vampirism: Life force (Limitation: Limited Range: Touch -3D), Astral Form 6D (Limitation: Duration Change: Permanent -2D), ESP 3D, Telekinesis 4D (Limitation: Limited Range: Touch -3D).

The evil spirits are the souls of dead Nazi soldiers, further enhanced by their summoner, an American Nazi named Wilhelm Jensen. They have willingly bound themselves to him and his cause. The spirits are not as intelligent as they once were, but they are still smart enough to understand and obey commands, and they hate living creatures. They delight in hurting and tormenting people and revel in their new powers.

The heroes should, of course, move to protect Form. If they do not, the spirits attack him and anyone who gets in their way. The spirits are not strong, but they can move quickly and are immaterial (which means that only energy or mental attacks do them any harm). The spirits attack with their claws, which do more than mere physical damage—they can actually drain life force with each blow.

There is one spirit for each hero plus one extra. If more than half are defeated the remaining ones flee. Likewise, if they manage to kill Form, the remaining spirits depart. When defeated, these spirits dissipate, leaving only wisps and the faint smell of sulfur.

If the heroes haven't already realized the importance of this mission, Form, if he survives the attack, should point out that the arrival of the spirits suggests one of Hitler's minions or allies already knows about the Green Knight's equipment and its significance. There isn't any time to waste!

Form himself is too injured to travel further, but he will give the heroes instructions on how to reach the DeHautdesert castle and chapel. If the spirits killed him, the heroes do not know the exact location of the chapel—a major handicap.

A Dead Clue

If Form was killed in the first or the second scene, the heroes have to figure out how to get where they need to go—or worse, what the mystery is—on their own. There are some options available.

★ Checking the body reveals a passport. The name listed in there is Arthur Form. The document has a British stamp on it, which may have already been established. Also in his pocket is a receipt for a taxi to an airport in Glasgow, Scotland. The taxi company keeps records of its trips, so if called, they can tell them where Form was picked up. (That, of course, assumes that the heroes can convince the company that their actions are altruistic while not revealing their true purpose, in case the taxi company has Axis spies. The company clerk has a *willpower* of 3D.) The location is a pub in the small town of Perth, near the border between Scotland and England.

★ Form had an old leather backpack with him. Inside are several spare clothes, sunglasses, a paperback novel, a half-eaten sandwich, and his journal. The journal mentions the story of Gawain and the Green Knight and details Form's attempts to locate the Green Knight's equipment. It does not record the precise location of the chapel, but it does mention the town of Perth and that the chapel is only a few days walk north and northwest of it.

★ Any character who sufficiently remembers the story of Gawain and the Green Knight (anyone who got at least a Heroic on their *scholar* or *arcane lore* roll) will remember that DeHautdesert Castle was less than a day's ride from the chapel. Searching a British phonebook or calling some place for information reveals that the castle still exists. In fact, it is now a small hotel, catering to tourists. The location, which is just outside of Perth, is common knowledge.

The Villain: William Jonathon Jensen

The man who's after the Green Knight's artifacts is a Nazi fanatic, William (Wilhelm) Jensen. Like his brother, Richard, Jensen is a member of the Black Occult Fraternity, a group of men and women who serve the Fatherland through the Runic Mysteries. Most of the fraternity later died in 1945 summoning the supernatural being known as the Stalker.

William Jensen, born Wilhelm Johann, was raised in America by German parents. He and his brother, Richard, were both taught to be proud of their heritage. Their father, a failed merchant, avoided responsibility for his own shortcomings, so when Hitler first appeared he enthusiastically agreed that his predicament was all the Jews' fault. Wilhelm and Richard learned this lesson well, and both became avid Nazi supporters. Initially they considered traveling to Germany to join the army, but decided they would be more useful providing information from the American side. Wilhelm and Richard both had an interest in the occult, and they researched ways to assist the Führer in his plans, gathering like-minded associates and forming the Black Occult Fraternity.

Simply acquiring the artifacts is not enough, of course. Traditionally, the Green Knight, Champion of Nature, was anointed and blessed at his knighting, pledged to the powers of nature and life, and bonded with the artifacts that focused his power. Jensen cannot hope to become the Green Knight as he lacks the proper training or heritage. Still, certain arcane rituals can unlock the powers within the artifacts, removing such strictures so that the caster can use the devices safely and effectively. Jensen has located several ancient texts that speak of such rites, and he is busy studying them and learning the proper invocations. This is why he has tasked Axis Amerika with retrieving each of the artifacts.

STRATEGY & TACTICS: Jensen is an obsessive man. He is convinced that his family was robbed of its rightful wealth and prestige and is determined to win back that glory. He believes the occult is the key, using magic to aid the Führer and thus bring himself and his family honor and recognition.

Jensen is also vain. Tall and well built, he has classic Nordic features with uncharacteristic green eyes. He has used

his looks to his advantage in business dealings, amassing a reasonable fortune through charm, intimidation, and the black arts. Jensen is not a coward, although he is not a particularly strong fighter. His best resources are his mind and his magic, and he will draw upon those first in any conflict.

Unfortunately, Jensen is not alone in his endeavors. He has been given command of a group of extraordinary Axis supporters, the members of Axis Amerika: Die Grosshorn Eule, Gudra, Kamikaze, the Sea Wolf, Uebermensch, and Usil. These characters are detailed in Chapter 7.

Jensen

Reflexes 2D: *Brawling* 3D, *dodge* 5D, *driving* 3D

Coordination 3D: *Marksmanship* 5D

Physique 2D: *Resistance* 3D, *running* 4D, *swimming* 3D

Knowledge 4D: *Arcane lore (occult, spells)* 7D each, *languages* 5D (*German* +5D), *navigation* 4D, *research* 6D, *scholar* 5D

Perception 3D: *Search* 4D, *streetwise* 4D, *surveillance* 4D

Presence 3D: *Command* 4D, *interrogation* 5D, *intimidation* 5D, *persuasion* 4D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Courage -2D, Contact (Axis Amerika) -3D, Intimidating Grin -2D, Leadership Ability -2D, Wealth -2D; Argumentative +2D, Extremely Competitive +2D, Fanatic (the Fatherland) +3D, Fugitive +2D, Obsessive Tendencies +2D, Secret Identity (Nazi supporter) +3D

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 50

BODY POINTS: 29

POWERS: Sorcery 3D.

EQUIPMENT: Automatic pistol (BDV 4Dx3).

NOTE: If you don't have the *Magic Handbook*, consider Jensen to have 3D in Magic Manipulation.

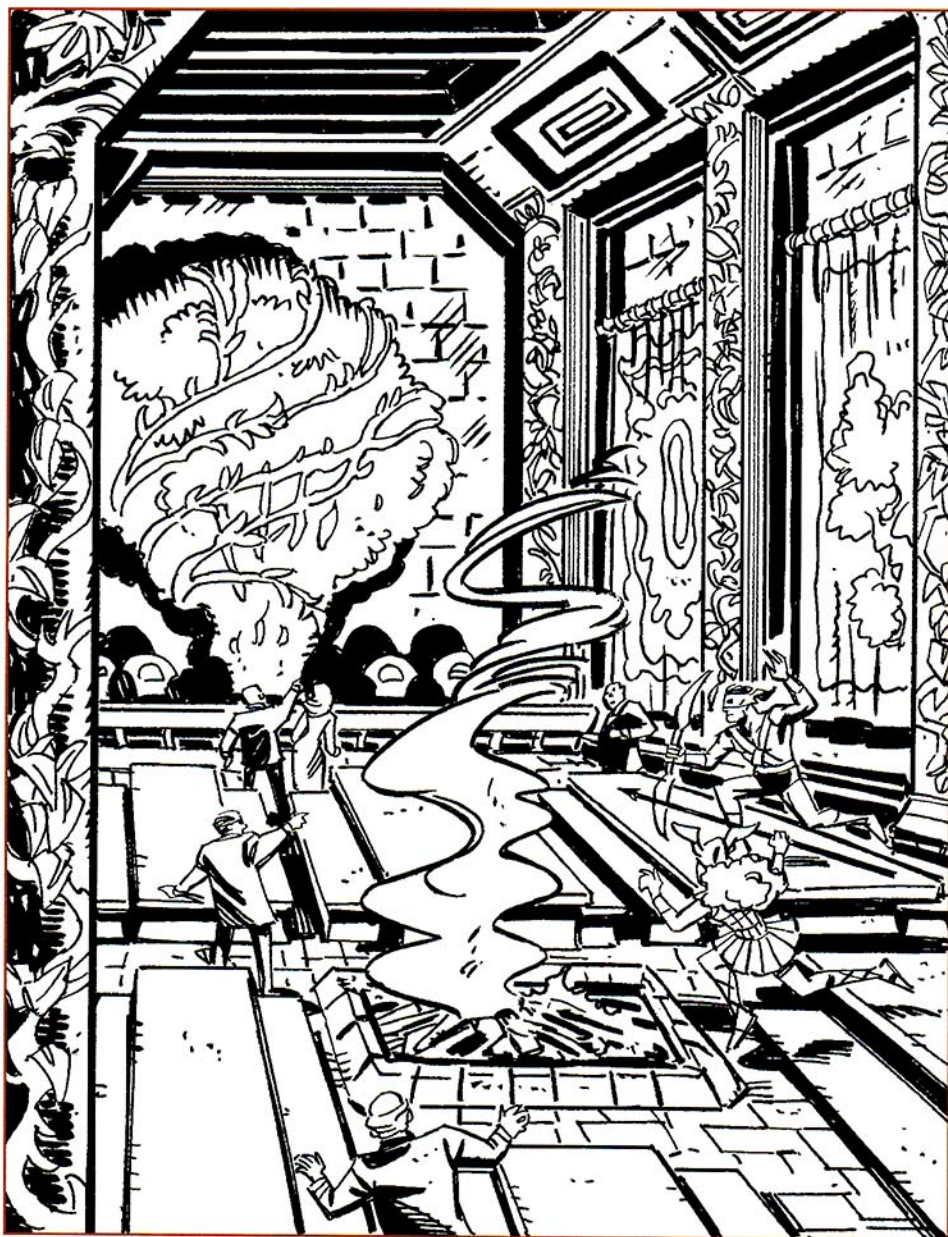
Plan of Attack

There are two different ways to handle this adventure. The first is the classic All-Star Squadron adventure format: The team splits into smaller groups, each group goes to one problem area, and then they all reunite for the final battle. Although this is effective in comic books, it does not work as well for roleplaying games, since it forces several players to sit and watch as their friends play out their own section. The trick is to make each situation entertaining, not only to the players actively involved but also to those waiting for their turns. One option is to let the "sidelined" players take over some of the Narrator's characters in each scene. If you trust them to honestly attack their own friends and to truly play "evil" villains, you can let them play the Axis Amerika characters. Otherwise, have them play smaller roles—innocent bystanders, local authorities, perhaps members of the Green Knights (see page 191). This way they're involved as

well. It also makes the Narrator's characters more real and allows you to focus on the story itself.

The types of heroes in your group—and in the subgroups, if you allow your players to split up—should affect how you decide Jensen approaches his quest for the artifacts. If only a couple of heroes will be going to each location—or if the group is weak in comparison to the combined might of Axis Amerika—then Jensen opts for speed and sends two Axis members to each location. However, if the heroes stay together and can easily defeat any two Axis members, Jensen sends the entire group together. Most importantly, there should be a reasonably well-matched contest in each location. If the villains offer too little resistance, there is no challenge, no thrill. If they are too strong, the heroes will be crushed utterly and the story will be over quickly.

If Jensen does not divide his forces, Axis Amerika heads for the castle first. Then they will go to the chapel. The girdle is their last target. (As you may recall, the girdle was given to Sir Gawain and so would not be where the other two are.)



LIVING BY THE BLADE

The first and most obvious stop is DeHautdesert Castle and the Green Chapel, since Form (assuming he survived the spirits' attack) can tell the heroes its exact location.

The characters need to pack well for the journey, which will include several days of camping, but they must do so quickly. If Form still lives, he can give them a few pointers on what to take, as can any heroes with *survival* or an appropriate *know-how* or *scholar* skill.

The heroes also need to charter transportation. The quickest way to get to Britain is to fly. Some heroes can do this on their own, while others will need an airplane. Characters with *Wealth* can buy tickets (or even a plane!), and those with a suitable *Contact*, *Patron*, or *Special Equipment* have other means of obtaining a ride. If the heroes choose any other means of getting to Britain, Axis

Amerika succeeds in getting each piece of the Green Knight's equipment, leaving a swath of destruction that's easy to follow. The adventure now becomes one of capturing a powerful Jensen. You will need to adjust each scene appropriately.

Once in Britain, the heroes can take a taxi (or other relevant means of travel) to Perth. Because of DeHautdesert Castle, which was converted into a small hotel and restaurant for those who wish to "live like the knights of old," Perth has a lively tourist trade, even in the middle of a war. DeHautdesert Castle is listed in local phonebooks, and anyone in the area can give directions to it.

DeHautdesert Castle is small but well built, with three stories, thick stone walls, wide parapets, and a drawbridge gate over a deep ditch. Getting to the castle is simple enough. The castle owners, the Green Knights, patrol the area, but they won't stop anyone who might be a paying guest. If the heroes are in full garb, however, the Green Knights intercept them, either on land or (if the heroes fly to the castle) when they land and demand to know their business there. The heroes may need to do some fast-talking to be allowed into the castle, but the Green Knights accept any reasonable explanation. (See the sidebar for the characteristics of a typical Green Knight.)

When the heroes enter the castle, read the following:

The outside of the three-story castle was imposing, with its rough stone walls and heavy drawbridge gate. It is the very picture of solid old strength, built to withstand any threat. Inside, the castle is just as breathtaking, but in a very different way. The walls are smoother, polished until the stone shines, and the ceilings vault high above, their arches looking almost delicate in the distance. Great carved columns run parallel to the outer walls, their surfaces decorated with cheerful patterns of ivy and flowers. Colorful tapestries and pennants hang on the walls, while the floor is covered with rich rugs. The entryway opens into the great hall itself, a vast room dominated by an enormous firepit at the center. Even in midday the firepit is alight, whole logs burning and casting shadows about the long benches and tables.

At the far end of the room is a raised dais, holding a single long table. This table has chairs rather than benches, arranged only on the far side so those seated face the rest of the hall. The center place is occupied by a massive wooden chair carved in the shape of a tree wrapped in ivy. The chair is magnificent, its branches and foliage rising high overhead. The artisanship makes it appear that the chair is an actual tree, one that has agreed to bend inward to accommodate its owner as a seat. Clearly this is the chair of the castle's lord.

There is an array of weapons behind a velvet green curtain along one wall of the great room (now the dining room). Among these are two axes. One is a massive green-handled weapon. The other is narrower and wrapped in what ap-

pears to be ivy. Neither of these is the true axe. The real axe is in view, but not in plain sight. It hangs along the upper right edge of Sir Bernlak's chair, where it appears to be just one of the tree's branches. Characters actively looking for the axe may make a *search* roll with a Super-Heroic difficulty. Those with a Magic Manipulation power (Wizardry or Sorcery) or Magically Empowered senses (including ESP) receive a +2 success bonus to their *search* rolls. A hero with *scholar* or *arcane lore* may guess that the axe was Bernlak's symbol of office, and he would not have parted with it. (The difficulty is Very Difficult. The Effect Value may be added to the character's *search* roll to locate the axe.) Those who are successful catch the glint of metal from the axe head at the upper portion of the chair.

The Green Knights

The heroes and Axis Amerika are not the only people involved in this series of confrontations—there is a third party. After the encounter with Sir Gawain, Sir Bernlak began aging normally (the girdle, which he let Gawain keep, had kept him young). Because the three badges of office were separated, Sir Bernlak did not anoint a successor. Although he was the last true Knight of the Green Chapel, he did train his sons in the arts of knighthood and in devotion to Nature. After his death (of old age), the sons carried on the traditions.

Sir Bernlak's descendants have kept that tradition alive. Every son is raised as a knight and taught the proper forms and obediences. Each swears to protect the land and to keep the Green Knight's belongings safe from harm, until they are needed again. (Many of them feel this will not be until the Once and Future King returns). His descendants call themselves the Green Knights. They serve as unofficial policemen and forest rangers, caring for both the people and the wildlife of their part of Great Britain.

The modern Green Knights have no real powers, but they are organized, dedicated, and well-trained, both in combat and in forestry. The Green Knights also have the home advantage anywhere in Britain. They know the lands well and use that knowledge to their benefit.

They believe strongly in honor. Anyone who has no honor or morals is considered an animal and is fair game. The Green Knights do their best to remain unseen while in their knightly capacity. To most of the people in their area, they are only legends, or at best a group of men too fascinated with the past.

Most of the Green Knights are realists. They don't believe in magic and assume the tales of the original Green Knight were exaggerated. What they do believe in is upholding the legend and the reputation, and defending their country from any attacks, from within or without.

One thing to keep in mind here is that the Green Knights have their own objectives, which may not coincide with the heroes'. An observant player might remember that Form was shot, not with a German gun, but with an English Walther. (One of the Green Knights shot him to keep their family secrets safe.)

Most Green Knights are between 5'7" and 6'3" and weigh between 140 and 230 pounds. They have blue, green, or gray eyes and black or brown hair.

Green Knights

Reflexes 4D: *Boating* 5D, *brawling* 5D, *climbing* 5D, *driving* 5D, *dodge* 6D, *melee weapons* 5D (*axe, dagger, sword* +1D each), *sneak* 5D

Coordination 4D: *Catch* 5D, *marksmanship* 5D (*crossbow* +1D), *missile weapons* 5D, *thrown weapons* 5D

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

Knowledge 2D: *Medicine (first aid)* 3D, *scholar (Scottish Highlands, forestry)* 7D each

Perception 3D: *Hide* 4D, *know-how (chivalry)* 6D, *search* 4D, *shadowing* 4D, *surveillance* 4D, *tracking* 5D

Presence 2D: *Intimidation* 3D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Allies (the Green Knights) -6D; Fanatic (following the code of the Green Knight) +3D, Obsessive Tendencies +2D, Secret Identity +3D

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 18

BODY POINTS: 32

EQUIPMENT: The Green Knights have casual clothes and "work clothes." When in casual wear, the only distinguishing mark is the tattoo each bears on his inside right wrist, in the shape of a green ivy leaf. Work clothes consist of a light chainmail tunic (AV 14) and leggings, covered with a layer of dark green oiled leather, plus matching boots, gloves, and hooded cloak. Most Green Knights carry either a bow or a crossbow, and each one carries a sword (BDV or an axe [BDV 3D (edge)/2D (handle or flat of head)], as well as dagger (BDV 2D). Most of them do not carry guns, although they all have training in firearms.

Food Fight!

The real problem in the castle is that there are non-combatants present. DeHautdesert Castle does a booming business as a theme bed-and-breakfast. There are over 80 men, women, and children visiting at this time, not including the staff. The vacationers are mostly British, although a small handful of wealthy Americans are present. There is a continuous buffet served in the great hall, so there is no way to avoid the guests.

Axis Amerika comes charging into the castle and into the great room. If they are divided into groups, Gudra and Usil are the ones dispatched to the castle. The Green Knights, of course, intercept them upon entering, but the Nazi villains quickly overwhelm the Knights. The Axis members are unconcerned about bystanders. They happily use them as hostages or targets, whichever is more effective. For the heroes, of course, it is a question of fighting tactics versus honor and ethics—will they allow innocents to be endangered, or will they protect them above all else, including risking the mission? This is a perfect opportunity to remind noble heroes of their own principles and responsibilities.

The Green Knights welcome any aid at this point. Of equal importance are how the hero handles himself and what sort of public image he presents. Dark and spooky characters will not befriend the Green Knights (which will be important later, but you don't have to tell the players that). Brightly dressed and friendly heroes, however, might. Any hero with a British background and accent has an automatic advantage, as does any hero whose powers are plant or nature based.

If the heroes help out, the Green Knights turn their attention to protecting the guests and evacuating them, as they are seriously outmatched in the battle. They count on the clever hiding of the axe to protect the item.

There are all sorts of tools to be used in a fight here. There are lots of food and pewterware on the tables to fling (BDV 1D for the dinnerware), tapestries on the walls to be wrapped around opponents, chandeliers to leap from or drop onto foes (BDV 5D if dropped), tables and benches to be tossed (and broken; BDV 3D each), and of course the vast and roaring fireplace. The weapons along the walls are all real, and all in good repair, so any character with *melee weapons* can avail himself of quite an arsenal. The only thing that is immovable is the "tree-chair" at the head table. Even characters with exceptional strength will find themselves unable to budge it.

It's possible that the Knights may choose to aid the heroes, if they decide

the heroes are noble and fighting with good intentions. However, if they feel the heroes are untrustworthy, they either stay out of the combat or attack both the heroes and Axis members at once.

If only two members of Axis Amerika are here and the heroes reduce the villains' Body Points to one-quarter of their starting totals, they flee (assuming they weren't knocked out). If the entire group is here and the heroes reduce their Body Points to one-half of their starting totals, they run away and head for the chapel to find out what's there.

If the heroes won the battle, the Green Knights demand that they leave the axe here, where it belongs. It may be possible to convince them that the axe is necessary to defeat Jensen and to protect the rest of the artifacts—that is the only reasoning the Green Knights consider valid. They are well aware of the war, of course, and would resist an Axis invasion, but their first duty is to both their families and their land. They plan to deal with the Axis threat only when it arrives in their area.

If the heroes lose, Axis Amerika finds the axe and takes it with them. Either both villains return to Jensen with the axe, or, if the whole group was at the castle, Gudra is sent back with the axe. The rest of the villains continue on to the chapel.

As Axis Amerika leaves, the Green Knights appear to help clean up and bandage the wounded. They accuse the heroes of leading the villains here and charge them with retrieving the axe. However, as the Green Knights realize that they're badly out of their depth here, the Green Knights are more inclined toward at least an uneasy alliance with the heroes.

THE AXE

The Green Knight's axe is a massive weapon with a heavy, double-bladed axe head. The wood and leather of the handle and the metal of the blade itself are green. The handle appears to have ivy growing along it and wrapping around the head. The axe grants its wielder supremacy in battle. The weapon provides Superattributes: Reflexes and Coordination at 2D each and Speed Manipulation (superactions, supermobility) at 1D each. The axe itself does 5D (edge) or 4D (handle or flat of head), though it cannot damage the Green Knight's armor. All powers are Magically Empowered (+4D). Only characters with five or less Villain Points can use the axe. Anyone else can lift it but cannot swing it or otherwise wield it.



GOING TO THE CHAPEL

Since the axe was found in the castle and the girdle was given to Gawain long ago, the heroes can surmise that the chapel may hold the Green Knight's armor. If the heroes encountered the Green Knights and have become friendly with them, they can try to convince the knights that Axis Amerika will aim for the armor next, and that the heroes are the only ones who can stop them. If they are convincing, which is especially easy if they won the battle over the axe, the Green Knights tell them where to find the armor and even take them there. If the two groups were antagonistic, which is quite possible as they may have handled themselves poorly in the battle and lost the axe, the Green Knights demand that the heroes "go back where they came and leave the armor to those who can protect it—considering that's what we've been doing

for centuries now without any help." Then they threaten to call in the army and run them off the property.

If all of the Green Knights at the castle were killed or they are hostile toward the heroes and Form didn't give them directions, getting to the chapel becomes more difficult. There are more Green Knights, of course, but they won't look for their comrades for at least half a day because they don't expect to hear from them until then. Nor do they have any way to communicate with each other from a distance.

Unless Form gave the heroes directions or they befriended the Green Knights, the heroes spend some time wandering about searching for the exact location. It takes two days to find it—more if the heroes get lost. Describe to the players the thick forest and the lack of paths. As night falls, illustrate the oppressive darkness and strange noises.

A character could attempt an Extremely Difficult *tracking* roll to locate the trail of Axis Amerika or Form's team, which can greatly speed the process. When you feel they've searched enough, read aloud the following:

As you push past tree branches and clamber over roots, the sounds of the forest fall away, leaving behind only a deep silence and a sense of calm majesty. You move past an enormous tree, and there before you stands what can only be the chapel itself. It is small, compact, with only a single curving wall, built into the side of a hill to protect it from the elements. There is no roof, and it looks as if there never was. The trees provide shelter, their branches curving in overhead to shield the holy place from harm. A small creek winds noiselessly past the ruins. The wall has mostly crumbled away now, and the altar—an old tree root nearly five feet wide, sheared flat at a height of three feet—has begun to rot. The entire space is half-buried beneath dirt and leaves, but still there is a power about the place and a sense of wonder. The only thing out of place is the rope running around the edge, blocking the entrance.

Form and his excavation team placed the ropes there, to keep people away from the dig. The members of Axis Amerika (minus Gudra



if they stole the axe at the castle) have beaten the heroes to the chapel, but not by much. The heroes find the villains ransacking it, attacking Form's excavation team of six men and two women. (If his forces are divided, Jensen sent Kamikaze and the Sea Wolf on this mission. They had difficulty in the forest and only just arrived.)

Axis Amerika engages the heroes first before continuing their search for the armor.

Archaeologist. *Reflexes* 2D, *Coordination* 2D, *Physique* 2D, *Knowledge* 3D, *arcane lore* 4D, *research* 4D, *scholar* 4D, *science* 4D, *Perception* 2D, *search* 3D, *surveillance* 3D, *Presence* 2D, *persuasion* 3D. **Speed:** 30. **PDV:** 1. **Unarmed BDV:** 1D. **P/I bonus:** +1. **Hero Points:** 0. **Villain Points:** 0. **Character Points:** 2. **Body Points:** 15. **Equipment:** Spade (BDV 1D), notebook, pencil, pocket knife (BDV 1D), cloth, small brush. **Note:** The archaeologists run away if they are injured even once.

If the Green Knights did not lead the heroes to the chapel, they follow them at a distance to find out what the heroes intend to do. They see the battle between the heroes and the Axis members, but they don't intervene unless they think the armor is in danger of being discovered or destroyed. After all, the knights are normal men without any powers. As the Narrator, you may choose to involve the Green Knights at any point. Their primary objective is to remove the armor from the battle, then get Form's team to safety.

The Green Knight's armor is actually within the altar. There is a space dug out in front of it, midway down, and a spell shields it from sight. Sir Bernlak would kneel and pray before the altar, then reach in to remove the armor. Characters with a Magic Manipulation power (Wizardry or Sorcery) or Magically Empowered senses (including ESP) who actively look for the armor may make a *search* roll with a Heroic difficulty. They don't actually spot the armor (unless they have a way of seeing through the illusion), but they can sense where the greatest concentration of magic is.

Should the entire tree trunk be destroyed, the spell breaks and the armor is revealed. It takes 40 points of damage to shatter the tree.

Note that, if the heroes lose this battle, Axis Amerika steals both the armor and the axe (if they don't have the axe already). If the entire villain team is here, then the Sea Wolf returns to Jensen with the equipment.

If the heroes reduce the villains' Body Points to one-quarter of their current totals, Axis Amerika flees, and the Green Knights thank the heroes. If the Green Knights weren't convinced of the danger before, they certainly are now, and they will allow the heroes to take the armor (and the axe, if the heroes have it) provided they return both artifacts afterwards.

This battle should be a major turning point for the heroes. If they lost before but won this time, they feel renewed and reinvigorated. If they won both times, they feel unstoppable. Likewise, if they lost both times, they should feel intense pressure and frustration.

THE ARMOR

The Green Knight's armor is a masterpiece of military equipment. It is massive, constructed of heavy metal plates fitted tightly together. Yet there is a grace about the armor, and each piece slides smoothly along its joints and hinges. It is emerald green in color, not so much dyed as somehow imbued with the green. An ivy pattern covers the armor, with each joint a perfect leaf. The helmet is designed to resemble the face of a bearded man, but the beard is ivy as well. The features seem formed from tree limbs and other plants. It is a fearsome artifact, and you can easily understand why King Arthur's knights hesitated before the Green Knight's challenge.

The Green Knight's armor grants its wearer great strength and invulnerability from physical harm. It confers Invulnerability 3D and Superattributes: Physique (lifting) at 2D. Both are Magically Empowered (+4D). It has 100 Body Points and a Natural Armor: Metal at 3D (which is also Magically Empowered +4D). The axe cannot dam-



age the armor. Only characters with five or less Villain Points can wear the armor. Anyone else who tries immediately receives a severe shock (10 points of mental, magical-based damage).

A BIT OUT OF PLACE

The third of the artifacts—the Green Knight's girdle—is not in Great Britain at all.

Again, the assistance of the Green Knights saves a great deal of time and effort. If the heroes have won the Green Knights' trust, they are told that the girdle is not at the castle or even nearby. Long ago, Gawain took it to Camelot. The girdle remained there with his family after he died. A contingent of Green Knights was stationed there to protect the girdle after Gawain's death. They have kept it safe all this time, mingled unobtrusively with other items from the area and period. They know its current whereabouts and tell the heroes that it's with an exhibit that is currently touring the United States. The exhibit showcases a collection of fabrics, tapestries, and clothing purported to have been discovered among the ruins of Camelot. The girdle is one of the prize pieces, and the Green Knights are actually overseeing it on the tour.

If the heroes are at odds with the Green Knights, they're on their own. Characters who know the story of *Gawain and the Green Knight* remember that the Green Knight did not have the girdle at the end of the tale. He had given it to Gawain. The most logical place to look, then, is Camelot itself. Of course, that fabled city no longer exists, but anyone with *scholar* or *arcane lore* has heard of Camden, the small village that claims to be near the ruins of Camelot. Most scholars believe this to be accurate, although no one has found conclusive proof. A taxi cab from Perth can take them to Camden.

Camden is a small village, still fairly rustic. The villagers tend to mind their own business, but they are proud of the Camelot's proximity and happily brag about it to any visitors. The town has only a few dozen houses, a single pub (which doubles as the hotel), a church, a general store/post office, and a several farms on the outskirts. Characters with mystic senses do not detect any magic here—if the girdle was there, it is not any longer.

The most useful action to take is chatting with the villagers, preferably not while in costume. Costumes cause the villagers to alternate between staring in awe and tossing out playful insults. Any casually dressed person can talk with the townspeople, especially in the pub—and especially if they buy in pints. The difficulty to get any information out of folks is 4. Characters who buy a round of drinks receive +2 to their *interrogation* rolls, while costumed heroes get a -1.

When questioned, the villagers might say:

★ "Have you seen Camelot, then? It's right here, don't ye know—just over that hill!"

★ "At night, if there's fog, you can hear the king's knights riding through the trees, calling for him."

★ "So, are ye a digger, then? We've seen lots of them, we have. They come to search the castle for trinkets and what-not. Most don't find nothing, but there was one bunch...whew! Beautiful."

★ "Most of the things are a dead loss now, of course—all those years in the dirt. But some of them survive. Cloth

does well, somehow—a bit faded, but some of the tapestries I've seen them dig up, oh my!"

★ "Yes, there's even an exhibit from here, y'know. Things found out in the castle ruins, touring the States. That's where you're from, am I right? I knew I was!"

The heroes eventually piece together the information about the Camelot exhibit of which the Green Knights could have told them.

Likewise, any heroes with an interest in museums and the arts may have already heard of this exhibit, as would anyone with the *Wealth Advantage*. On a *Moderate scholar*, *Knowledge*, or *know-how (high society)* roll, the character remembers the details. The exhibit is a major event, and its first night in any new city has an invitation-only, black-tie dinner.

Once the characters are back in the United States (presumably by the same way they came), they can readily locate the current stopping point for the Camelot exhibit.

The exhibit is currently in Central City, at the Nichols-Atwater Museum. The museum was once a mansion belonging to the Nichols family (peers of the Waynes), and it is a magnificent building, all marble and columns. The exhibit has pride of place in the front room on the first floor. There are several belts in the exhibit, but only one of them is green—a miraculously preserved silk girdle, embroidered with a pattern of ivy leaves and vines.

Unfortunately, this is the opening night of the exhibit here, and there is a fancy dinner taking place with the area's most important men and women in attendance.

CHANGING PLANS

Jensen's spirits have already located the girdle for him, so he sent Axis Amerika (minus Gudra and the Sea Wolf) after it. (If the villains were divided, he dispatched the last two members of Axis Amerika, Die Grosshorn Eule and Uberrnensch).

How Axis Amerika battles depends on whether the players obtained the Green Knight's armor or if Axis Amerika got it.

If the heroes retrieved the armor (whether or not the villains stole the axe), the villains are easily defeated. There is a reason for this. The girdle is the most mystical and spiritual of the Green Knight's artifacts, and it cannot be touched by evil. Jensen knows this. He has instructed his agents to let the heroes get the girdle. They should pretend to put up a fight but make sure the heroes take possession of the artifact. Jensen assumes the heroes will then immediately seek him out and attack him, bringing the girdle with them. If you suspect that your players and their characters might not fall for this bait (or they might have difficulty finding Jensen), be sure that Axis Amerika sticks around long enough to goad the heroes into locating Jensen immediately.

If Axis Amerika succeeded in stealing the armor, they fight full strength but they do not try to claim the girdle themselves. Instead, they stall the heroes, holding them

back until Jensen himself can arrive. Jensen has mastered the ritual that allows him to wear the armor and has now donned it (granting him its powers). He hopes the armor's own magicks will shield his nature and allow him to take the girdle without harm. Jensen cannot wear the girdle yet. That requires a more powerful spell, which he hasn't quite mastered. Nevertheless, he can grab the girdle and escape with it, and that is his current goal.

If Jensen does appear with the armor, make it clear to the characters that he has already tainted it somewhat. The armor is now a darker green, more sinister in appearance, and green flames lick about its edges. Each of the points and ivy tips of the armor are even darker than the rest, making it appear as if they have been dipped in blood. This is no longer a protector and defender, but a destroyer and conqueror. Yet it is a mere shadow of what Jensen will become if he gains all three artifacts.

THE BANQUET

Unless the heroes have somehow botched the other battles, they arrive in Central City on opening night. This makes the situation more interesting. The bystanders are all American, all "pillars of the community"—the rich and famous, the philanthropists.

The Green Knights knew of the girdle's location, but they allowed it to remain in Camden (and now to go on this tour) because their ancestor had given the belt freely. They still watch over it but do not attempt to reclaim it. Several of them work for the exhibit tour, and they are present at the dinner.

Upon arriving at the museum, read aloud the following:

The difference between the museum and DeHautdesert Castle is startling. The castle was built with rough stone for strength and solidity and cheered inside by bright clothes, dancing flames, and happy music. The museum is lofty, with its marble floors and high columns, but it speaks of wealth and power. It seeks to convey that grandeur to its viewer. It lacks charm, the sense of warmth and family that the castle had. The building is cold, austere, and aloof. Its conversion to a museum made a great deal of sense. The fabulous works of art, all trapped behind glass, also speak of wealth

without warmth, and the building is well suited for such displays.

A vast banner over the entranceway announces "The Camelot Tour." Within, you can hear soft music being played, and ushers in tuxedos stand just inside the front door—with several security guards behind them. As you step forward, the first usher moves to greet you.

If the heroes have paused to switch into eveningwear, the ushers are polite. If they are still in costume, the ushers look puzzled and are condescending. Either way, they ask for invitations.

A poor relationship with the Green Knights means that the heroes must rely on their reputations. Those with *bluff*, *charm*, *command*, *leadership*, or *persuasion* and are well-regarded may try to convince the ushers to let them pass. The base difficulty is 4. Characters in formalwear receive a +1 to their rolls. Those with the Wealth Advantage also get +1, and those with an appropriate Status Advantage



receive +1 to their rolls. You should allocate comparable bonuses for other relevant Advantages or exceptional numbers of Hero Points. If the Green Knights are adversarial, they might have told the ushers and guards to block the heroes. They would then each receive a -2 to their rolls. For heroes with Fugitive, Unattractive Appearance, or similar Disadvantages, the ushers call the guards to get rid of them. This won't work, of course, but it is embarrassing, and it wastes valuable time.

However, if the heroes are on good terms with the Green Knights, those who are with the tour are waiting with the ushers, and they invite the heroes inside.

When the heroes do get inside, read the following aloud:

The main room is certainly magnificent, a vast expanse of marble with ceilings vaulting high overhead and crystal chandeliers throwing sparkling cascades of light to every corner. There are tables here and there, placed between the exhibit cases. At each table sits the city's best and brightest, its favorite sons and daughters in their stylish attire and most charming poses. A string quartet plays off to one side, and waiters glide between the seats, offering drinks and conveying dishes. The scene is one of plenty, peace, and relaxation.

The mood is shattered, of course, by the arrival of Axis Amerika. (If Jensen split the group, only Die Grosshorn Eule and Ubermensch show up.) If the heroes located the exhibit easily and entered without difficulty, they beat the villains to the girdle. If they had to drag information out of the villagers or had any other trouble, they hear the sounds of violence and screaming within. They arrive to find Axis tearing the room apart, tracking mud and dirt everywhere.

Again, Axis Amerika delights in attacking or taking hostage any bystanders. The Green Knights do not intervene. There are only three of them present, and their concern is for the girdle. The Green Knights try to steal the girdle and hide it, but this is unlikely to work. This requires a *sneak* roll with a difficulty of 5, breaking the glass case (which has 30 Body Points), and getting out with the girdle (another *sneak* roll of 7).

The museum does not have many items to use in combat and certainly very little that is useful. The tables are small and light (BDV 1D), and the cases are of thick glass (shards have a BDV of 1D). Most of the items on display are either paintings or fabrics, too light to do any real damage. Chandeliers dangle high above, but they are hard to reach.

THE GIRDL

The Green Knight's girdle grants immunity from mystical attacks. It also protects the wearer from the ravages of age and disease. It confers Immunity at 3D, Longevity at 1D, Forcefield at 3D, and Sustenance at 3D. All powers have the Magically Empowered (+8D) Enhancement. The belt has 20 Body Points. The girdle cannot be touched by anyone who is not either pure of heart or shielded by

powerful and benevolent magicks. In game terms, characters with Cowardice, Dark Secret, Shady Background, or similar Disadvantages or any Villain Points cannot touch the girdle without receiving 5D in damage (minimum of 1 point) for every round of contact.



SAFEKEEPING

After the battle at the museum, if the heroes have won any of the other battles, they have a choice. They can go after Jensen immediately, or they can take any artifact they have and place it somewhere safe.

The heroes should not be reminded of this. It is up to them to figure it out. Jensen is counting on their not thinking of putting the articles in safekeeping. He has seen and heard enough about the heroes to anticipate that they will simply charge after him immediately.

If the heroes do hide any of the artifacts, Jensen's plan is ruined. He cannot combine the three artifacts and gain the Green Knight's full power. He still uses whatever artifacts he could claim, but the effect will be far less.

THE VILLAINS' LAIR

If Axis Amerika was able to gain even one of the artifacts, the heroes should track them back to their lair and defeat them.

Jensen and his allies are using an abandoned warehouse along the docks in Gotham City. They have converted it into a hangar for easy access for aircraft and boats.

Assuming that Axis Amerika didn't try to convince the heroes into following them, finding this place can be tricky, but there are some options. The heroes can interrogate any captured Axis Amerika members. Heroes with ESP or Precognition can try their hand at locating the criminal mastermind. The difficulty for ESP is a minimum of 6, while with Precognition, it's 10. If Jensen has any of the artifacts, those with Magically Empowered powers or any Magic Manipulation power gain a +2 bonus to their rolls for finding Jensen through the items.

With a Difficult *surveillance* roll, heroes remember the mud and tar on the feet of the Axis Amerika members that they fought at the banquet. With a Very Difficult *scholar* (East Coast) or *streetwise* roll, they recognize these materials as being from a dock in an East Coast city. Heroes who are from Gotham and exceed the difficulty by at least 1 point know this came from Gotham, and they even know the area.

The warehouse itself is large, dusty, and still cluttered in places with old crates and barrels. Apparently, it was used to store machine parts before the war. Jensen and Axis Amerika have cleared the area by the dock itself. They have a speedboat tethered just outside, while inside there is a small plane. They have also cleared the former manager's office, on the second floor. Jensen has holed up in that room. He has a large desk there, covered with arcane texts. There are windows in the office, overlooking the main floor, so Jensen can see anyone approaching. Only a single staircase leads to the office. The warehouse has rafters that can be swung or walked across, and there are skylights up above.

The Green Knights trailed the heroes, so they arrive just after the heroes get to the warehouse. They cannot go after Jensen until Axis Amerika has been defeated.

Jensen has been busy studying the arcane rituals. As soon as the Axis Amerika members bring him their pieces, he begins the process to use the artifacts without danger. This keeps him occupied unless someone directly intervenes. If Jensen's concentration is broken, the ritual is broken, and only then does he engage the heroes himself. There are two separate rituals here. One of them will allow Jensen to use the armor and the axe without danger, and the other lets him combine all three (the armor, axe, and girdle) and use them all without harm.

At this point, the question of who won each battle is crucial. Jensen may not have time to complete any of the rituals. If Axis Amerika won either of the first two battles, Jensen may already have access to the armor, the axe, or both. This makes the game more interesting, since Jensen is a bigger threat each time. If Jensen came to the museum himself, already wearing the armor, it will take him some time to return to his base and finish learning the next ritual. If he's missing any of the artifacts, he waits and hopes the heroes arrive with them in hand.

In the event that Jensen has all three artifacts, he is in the middle of completing the final ritual, so he can use the items all together. If he successfully completes the ritual, the objects perform at twice their previous levels (double all of their powers). There is no need to make any rolls for Jensen as he performs the ritual. Assume he does everything perfectly. Only by attacking him and interrupting his concentration can the heroes break the spell.

This is the epic conclusion to this adventure—not only is it a fight against any surviving members of Axis Amerika but also against Jensen and the stolen powers of the Green Knight, a force for good that has been perverted by evil. Provided that the heroes are on good terms with the Green Knights, they lend a hand, but they are sorely outclassed here, as are any nonpowered heroes—this is a battle of



mystic forces. The mystic elements should definitely be stressed. Any heroes with mystic abilities are awed and frightened by the Green Knight's powers and by what Jensen could do with them. (Jensen receives a +2 bonus to his *intimidation* skill rolls against those with any Magic Manipulation power or any Magically Empowered power.)

One element of chance here is the girdle itself. It is inherently an artifact of peace and health. If Jensen attempts to cast a spell or use any aspect of his Sorcery power during the battle (instead of just relying on the artifacts), the girdle recognizes his evil and attacks him by squeezing him tighter and tighter (BDV 5D per round) until it's taken off. Should he use the axe ignobly (striking an opponent from behind or while he is down, for example), the ivy vines on the handle of the axe come to life and wrap around his arms, pinning them to his side and doing 4D in damage per round.

If the heroes have any of the artifacts, they can use them freely (as long as they don't have any Villain Points). The armor and the axe are perfectly matched. The axe cannot penetrate the armor. The girdle is strictly a protective item, but when worn by someone pure of heart, it allows the wearer to dodge attacks by the axe and neutralize the powers of the armor for two consecutive rounds. Use this for best dramatic effect: A brave hero, wearing the girdle and steadfast in his own integrity, miraculously dodges Jensen's vicious blow and connects with a powerful blow to the villain's jaw—despite the heavy armor protecting him, the evil sorcerer is rocked back by the blow!

One useful element here is Axis Amerika. Once he has all three artifacts, Jensen has no use for them. If they get in his way, he attacks them as well. This causes Axis Amerika to turn on him, providing the heroes with another temporary ally. Only use this to level the playing field if the heroes seem outmatched. Otherwise, Axis Amerika attacks the heroes and the Green Knights

DIVINE PROVIDENCE

If all seems lost—for instance, Jensen acquired all three artifacts and cast the ritual, the heroes are about to be beaten—there is a way out. The Green Knight was, after all, a force for good, a symbol of nature and of life. Jensen is the opposite. He is evil and stands for hate, destruction, and death. The artifacts rebel against evil usage. At the critical moment, when there seems no way to defeat the villain, read the following aloud:

Your team is battered and broken, and Jensen hovers above you, an aura of emerald flame licking around his form.

"At last, the world will tremble before us," he announces, raising the axe high, "and your death screams will be the sounds that ring in our great Reich!"

The armored figure grabs the axe with both hands, preparing to strike down in a vicious blow—and the roof is blown apart as a beam of intense light lances down from the heavens. A light drenches Jensen, drown-

ing out his eldritch flames and bathing him in its intensity. With a sound like a bowstring snapping, the axe flies from his hand, the girdle from his waist, and the armor from all sides. Then the light fades, its image still burning into your eyes, and Jensen drops to the floor.

If there is a particularly virtuous warrior among the heroes (someone with no Villain Points and the *melee weapons* skill or nature-based powers or both), the artifacts suddenly appear on him or her instead. (Should no suitable player's character be present, then the equipment appears on a Green Knight.) This is the hand of a higher power, restoring the balance. Do not use this unless utterly necessary, however. It is always best if the heroes can triumph on their own, without outside help.

AFTERMATH

After the battle, the heroes (and the Green Knights) must decide what to do with the artifacts. Should they be scattered, warded, or used? If one of the heroes was granted or used any or all of the artifacts and handled them well and with honor, the Green Knights allow them to keep the items. It has been too long since there was a true Green Knight. This could dramatically change a player's character. He would have to become the Green Knight in truth, swearing to protect nature and Britain and to uphold the chivalrous code, and he would no longer be able to use any other devices or weapons. If a hero does fit the profile and has used the artifacts, offer this as an option. Otherwise, the Green Knights reclaim the artifacts and return home with them. They welcome any help in guarding them, however. Axis Amerika, if not detained, slinks off to hide and plan again. Jensen is taken into custody and carted off. The heroes can relax, knowing that they have kept the world safe yet again.

REWARDS

After the adventure is over, it is time to reward the heroes for their efforts. For each battle they won, grant each player's character two Character Points. If they befriended the Green Knights, grant them each two Character Points. Any character who successfully used one of the artifacts gets an additional Character Point. If the heroes succeeded in saving the innocents in each situation, grant them two Character points. If they managed to defeat Jensen without divine intervention, grant them each two Hero Points. If intervention was necessary, each character receives one Hero Point instead. Any characters who used Hero Points to save another's life or to save the mission, gets that point back plus another one. Those who roleplayed particularly well should get an additional two to four Character Points each. For excellent teamwork, hand out six to eight Character Points to each character. Finally, give each character an additional one or two Character Points if everyone had a good time.



JSA

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ACTION/DIALOGUE:

IF TWO OR MORE CHARACTERS ARE ARGUING, TRY TO CALM THEM DOWN.

REWARD:

+3 SUCCESS TO ANY ONE PERSUASION OR CHARM ROLL OR WILLPOWER ROLL TO RESIST ONE OF THESE

46

ACTION/DIALOGUE:

CHARGE INTO BATTLE, WITH PASSION, CONFIDENCE, AND A SMILE.

REWARD:

ACT FIRST IN THE NEXT ROUND

47

ACTION/DIALOGUE:

"AFTER THOSE GUYS!"

REWARD:

+1 SUCCESSES TO ANY ONE CLIMBING, FLYING, RUNNING, OR SWIMMING ROLL

48

ACTION/DIALOGUE:

"NOW WAIT A MINUTE!"

REWARD:

1 CHARACTER POINT

49

ACTION/DIALOGUE:

DESIGN A PLAN TO TAKE DOWN AN OPPONENT OR OVERCOME AN OBSTACLE THAT INVOLVES THE EXPERTISE OF EACH MEMBER OF THE TEAM.

REWARD:

+2 SUCCESSES TO THE COMMAND ROLL PLUS 2 CHARACTER POINTS TO EACH PARTICIPANT IF THE PLAN SUCCEEDS.

50

ACTION/DIALOGUE:

"BUCKLE UP, DIRT BAG!"

REWARD:

+1 SUCCESS TO ANY ONE COMBAT-RELATED SKILL ROLL

51

ACTION/DIALOGUE:

MAKE PUNS AND JOKES AT YOUR OPPONENT'S EXPENSE.

REWARD:

+1 SUCCESS TO ANY ONE INTIMIDATION OR COMMAND ROLL

52

ACTION/DIALOGUE:

PERFORM AN ACTION THAT PROTECTS OTHER MEMBERS OF YOUR TEAM, FOREGOING YOUR OWN SAFETY.

REWARD:

1 HERO POINT

53

**LUCK**

WHEN PLAYED, A CRITICAL FAILURE IS TREATED AS A SUCCESS. THIS CARD MAY BE PLAYED AFTER A ROLL HAS BEEN MADE.

PLOT DEVELOPMENT:

*A FAMILY MEMBER
SHOWS UP.*

INSPIRATION:

*WHO IS THE FAMILY
MEMBER? WHOSE
FAMILY? WHY IS HE
OR SHE HERE?*

1

PLOT DEVELOPMENT:

*ONE CHARACTER
SUSPECTS THE
MOTIVES OF
ANOTHER
CHARACTER.*

INSPIRATION:

*WHO DOES THE
CHARACTER
SUSPECT? WHY?*

2

PLOT DEVELOPMENT:

*SOMEONE OR
SOMETHING HAS
TURNED FROM
GOOD TO BAD.*

INSPIRATION:

*A THING MIGHT ROT
WHILE A CHARACTER
MIGHT BE ACTING IN A
WAY THAT'S HARMFUL
TO HER- OR HIMSELF
OR OTHERS.*

3

PLOT DEVELOPMENT:

*A WELL-DRESSED,
ATTRACTIVE PERSON
APPEARS ON THE
SCENE.*

INSPIRATION:

*WHO IS THIS PERSON?
DOES SHE KNOW ONE
OF THE PLAYER'S
CHARACTERS? WHY IS
SHE OR HE HERE?*

4

PLOT DEVELOPMENT:

*A CHARACTER'S
EMPLOYER, PATRON,
CONTACT, ALLY, ETC.,
REQUESTS THAT THE
CHARACTER TAKE A
SHORT BUSINESS TRIP
(OR A JOURNEY OF A
SIMILAR NATURE).*

INSPIRATION:

*THE REQUESTING
PERSON MIGHT NOT
TELL THE CHARACTER
THE PURPOSE OF THE
TRIP, OR MAY LIE ABOUT
THE TRUE REASON.*

5

PLOT DEVELOPMENT:

*A CHARACTER
BEGINS TO DOUBT
A COURSE OF
ACTION.*

INSPIRATION:

*THE CHARACTER COULD
BE A VILLAIN'S LACKEY, A
LONG-TIME HERO, OR
SOMEONE ELSE. WHOSE
ACTIONS DOES HE OR
SHE DOUBT? WHY?*

6

PLOT DEVELOPMENT:

*A CHARACTER
TAKES A CHANCE
HE NORMALLY
WOULDN'T HAVE.*

INSPIRATION:

*WHAT IS THE CHANCE
THAT THE CHARACTER
TAKES? WHAT
CAUSED THE CHANGE
IN ATTITUDE?*

7

PLOT DEVELOPMENT:

*AN EVENT HAS
CAUSED SCARS.*

INSPIRATION:

*THE SCARS, VISIBLE
TO MOST OBSERVERS,
ARE ON A CHARACTER
OR A THING. HOW DID
THE SCARS GET
THERE?*

8

PLOT DEVELOPMENT:**INSPIRATION:**

PLOT DEVELOPMENT:

*A CHARACTER
BEGINS TO CARE
ABOUT ANOTHER
CHARACTER.*

INSPIRATION:

*THIS MAY BE A NEW
FRIENDSHIP,
SOMETHING MORE,
OR EVEN A CHANGE
OF HEART.*

9

PLOT DEVELOPMENT:

*A CHARACTER
SHARES A SECRET
WITH SOMEONE HE
BELIEVES IS A
FRIEND.*

INSPIRATION:

*WHAT WAS THE
SECRET? WHY WAS
THE SECRET SHARED?
WHO IS THE
"FRIEND"? IS SHE
REALLY A FRIEND?*

10

PLOT DEVELOPMENT:

*A CHARACTER
SPENDS SOME
QUALITY TIME WITH
ONE OR MORE
FRIENDS AND HAS A
LOT OF FUN.*

INSPIRATION:

*WHAT DOES THE
CHARACTER DO
WITH HER FRIENDS?*

11

PLOT DEVELOPMENT:

*A CHARACTER
CONCEDES AN
ARGUMENT.*

INSPIRATION:

*WHAT WAS THE ARGUMENT
ABOUT? DID HE GIVE IN OR
WAS THE CHARACTER
TRULY CONVINCED? IS
ANYONE AWARE OF HIS
TRUE FEELINGS?*

12

PLOT DEVELOPMENT:

*A CHARACTER
RECEIVES SOME
MONEY.*

INSPIRATION:

*THIS COULD BE A
BONUS OR GIFT FROM
AN EMPLOYER,
PATRON, OR GRATEFUL
ASSOCIATE.*

13

PLOT DEVELOPMENT:

*A CHARACTER
DEVELOPS A
FEELING OF
RESTLESSNESS
AND A DESIRE FOR
CHANGE.*

INSPIRATION:

*WHAT DOES THE
CHARACTER WANT
TO CHANGE? WHAT
PROMPTED THIS
DESIRE?*

14

PLOT DEVELOPMENT:

*AN AMBITIOUS,
SINGLE-MINDED
INDIVIDUAL
SHOWS UP.*

INSPIRATION:

*WHO IS THIS PERSON?
DOES SHE KNOW ONE
OF THE PLAYER'S
CHARACTERS? WHY IS
SHE OR HE HERE?*

15

PLOT DEVELOPMENT:

*SOMEONE
COMES TO A
CHARACTER'S AID.*

INSPIRATION:

*WHO IS THE
HELPER? WHY DID
SHE DO IT?*

16

PLOT DEVELOPMENT:**INSPIRATION:**

PLOT DEVELOPMENT:

*SOMETHING
FRIGHTENS OR
UPSETS A
CHARACTER.*

INSPIRATION:

*WHAT HAPPENED?
THIS COULD BE
SOMETHING SEEN,
HEARD, ETC. DID
THAT EVENT REALLY
HAPPEN?*

17

PLOT DEVELOPMENT:

*SOMETHING ABOUT
THE CURRENT
SITUATION REMINDS
A CHARACTER OF A
SIMILAR SITUATION.*

INSPIRATION:

*DESCRIBE WHAT
TRIGGERS THE MEMORY,
BUT THE NARRATOR CAN
FILL IN THE "SIMILAR
SITUATION" AND HOW IT
MIGHT BE USEFUL NOW.*

18

PLOT DEVELOPMENT:

*SOMETHING
UNEXPECTED
HAPPENS.*

INSPIRATION:

*WHAT HAPPENED?
WHAT WERE PEOPLE'S
REACTIONS TO THE
SURPRISE? DID SOME
KNOW ABOUT IT AND
OTHERS DIDN'T?*

19

PLOT DEVELOPMENT:

*A CHARACTER
MISTAKES ANOTHER
CHARACTER FOR
SOMEONE ELSE.*

INSPIRATION:

*THE CHARACTER MIGHT
LOOK EXACTLY OR ONLY
FLEETINGLY LIKE
SOMEONE ELSE. THE
CHARACTER COULD BE
DISGUISED.*

20

PLOT DEVELOPMENT:

*SOMEONE IS
STALKING
ANOTHER
CHARACTER.*

INSPIRATION:

*THE STALKER COULD BE A
PERSON, ANIMAL, SPIRIT, OR
NOT REALLY THERE. WHY IS
THE STALKER DOING THIS?
DOES THE VICTIM KNOW
ABOUT THE STALKING?*

21

PLOT DEVELOPMENT:

*SOMEONE HAS
WRONGED A
CHARACTER.*

INSPIRATION:

*IS THE OFFENSE MAJOR
OR MINOR? IS IT REAL
OR IMAGINED? IS THE
VICTIM HOLDING A
GRUDGE? DOES THE
VICTIM WANT REVENGE?*

22

PLOT DEVELOPMENT:

*A WEAKNESS IS
FOUND IN AN
OPPONENT OR
OBSTACLE.*

INSPIRATION:

*DESCRIBE HOW DID THE
CHARACTER OR GROUP FIND
THE WEAKNESS, BUT THE
NARRATOR SPECIFIES A
WEAKNESS THAT ALLOWS THE
CHARACTERS TO SUCCEED.*

23

PLOT DEVELOPMENT:

*THE NATURE OF A
RELATIONSHIP
BETWEEN TWO OR
MORE CHARACTERS
CHANGES.*

INSPIRATION:

*THE RELATIONSHIP
MIGHT BE
STRENGTHENED OR
DISSOLVED. WHAT
CAUSED THE CHANGE?*

24

PLOT DEVELOPMENT:**INSPIRATION:**

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