



Magic Handbook



A Guide to Magic in the DC Universe

WEG



Magic Handbook

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Introduction

This supplement to the *DC Universe Roleplaying Game* explores the mysterious realms and mystical members of the DC Universe's magical community. You will learn about designing magical characters, the creation of powerful magical items, the scribing of potent spells, and information on the supernatural beings of the DC Universe.

- Chapter 1 expands upon the rules for magic from the rulebook and gives new Advantages, Disadvantages, powers, Enhancements, Limitations, and more.
- In Chapter 2, learn how to cast spells in the *DC Universe Roleplaying Game*.
- Chapter 3 describes the guidelines for the creation of magical items.
- Chapter 4 contains descriptions of some the mystical locations of the DC Universe and their denizens.
- Chapter 5 delves into the nature of supernatural beings with descriptions and packages that allow the players to create characters of a more mystical vein.
- Chapter 6 introduces a host of magical characters from the DC Universe, including angels, demons, ghosts, vampires, witches, and warlocks.
- Chapter 7 examines some magical artifacts used in the DC Universe.
- The appendix contains two new sheets that make life easier for players and Narrators.

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 write-ups of most characters.



Glossary

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

Advantages/Disadvantages: These are benefits and quirks the character has acquired. Advantages have 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 Screen'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 (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
Creating
Magic-Using
Characters

DETERMINING CHARACTER TYPE

There are three types of magic-using characters: those who wield magic, those empowered by magic, and those who use magical items. The player and Narrator should discuss the character concept and choose which of these three types best fits what the player has in mind.

This chapter is mainly for those characters who want to wield magic. Those characters who only desire powers that are magically empowered can skip ahead to the Magically Empowered Enhancement on page 19 of this book, and those characters who only want to use magical items should go on to Chapter 3.

High Magic Campaigns

As Manipulation class powers, Wizardry and Sorcery normally have a maximum beginning level of 2D unless the character creation Power Level is at 5, but some Narrators may want more magic in their campaigns. To increase the amount of available magic in the campaign but still use the character creation Power Level rules, use the chart below to determine the maximum number of dice allowed in Wizardry and Sorcery (and the other powers in this handbook if the Narrator wants) per level. The maximum dice allowed for all other powers and the total Disadvantages allowed at the character creation Power Level being used do not change.

Power Level	Max Dice Allowed
1	2D
2	4D
3	6D
4	8D
5	10D

CREATING A MAGIC-USING CHARACTER

Creating a magic-using character is the same as creating any other character, though there are new Advantages, Disadvantages, skills, powers, Limitations, and Enhancements. The new Advantages and Disadvantages indicated with an asterisk may be taken by both magic-using and non-magic-using characters.

NEW ADVANTAGES & DISADVANTAGES

Advantages

Acute Manual Dexterity (-2D)*: The hero has extremely nimble fingers and hand-eye coordination. She receives a

+1 success bonus to all *lockpicking*, *sleight of hand*, and *thievery* rolls.

Familiar (-6D to -24D or more): Familiars are magical assistants that aid the caster in his magic wielding. Often times they are small animals, demons, or even fantastical creatures (such as elves). Unlike Allies (who are friends and equals) and Contacts (who provide information), familiars are able to lend magical ability as if they were another mage (see the External Magic modifier in Chapter 2).

Familiars should not be another player's character, nor should they be a Narrator's character created for the character with this Advantage. At the least, they should be just a source of external magic for the character. At most, the Narrator and player should create the familiar together, giving it appropriate attributes and skills to fit the character concept. If this is done, the player's character should give up some of its starting dice or Character Points (after hero creation) to invest in the creation of the familiar.

The cost of familiars is based on three things. The first is the number of familiars the character has:

- 5D One familiar
- 10D A select group of familiars (up to 3)
- 15D A small group of familiars (up to 7)
- 20D A large group of familiars (up to 15)

The second is the amount of magical ability the familiar has. The player should decide whether the familiar has either Wizardry or Sorcery and what the die code of that power is. Add -1D to the cost of this Advantage for every 1D the familiar has in the desired power. Note that the

New Advantages & Disadvantages

Advantages

- Acute Manual Dexterity (-2D)*
- Familiar (-6D to 24D or more)
- Infamy (-1D to -8D)
- Magically Adept (-5D per level)
- Magic Resistance (-2D or -5D per level)
- Renown (-1D to -8D)
- Tainted (-3D per level)

Disadvantages

- Arrogance (+3D)*
- Hideous Appearance (+4D)*
- Long Winded (+1D to +6D)*
- Magical Ineptitude (+1D per level)
- Magic Susceptibility (+5D per level)*
- Moral Code (+2D, +4D, +6D)*

Advantages and Disadvantages with a (*) after them are available to anyone.

familiar cannot use any of its aspects or cast any spells. Consider the familiar as a magical battery. It can't do anything but power someone else's magic.

Alternatively, the player can use some of his character's starting dice or Character Points to pay for the power. In this case, instead of additional cost for the Advantage, the player creates a separate character. During hero creation, the cost to make the familiar is the same as any other character. The dice devoted to the familiar come from the hero's Dice Pool. After hero creation, create the familiar using normal character creation guidelines, using dice. Once the total dice are determined, multiply the number by 3 to get the cost in Character Points.

Finally is how often the hero can call upon the magic of the familiar. Once called upon, the familiar cannot be called upon again until the amount of time between callings has passed.

0	Once every 5 adventures
-1D	Once every 3 adventures
-2D	Once every other adventure
-3D	Once every adventure

The Narrator may allow the hero to call upon the familiar more than this at an increased cost to the Advantage, but it is not recommended.

Infamy (-1D to -8D): The hero is famed for his actions against the forces of Order. The cost of this Advantage depends upon level of activity the hero has taken against the forces of Order and the area in which he is known. The activity levels against Order are: Defeated minor champion (-1D), Plotted several plans against the forces of Order (-2D), Defeated a major champion (-3D), Actively plots against the forces of Order (-4D). The areas of notoriety are: Local (0), National (-1D), World (-2D), Dimension (-3D), Universe (-4D).

Choose the level you want for activity and then decide on the area of notoriety. Add these values; the total is the bonus of this Advantage.

The hero receives a success bonus equal to the Advantage to all *charm*, *command*, *interrogation*, *intimidation*, and *persuasion* rolls against those who know of his deeds and have 10 or more Villain Points *or* follow the path of Chaos.

He gets an equal modifier to the difficulty of similar skill attempts against those that know of her actions and have less than 10 Villain Points *or* follow the path of Order.

Remember that being infamous for plotting against the forces of Order will not make the hero any friends among the super-hero community.

Magically Adept (-5D per level): The hero is naturally adept at wielding magical forces. For every -5D in this

Advantage, the hero adds +2 to any Wizardry spellcasting skill rolls. This Advantage cannot be taken with the Magical Ineptitude Disadvantage.

Magic Resistance (-2D or -5D each level): The hero has an innate resistance to magic. At -2D per level, all accidental Feedback is reduced by 10 percent per level of this Advantage, rounded down. At -5D per level, all damage done to him from any magical source (including accidental Feedback) is reduced by 10 percent per level of this Advantage rounded down. Magic Resistance cannot be taken with the Magic Susceptibility Disadvantage.

Order & Chaos in the DC Universe

When the universe was created, two forces—Order and Chaos—came into existence.

Eternally struggling against each other for dominance, these two natural forces have gained followers over time. The masters of Order are known as the Lords of Order and Light, while the rulers of Chaos are known as the Lords of Chaos and Darkness.

Although beyond the mantles of "good" and "evil," they have often been ascribed to as such. For more information on Order and Chaos, see the description under Lords of Order and Chaos in Chapter 5.

Some followers of Order include the Phantom Stranger, Nabu the Wise, and Amethyst of Gemworld. Some followers of Chaos include Eclipso and Kid Eternity.

Renown (-1D to -8D): The hero is famed for fighting against the forces of Chaos. The cost of this Advantage depends upon level of activity the hero has taken against the forces of Chaos and the area in which he is known. The activity levels against Chaos are: Defeated minor agent (-1D), Thwarted several plans (-2D), Defeated a major agent (-3D), Actively seek out and defeat the forces of Chaos (-4D). The areas of notoriety are: Local (0), National (-1D), World (-2D), Dimension (-3D), Universe (-4D).

Choose the level you want for activity and then decide on the area of notoriety. Add these values; the total is the cost of this Advantage.

The hero receives a success bonus equal to the Advantage to all *charm*, *command*, *interrogation*, *intimidation*, and *persuasion* rolls against those who know of her deeds and have less than 10 Villain Points *or* follow the path of Order.

She gets an equal modifier to the difficulty of similar skill attempts against those that know of her deeds and have 10 or more Villain Points *or* follow the path of Chaos.

Remember that being renowned for defeating the forces of Chaos often makes the hero a more desirable target for those same forces.

Tainted (-3D per level): The hero has been corrupted by the forces of darkness and as such has a natural adeptness at Sorcery. For every 3D in Tainted, the hero adds +2 to any Sorcery spellcasting skill roll. This Advantage cannot be taken with the Magical Ineptitude Disadvantage.

Disadvantages

Arrogance (+3D)*: The hero believes that everyone is beneath him. Because of this, he is domineering and overbearing. All *bluff*, *charm*, and *persuasion* rolls receive a -2 success penalty.

Hideous Appearance (+4D)*: The character is horrible looking. He receives a -2 success penalty to any *Presence* or related skill roll except *animal handling*, *interrogation*, *intimidation*, and *willpower*.

Long Winded (+1D to +6D)*: The hero likes to hear her own voice. Given a chance, she will unfurl her master plan, allowing her enemy ample time to plan an attack or escape. Whenever given the chance to speak, the hero must make a *willpower* roll. Failing this roll means the hero spends a minimum amount of time doing nothing but telling anyone in hearing distance (including herself) everything she has planned for her foes. During this time, the player must reveal something of significance concerning the hero's master plan. After this minimum amount of time, the hero may attempt to stop speaking (which doesn't count as an action). If the hero fails her roll, she must continue her speech for the specified time before she may make another attempt.

There are two parts to this Disadvantage; the difficulty to attempt to stop speaking and the minimum amount of time spent talking. Difficulties include: Difficult (0), Very Difficult (+1D), Extremely Difficult (+2D). Time periods include: Each round (+1D), Every five rounds (+2D), Every 12 rounds (1 minute of game time) (+4D).

Magical Ineptitude (+1D per level): The hero is unnaturally incompetent with magic. For every +1D in this Disadvantage, all of the hero's spellcasting skill rolls decrease by -1. This Disadvantage may not be taken with the Magically Adept or Tainted Advantages.

Magic Susceptibility (+5D each level)*: The hero is highly affected by magic. All damage done to him from a magical source (including Feedback) is increased by 10 percent per level of this Disadvantage, rounded down. This Disadvantage cannot be taken with the Magic Resistance Advantage.

Converting Existing Characters

For characters that have been previously published in *DC Universe Roleplaying Game* products or created for your game and have the Magic Manipulation power, there are two steps to convert them to the new way of handling magic as shown in this book.

1. Decide whether the character would be using Wizardry or Sorcery. The best way to determine this is by checking her Hero Points and Villain Points. The character should be using Wizardry if her Hero Points are higher than her Villain Points, but if her Villain Points are the higher of the two, she should get Sorcery. If the Hero and Villain Points are equal or within a few points of each other, the Narrator and player should look at the idea for the character and see which of the two powers would best fit this character.

2. Give the character either the Wizardry or Sorcery power with a die code equal to that of the Magic Manipulation power the character previously had. Any Limitations or Enhancements the character has on her power should remain.

Example: Circe has 15D in Magic Manipulation, 25 Villain Points, and no Hero Points. Considering all this, she should have 15D in Sorcery.

Moral Code (+2D, +4D, +6D)*: The hero follows a set of self-imposed rules that define her actions. The value of the Disadvantage is determined by the strictness by which the hero adheres to those rules. At +2D, the hero must make a Difficult *willpower* roll to take an action that goes against those rules. At +4D, the hero avoids all moral dilemmas, even if the alternative is more difficult. At +6D, heroes stop functioning, possibly going catatonic, when presented with a moral dilemma. In certain desperate circumstances, the Narrator may allow the hero to overcome a Legendary difficulty with her *willpower* to go against her personal ethics.

Narrators should make sure that the hero is confronted with her moral code at least once or twice every several adventures. Some examples of moral code include:

Magician's Code: The hero will not reveal the secrets behind her tricks to any nonmagician.

Nonviolence Code: The hero will only use violence as a means of self-defense.

Code against Killing: The hero will not take a life for any reason, even in self-defense.

Total Pacifism: The hero will not engage in violence for any reason.

Code of Chivalry: The hero will be brave and honorable, protect the weak, and treat foes fairly.

Religious Tenets: The hero follows a set of rules set down by her religious ideals.

NEW SKILL

Spellbind (new *Perception* skill)

Specializations: potions, rings, scrolls, spellbooks, wands, weapons

This skill is used to scribe spells or to craft magical items. It replaces the *engineering* skill for purposes of empowering magical items. The magic user needs to combine this skill with the *arcane lore* skill and either the Scribe or Enchant spell to imbue an item with magical energy. For more information on creating magical items and scribing spells, see Chapter 3 of this book.

NEW POWERS

Wizardry

(Magic Manipulation power)

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent (for most aspects; cannot be Permanent) or based on the spell

Range: normal (for aspects) or based on the spell

Base Damage Value: normal (for aspects) or based on the spell

Managing Skill: *brawling, martial arts, melee weapons, marksmanship, arcane lore, know-how (Wizardry), willpower*

Specializations: specific aspect, specific spell, specific class of powers, Self-Only, Others-Only

Description: The hero can wield arcane forces to various affects. She may use one aspect of the power or cast one spell each round. Multiple uses incur multi-action penalties. No minimum die code is required to cast a spell.

To cast a spell, the hero decides on the effect, which must emulate one or more specializations (or aspects or uses) of one of the other powers in the game. The difficulty to cast the spell is the Spell Value. The Spell Value is determined by several factors—the class of the power being emulated, how the spell is cast (on the fly, from memory, or from a scribed spell), the number of aspects involved, the duration of the spell, and other factors. For the specifics of casting spells, see Chapter 2 of this book.

Wizards & Sorcery

Because of the related natures of Wizardry and Sorcery, a hero possessing Wizardry can use the aspects of Sorcery

equal to or lower than the die code in her power and cast sorcerous spells—but at a cost.

First, any attempt by a hero with Wizardry to use an aspect of Sorcery (equal to or lower than the die code in her power) or cast any Sorcery spell has the difficulty or Spell Value increased by 2. This is automatic and cannot be reduced through Advantages, incantations, rituals, or components (see Chapter 2).

Also, the purer the hero is, the harder it is to use Sorcery aspects or to cast Sorcery spells. When using such an aspect or casting such a spell, subtract the hero's Villain Points from her Hero Points. The difference (with a minimum of 0) is added to the difficulty or Spell Value.

Example: Linda's hero, the Raven, has three Hero Points and zero Villain Points. She adds +3 to her difficulty or Spell Value for Sorcery aspects or spells she wants to use.

The final and potentially most dangerous aspect of dabbling in the dark arts is its corrupting influence on the magic user. If the hero is using an aspect of 6D or less, or casting a spell with a Spell Value of 6 or less, and rolls a critical failure on the Wild Die, she automatically gains one Villain Point. The use of Sorcery aspects that are 7D or higher, or spells with a Spell Value of 7 or higher, automatically gains the hero one Villain Point. Rolling a critical failure at these levels gains the hero two Villain Points.

The hero only gains Villain Points in this manner until she has 10 Villain Points. See the sidebar on page 12 for information on gaining Villain Points after 10.

This corrupting influence has an effect on the hero's use of the Wizardry power as well. Subtract the hero's Hero Points from her Villain Points (minimum of 0); the difference is added to the difficulty of aspects or Spell Value of spells for the Wizardry power.

Example: Ash's hero, the White Drake, has been dabbling a little with Sorcery and accidentally gained two Villain Points. He has only one Hero Point, so applications of his Wizardry are now at a +1 to the difficulty or Spell Value. He will have to atone for these Villain Points to get rid of the corrupting influence on his magic. (Villain Points can be atoned for as described on page 190 of the rulebook.)

Wizardry Aspects

Die Code: Control of Power

1D: Magic Sense: The hero can sense the magical power in objects and people. The power aura of any magical items or people within an area equal to 10 times the die code of

New Magic Manipulation Power Class

The power known as Magic Manipulation in previous products has now become a class of powers known as Magic Manipulation. In the Magic Manipulation class of powers are the Wizardry and Sorcery powers described herein.

the power in square feet is visible to the hero as long as he concentrates. The magical items appear to glow faintly. Other characters not using Magic Sense do not see the glow. Other magic users may oppose this roll with a roll of their *willpower* versus the hero's *willpower*. If the hero succeeds, she senses the other magic user; if she fails, the other magic user has successfully masked her power.

3D: Magic Blast: The hero can use magical energy to project a beam or sheathe his body or a weapon. The hero uses *brawling*, *martial arts*, *melee weapons*, or *marksman-ship* to make the attack. This blast only affects magical objects or magical or spiritual beings (such as those with the Magically Adept or Tainted Advantages, Magic Susceptibility Disadvantage, the Magically Empowered enhancement on any power, a Vulnerability to magic, the Wizardry power, the Sorcery power; those who are in astral form; or completely magical or spiritual beings). It can be protected against by a Magic Shield, a Magic Field, a Protection class power with the +8D Magically Empowered enhancement, or some magical creatures.

5D: Magic Shield: The hero may create a shield of magical energy with a diameter equal to the one-half the die code of the power in feet, rounded up. This shield only protects against magical attacks (such as Magic Blast), powers with the Magically Empowered enhancement, or magical or spiritual beings and items. The Armor Value of the shield equals three times the die code of the power. Although the shield is typically round, it may be of any shape the magic user can imagine (but not larger than the size dictated by the power).

7D: Magic Field: The hero can create a field of magical force that protects only against magical attacks, just like Magic Shield. The Armor Value of the field is three times the die code of the power. The field may be a bubble of any shape. It extends around the target up to one foot per die code in the power. The field only works one direction (stops attacks from entering but allows counterattacks to exit, for example). The way the attacks flow must be decided on each time the field is created.

9D: Scribe: The hero can scribe spells into spell books and onto scrolls. See Chapter 3 for details on how to scribe spells.

11D: Enchant: The hero can imbue items with magical energy through enchantment. See Chapter 3 for more details on enchanting items.

13D: Magic Awareness: The hero can discern fluctuations in the local area of magical energy. The range limit is 50 times the die code of the power in miles. The hero rolls the die code of the power to feel any fluctuations. The base difficulty is Moderate, modified by how narrow she focuses on the fluctuation.

15D: Magic Nullification: The hero can cancel the effects of other magical powers. The hero rolls the die code of her power versus a base difficulty of Moderate modified by the Spell Value of the spell she wants to nullify. If she is successful, the spell ceases to function.

This aspect can also be used on items and other magic users. For items, the magic user rolls the die code of her power against a base difficulty of 4 plus the Enchantment Value. If she is successful, either the item ceases to function for a number of rounds equal to the die code of the power, or the scribed spell is erased.

If the target is another magic user, the magic user makes an opposed roll with the die code in her power against the target's die code in the Magic Manipulation class power. If the hero is successful, the target cannot employ his Wizardry or Sorcery power in any way for a number of rounds equal to the die code of the hero's power.

20D: Magic Control: The hero can control the flow of magical energy. With a successful roll of the power, the hero can increase, decrease, or redirect the effects of any spell or Wizardry or Sorcery aspect.

The base difficulty to increase or decrease the Base Damage Value or Armor Value is 5 plus the Spell Value of the spell or the die code of the Wizardry or Sorcery power (in the case of another magic user's aspect). If the hero is successful, she can increase or decrease the spell's or aspect's Base Damage Value or Armor Value by an amount equal to the die code of the power.

The base difficulty to redirect a spell or aspect is 6 plus the Spell Value of the spell or the die code of the Wizardry or Sorcery power (in the case of another magic user's aspect). If the roll is successful, the hero can redirect the spell or aspect by a number of degrees from the target equal to the Effect Value times 10. Someone with an Effect Value of 3 would be able to redirect a Magic Blast up to 30°. If the Effect Value is 0, the spell or aspect may not be redirected, but it just narrowly misses its target.

Magic Awareness Modifiers

Focus	Modifier
A person or an item	+1
Wizardry or Sorcery	+2
Determining class of the spell	+3
Determining the spell cast	+4
Determining die code of the magic-user	+5
Location within 25% of base range	+3
Location within 10% of base range	+4
Location within 1% of base range	+5
Location within 1 mile	+6

This aspect does not allow the hero to redirect attacks from magical weapons or close combat attacks that are Magically Empowered, although ranged manifestations of powers with the Magically Empowered enhancement may be redirected.

Beyond 20D: For every five additional dice in this power, the hero adds a signature spell with a maximum Spell Value equal to one-fifth their die code in Wizardry that has no chance of failure. Signature spells cannot have a lasting effect on the overall environment (such as a spell that does massive amounts of damage or copies Reality Manipulation). It also must be of such a nature as to be something the character is known for (such as Zatanna being able to pull a rabbit out of her hat).

The signature spell cannot have a Spell Value of greater than one-half the die code of the power before subtracting any modifiers (such as an incantation or components). The Narrator should disallow any spells he thinks are particularly unbalancing.

Alternatively the hero may decide to use any of the higher aspects of Sorcery (7D or greater) without the Villain Point cost. An example of this is Shazam's ability to Bestow magical abilities upon the Marvel family.

Sorcery

Sorcery represents the forces of dark magic in the DC Universe. Allowing players' heroes to have this power is not recommended unless they are experienced roleplayers.

Sorcery

(Magic Manipulation power)

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent (for most aspects; cannot be Permanent) or based on the spell

Range: normal (for aspects) or based on

the spell

Base Damage Value: normal (for aspects) or based on the spell

Managing Skill: *brawling, martial arts, melee weapons, marksmanship, arcane lore, know-how (Sorcery), willpower*

Specializations: specific aspect, specific spell, specific class of powers, Self-Only, Others-Only

Description: The hero can wield the dark forces of magic. He may either use one aspect of the power or cast one spell each round. Multiple uses incur multi-action penalties. No minimum die code is required to cast spells.

To cast a spell, the hero decides on the effect, which must emulate one or more specializations (or aspects or uses) of one of the other powers in the game. The difficulty to cast the spell is the Spell Value. The Spell Value is determined by the class of the power being emulated, how the spell is cast (on the fly, from memory, or from a scribed spell), the number of aspects involved, the duration of the spell, and other factors. For more information on casting spells, see Chapter 2 of this book.

Dabbling in the dark arts is a dangerous and corrupting influence on the magic user. If the hero employs an aspect of 6D of the power or less, or casts a spell with a Spell Value of 6 or less, and rolls a Critical Failure on the Wild Die, he automatically gains one Villain Point. Using aspects that are 7D or higher, or spells with a Spell Value of 7 or higher, automatically gains the hero one Villain Point.

The hero only gains Villain Points in this manner until she has 10 Villain Points. See the sidebar on page 12 for information on gaining Villain Points after 10.

Heroes attempting to fight this corrupting influence have a difficult time using their Sorcery power. Subtract the hero's Villain Points from his Hero Points (minimum of 0); the difference is added to the difficulty of aspects or Spell Value of spells for Sorcery.

Example: Jim's hero, the Jester, has been working to side with the forces of good. He has four Hero Points and three Villain Points, so his Sorcery is now at a +1 to the difficulty or Spell Value. This increase in difficulty represents the struggle against darkness the hero is making in his attempt to redeem himself.

Repelling Magical Attacks

Heroes can use the Magic Nullification and Magic Control aspects of Wizardry in a defensive manner. If the hero wants to rely on either of these two aspects to repel other magical attacks, she must declare her intention before initiative is rolled and may not switch to the other aspect until her next turn. Once declared, she may attempt to repel any magical attack directed at her without multi-action penalties, but she may not do anything else that round, including defend herself. She relies on the normal rules for the aspect to determine success.

Example: Karen decides that her character, Vyakarana, will repel any magical attacks directed at her this round. She forgoes her initiative roll and waits for any attacks to come at her. Vyakarana and her allies are fighting against Felix Faust and Etrigan the Demon. On his turn, Faust shoots a Magic Blast at Vyakarana. Using her Magic Nullification aspect, Vyakarana can repel the blast. If on his turn Etrigan decides to use his flame breath on her, Vyakarana can attempt to repel that as well, but if he lunges and attempts to strike her, she has to rely on her Passive Defense Value because she is focusing on blocking magical attacks.

Sorcerers & Wizardry

Because of the linked natures of Wizardry and Sorcery, a hero possessing Sorcery can also use the aspects of Wizardry (equal to or lower than the die code in their power) and cast magical spells. However, any attempt by a hero with Sorcery to use an aspect of Wizardry or cast a Wizardry spell has the difficulty or Spell Value increased by 2. This is automatic and cannot be reduced through Advantages, incantations, rituals, or components (see Chapter 2).

Also, the more corrupt the hero is, the harder it is to use Wizardry aspects or to cast Wizardry spells. When using an aspect, or casting a spell subtract the hero's Hero Points from his Villain Points. The difference (with a minimum of 0) is added to the difficulty or Spell Value.

Example: Brian's hero has two Villain Points and one Hero Point. He adds +1 to his difficulty or Spell Value for each Wizardry application.

Sorcery Aspects

Die Code: Control of Power

1D: Magic Sense: The hero can sense the magical power in objects and people. The power aura of any magical items or people within an area equal to 10 times the die code of the power in square feet is visible to the hero as long as he concentrates. The magical items appear to glow faintly. Other characters not using Magic Sense do not see the glow. Other magic users may oppose this roll with a roll of their *willpower* versus the hero's *willpower*. If the hero succeeds, she senses the other magic user; if she fails, the other magic user has successfully masked her power.

2D: Magic Blast: The hero can use magical energy to project a beam or sheathe his body or a weapon. The hero uses *brawling*, *martial arts*, *melee weapons*, or *marksmanship* to make the attack. This blast only affects magical objects or magical or spiritual beings (such as those with the Magically Adept or Tainted Advantages, Magic Susceptibility Disadvantage, the Magically Empowered enhancement on any power, a Vulnerability to magic; the Wizardry power, the Sorcery power; those who are in astral form; or completely magical or spiritual beings). It can be protected against by a Magic Shield, a Magic Field, a Protection class power with the +8D Magically Empowered enhancement, or some magical creatures.

3D: Magic Shield: The hero can create a shield of magical energy with a diameter equal to the one-half the die code of the power in feet, rounded up. This shield only protects against magical attacks, such as Magic Blast, powers with the Magically Empowered enhancement, or magical or spiritual beings or items. The Armor Value of the shield equals three times the die code of the power. Although the shield is typically round, it may be of any shape

Super Villains & Villain Points

Normally, every time a character performs a villainous action, he would gain a Villain Point. But for super villains, that is, characters who have 10 or more Villain Points, these actions are so common that it takes acts even more insidious to gain Villain Points.

Characters with 10 or more Villain Points do not gain new ones by committing villainous acts unless they use a Villain Point during their action. Performing a villainous action in this way regains the character the spent Villain Point and gets him a new one no matter the outcome of the action. Truly despicable acts (for example, the Joker torturing Commissioner Gordon and paralyzing his daughter, Barbara, in the *Killing Joke*) may warrant additional Villain Points at the Narrator's discretion.

Example: Felix Faust is a notorious sorcerer. For him using Sorcery aspects and casting Sorcery spells are everyday things. He would not gain a Villain Point every time he used an aspect of the power 7D or higher, or cast a spell with a Spell Value equal to or greater than 7. However, if he used a Villain Point when employing the Curse aspect, he would regain the spent Villain Point and gain a new one even if the curse failed to affect his target.

Sample villainous acts include taking a life, using high levels of the Sorcery power, organizing a crime, minor crimes (forgery, selling stolen property), ruthless destruction of property, and theft. For more information on gaining Villain Points see page 188 of the *DC Universe Roleplaying Game* rulebook.

the magic user can imagine (but not larger than the size dictated by the power).

4D: Magic Field: The hero can create a field of magical force that protects only against magical attacks, just like Magic Shield. The Armor Value of the field is three times the die code of the power. The field may be a bubble of any shape. It extends around the target up to one foot per die code in the power. The field only works one direction (stops attacks from entering but allows counterattacks to exit, for example). The way the attacks flow must be decided on each time the field is created.

5D: Scribe: The hero can scribe spells into spell books and onto scrolls. See Chapter 3 for details on how to scribe spells.

6D: Enchant: The hero can imbue items with magical energy through enchantment. See Chapter 3 for more details on enchanting items.

7D: Curse: The hero can place a curse on the target. The hero rolls the die code of his Sorcery power versus the target's *willpower*. If the hero succeeds, he chooses a Disadvantage with a die code equal to the Effect Value of the roll, which the

target then receives. The effect of this aspect is permanent (until the Disadvantage is bought off). If the hero fails, the target resists the curse.

9D: Corrupt: The hero can turn others toward the forces of darkness. The hero rolls the die code of his Sorcery power against the *willpower* of the target. If he fails, nothing happens. If he succeeds, the target is tempted by the darkness, and one of her Hero Points becomes a Villain Point. This change is permanent (the target must atone for the Villain Point normally).

11D: Domination: The duration of this aspect is Concentration. The hero can control others through sorcerous means. He makes an opposed roll of his die code in the Sorcery power versus the *willpower* of his target. If successful, the hero commands the target's actions for a number of rounds equal to the Effect Value. The hero can dominate a number of people equal to one-half the die code of the power (rounded down) at once. The hero cannot force the target to do something against her nature (taking a life, taking her own life, harming innocents), unless he makes another opposed roll for each action in question. For more information on this, see the Mind Control power on pages 74–75 of the *Directive on Superpowers*.

13D: Bestow: The hero can bestow powers and skills upon others. The hero must make a Heroic *arcane lore* or *know-how* (Sorcery) roll to bestow the powers or skills. The target may oppose this with her *willpower* skill.

If the hero is successful with his skill roll, he can give the target or targets a total value in powers or skills equal to the die code of the Sorcery power.

Example: a character with 14D in Sorcery can bestow one 14D power or skill on one target, two 7D powers or skills on one target, or 14 powers or skills at 1D each on 14 targets.

The bestowed powers or skills last a number of hours equal to the bestowed die code (for example, a 1D power lasts one hour). Once the sorcerer has allocated his total dice, he may not bestow any more skills or powers until at least 1D of awarded ability has faded. At that point, he may bestow up to that amount in abilities.

If the target already has any of the powers or skills bestowed to her, the granted power or skill die code is added to the one she already has, but the duration is calculated only with the new die code.

Example: Pat has Microwave Projection at 2D and receives Microwave Projection at 2D. He now has Microwave Projection at 4D, but the increase only lasts two hours.

15D: Drain: The duration of this aspect is Concentration. The hero can drain magical energy from items and beings and use it to empower himself. The hero makes an

opposed roll of the die code of his Sorcery power versus the Enchantment Value of the item or a roll of his target's Wizardry or Sorcery power. If he is successful, the hero may drain up to the Effect Value of magical energy from his target, with a maximum equal to his permanent die code in Sorcery. The drained energy is added to his Sorcery power.

Example: The Mysterious Madame has 15D in Sorcery and attempts to drain the Nightmage, who has 8D in Wizardry. She rolls and gets 11 successes, while Nightmage rolled 6 successes. The Madame has won the roll with an Effect Value of 5 ($11 - 6 = 5$). Nightmage's Wizardry drops to 3D and the Mysterious Madame adds the drained energy to her Sorcery, giving her 20D in the power. The maximum she could have gained regardless of the Effect Value is 15D; any extra energy she drained would dissipate until it returned to its owner (provided it still could).

The power drained in this manner lasts one hour for every die in the Sorcery power. After that time, the power reverts to its proper owner. But, if the use of this power reduces an object or being to no magical energy, the target is destroyed. (If it is a being, it is killed.) This has some effects on the person using the Sorcery power. The sorcerer gains the die code drained as per above, but after the time limit is gone, one-third of the increase (rounded down) remains as a permanent increase in the power. In addition, he gains three Villain Points.

Beyond 15D: For every five additional dice in this power, the hero adds a signature spell with a maximum Spell Value equal to one-fifth their die code in Wizardry that has no chance of failure. Signature spells cannot have a lasting effect on the overall environment (such as a spell that does massive amounts of damage or copies Reality Manipulation).

It also must be of such a nature as to be something the character is known for (such as Felix Faust being able to conjure flame in his hand).

The signature spell cannot have a Spell Value of greater than one-half the die code of the power before subtracting any modifiers (such as an incantation or components). The Narrator should disallow any spells he thinks are particularly unbalancing.

Spirit Channeling

(new Mental power)

Base Cost: 10

Specialization Base Cost: not applicable

Duration: Concentration (cannot be Permanent)

Range: not applicable

Base Damage Value: not applicable

Managing Skill: *willpower*

Specialization: none

Description: The hero's body is a conduit for spirits. She can channel their energy through her by joining her life force with theirs. When channeling these beings, the character normally retains her original physical state. However, if she also possesses some body-altering power (such as Shapechanging), the act of channeling may transform her into a representative of the spirit's original physical form.

A character may call upon a number of different spirits equal to the die code of her Spirit Channeling power. By joining with a spirit, she has access to his skills and powers. Normally the character has a spirit rapport with one specific being. In some cases, the character may have links to several disembodied spirits. The character could thus use a group of spirits as the paranormal equivalent of golf clubs, choosing the one she needs to gain a desired skill or power.

When first created, the player should design the spirit or spirits the hero channels. The spirit should be created as a separate being with skills and powers. The hero is allowed to assign a number of skills equal to the die code in the power to the spirit or spirits free. (Specializations count as half a slot for 1D in the specialization.) For example, at 1D the hero can give one spirit a 1D skill, but at 10D the hero can give one spirit a 10D skill, two spirits one 5D skill each, or 10 spirits each a 1D skill. Not all of the free skills need to be apportioned immediately. Free skill slots may be filled at a later time, but once the hero chooses the skill. She may not change it.

The abilities assigned to the spirit are those the hero can access at this time. Additional skills cost three-quarters of the normal total skill cost, rounded down, figured separately for each skill.

Example: To give a spirit, who already has all of his free skill allotment, 3D in *dodge* would cost 2 dice from the Dice Pool. To give the spirit 4D in *brawling* is 6 dice from the Dice Pool.

Any powers the hero wishes to give the spirit are purchased with the Linked Powers Limitation with the governing power being Spirit Channeling.

More than likely, the spirit knows a lot more than what he's sharing. The hero may only use the skills and powers when she is channeling the specific spirit who has been assigned them.

Increasing the Spirit Channeling power after hero creation also increases the available number of free skills that can be allocated to spirits. The player should total up the die codes of the skills already given to spirits and subtract that from the new total available because of the increased die code. The difference is the new die code left to be assigned. The player can distribute these skills among spirits

the hero already has made (reflecting a greater access to their abilities) or design a new spirit entirely.

The spirit created has a number of Mind Points equal to 5 plus a roll of the hero's die code in Spirit Channeling according to the Body Point chart on page 38 of the rulebook. Mind Points function the same as Body Points, but they are only reduced by damage from nonphysical attacks (such as Mental powers or Magical powers with no physical component). When the hero is channeling a spirit, any physical damage is taken off of the hero's Body Points, while any nonphysical damage (as above) is first taken off of the spirit's Mind Points. If the hero is reduced to zero Body Points, the spirit is driven from the hero. If the spirit is reduced to zero Mind Points, it is destroyed. If a spirit is destroyed, the hero takes half the spirit's total Mind Points in physical damage to represent the shock of having the bond between her and the spirit forcibly broken.

Once a spirit has been created with skills or powers, those skills or powers cannot be given to another spirit. If the spirit is destroyed, the skills and powers associated with it are lost.

When the spirit is in the hero, the hero can tap into the spirit's skills and powers as if they were her own. Unless the player has taken an appropriate Limitation, however, the spirits are considered friendly and willing to aid the hero. Most spirits desire a greater connection to the physical plane, and the hero can provide such a link.

Even so, the use of the spirit's skills and powers is completely dependent on the presence and good will of the spirits. Each round the hero is channeling a spirit after the first, she must roll her *willpower* at the beginning of the round. The difficulty of this roll starts at 1 and increases by 1 each round. This does not count as an action.

Example: After five rounds with the same spirit channeled, a hero makes a *willpower* roll against a difficulty of 4.

If the hero fails the roll, the spirit has left her. She can no longer use his skills or powers until she regains the spirit.

If a hero willingly lets a spirit leave her and wishes to choose another, she can do so with out any difficulty. However, if she fails a *willpower* roll to retain a spirit and she wants to call upon that spirit in the next round, she must make a successful Heroic roll of the power.

After a number of rounds equal to the power's die code have passed, the spirit allows himself to be channeled by the hero again.

The nature of the spirit that provides the power can vary widely. A familial spirit is a deceased relative or ancestor that comes to aid the hero. Free spirits have no previous connection to the hero. The spirits might be from histori-

cal figures or those the hero defeated in battle. Angelic and demonic spirits are representatives of the appropriate afterlives, come to work their business through the hero's physical form. Note that while having a demon for a power source might be considered a bad thing or indicate the Dark Secret Disadvantage, the hero should still be able to perform heroic deeds.

If the hero has the Uncontrollable limitation with this power, the spirits she channels are not automatically under her control. Every time the hero calls upon a spirit, she must make a roll of her *willpower* versus a difficulty based on the number of times the hero has channeled the spirit.

Example: When Tony channels a spirit for the first time, the difficulty of his *willpower* roll would be 1. If he were to attempt to channel a spirit for the fifth time, the difficulty would be 5. The increase in the difficulty represents the increasing familiarity the spirit gains of the hero's body each time it is channeled.

Should the hero fail this *willpower* roll, her body has become fully possessed by the spirit (and the Narrator). The hero is basically a passenger within the body, completely aware of her surroundings but unable to do anything. The hero may make an attempt to regain control of his body with another *willpower* roll at the same difficulty after a number of hours equal to the difficulty.

Spirit Manipulation

(new Force Manipulation power)

Base Cost: 20

Specialization Base Cost: 7

Duration: Concentration, except where noted in the description

Range: see description

Base Damage Value: none

Managing Skill: *willpower*; *know-how* (*Spirit Manipulation*)

Specializations: specific aspects (except Raise Dead)

Description: The hero has the ability to sense, contact, and command spirits. Unlike the Spirit Channeling power, the hero doesn't actually form a link with the spirits.

Spirit Manipulation Aspects

Die Code: Control of Power

1D: Sense Aura: The hero can see the spiritual aura of others. The aura of any being within 10 feet of the hero that he focuses on becomes visible. Auras tend to be a halo outlining the person the hero is sensing. Those of virtuous intentions tend to have brighter auras, while those of evil nature tend to have darker, even black auras. There may be other colors in the aura depending on the emotions of the being as well (see the sidebar). Another person may attempt to hide her aura from the hero by making an opposed roll of her *willpower*

versus the hero's *willpower*. If the hero is successful, he sees the aura as normal, but if the other character succeeds, the hero does not see her aura (which may or may not draw his attention). If the hero can sense spirits, he can look at their auras as well. A *know-how* (*Spirit Manipulation*) roll may be made to interpret the spirit's aura.

Auras & Their Colors

Most auras have wide-ranging color variations and hues. Here are some of the more standard colors and a brief interpretation of what each color generally represents.

Color	General Meaning
Red	Anger, passion, strength
Orange	Fear, confusion
Yellow	Intelligence, unselfishness, health
Green	Deceit, jealousy, obsession
Blue	Serenity, devotion, wisdom
Indigo	Introverted, soothing, artistic
Violet	Intuitive, magical, innovative
Gold	Spiritualness
Silver	Sorrow
Black	Negativity, hatefulness, wickedness
Gray	Depression, pessimism, despondency
White	Innocence, purity, goodness

3D: Sense Spirits: The hero becomes physically aware of spirits. At 3D, this begins with the sense of touch, which is usually represented by a tingling feeling or a feeling of intense cold by the hero when a spirit is near. The hero may make an opposed roll of his *willpower* versus the *willpower* of the spirit to use another sense to search for the spirit (for example, the hero attempts to see the spirit). For every die in the power past 3D, the hero gains another automatic sense of his choosing. For example, at 4D the hero might get sight so he can see spirits, and at 5D, he might decide on hearing so she can hear spirits, and so on until he has all five senses (sight, taste, touch, smell, hearing) attuned to spirits. The duration of this aspect is Permanent for all automatic senses and Concentration for the rest.

5D: Contact Spirits: The hero may talk with spirits that he can sense. When the hero speaks in the presence of spirits, they can hear him, but there is no guarantee that they will answer. If the spirit is inclined, it answers the hero in whatever language is native to it.

The hero can attempt to force a spirit to talk to him by making an opposed *intimidation*, *bluff*, *charm*, or *persuasion* roll versus the *willpower* of the spirit. However, even if the hero makes the spirit speak, it does not have to tell him

anything it does not want to. Often, a spirit made to speak in this manner grows angry with the hero for making it talk. If the spirit has appropriate powers or natural abilities, she may try to injure the hero.

If the hero cannot hear the spirit, she finds some other way to communicate with him (telepathy, writing on walls, and so on). A *languages* or *know-how* (*Spirit Manipulation*) roll may be made to help understand what the spirit is attempting to communicate to the hero.

7D: Call Spirit: The hero can summon a spirit to him. To call a spirit, the hero makes an opposed roll of his *willpower* versus the *willpower* of the spirit. If the hero is successful, the spirit appears in the presence of the hero within three rounds. Some spirits will be upset to be forced to come to the hero. They may respond angrily and violently. Once the spirit is in the presence of the hero, she is not bound to the hero in any way and may stay or leave at her own choosing (unless the hero has used *Capture Spirit* or *Control Spirit* on her).

9D: Capture Spirit: The hero can bind a spirit in such a way as to make it impossible for the spirit to leave or harm the hero. This act of capturing involves a two-step process. The first action is an opposed roll of his *willpower* versus the *willpower* of the spirit. If this roll is successful, the hero has snared the spirit, who may not leave or harm the hero for one round (this does not prevent her from harming anyone else in the area). The hero may make this roll every round to hold the spirit at bay.

The second action is an opposed roll of the hero's die code in the power versus the *willpower* of the spirit. If this roll is successful, the hero has bound the spirit and she may not leave or harm the hero until the hero allows her to or the hero dies. This step may be taken as a multi-action penalty with the snare step, or it may be attempted on a round immediately following a successful snare attempt.

One thing to remember is that, like most people, spirits do not take kindly to being imprisoned. If the hero binds a spirit for an extended period of time, she will more than likely do everything in her power to indirectly cause harm to the hero and hasten her escape. Once free, the wrath of an enraged spirit is nothing to dismiss lightly. The duration of this aspect is *Activated* to hold the spirit and *Permanent* once she is bound.

11D: Control Spirit: The hero can direct the actions of a spirit. The hero must make an opposed roll of his *command* versus the *willpower* of the spirit. If successful, the spirit is under the control of the hero for as long as he continues to concentrate on the action. She will do everything within her means to complete the wishes of the hero controlling her.

Most spirits consider being under the control of someone else the highest indignity. They will do what they can to pervert the commands of the hero to something not quite what the hero expected.

Example: The hero asks the spirit to bring him the most beautiful woman in the world. The spirit brings to the hero in her opinion what is the most beautiful woman in the world—a decision the hero may not agree with.

13D: Animate Corpse: The hero may animate the body of any deceased being whose spirit has left it. The hero needs to make a *Sense Spirits* roll to determine if the body is uninhabited. Then he makes a roll of the die code of his power versus *Physique* of the body. If successful, the corpse comes to life completely under the control of the hero. It retains its original attributes, skills, and powers with the following exceptions: *Knowledge*, *Perception*, and *Presence* attributes drop to 0D and all skills under them are lost. The *Reflexes* and *Coordination* attributes and all skills under them are reduced by -2D and *Speed* is halved. The animated corpse has the maximum number of *Body Points* it originally had, but if the *Body Points* reach zero, it is destroyed completely and cannot be animated again.

15D: Raise Dead: The hero may bring back to life an individual by joining the being's spirit and body back together. The hero must successfully call the deceased spirit (using *Call Spirit*), force it to enter its deceased form (using *Control Spirit*), and bind it there (using *Capture Spirit*). Once this is completed, the hero may attempt a roll of the die code of the power versus the *willpower* of the spirit to bring the being back to life. If this is successful, the being returns to the living. (These actions may be performed on consecutive rounds.)

Unless the hero has *Healing*, he is unable to mend any wounds the body received from the dying process. He effectively brings back to life an intelligent zombie-like person who can heal naturally, through the *medicine* skill, or from their own or another character's *Healing* power. Killing wounds will not heal shut and missing limbs and organs will not grow back, though the recently raised being will have no trouble continuing to live.

A spirit can be placed in a different body if its original form is not present or in such a condition as to sustain it, but attempting this increases the difficulties of all rolls involved by +4.

Summoning

(new Transportation power)

Base Cost: 5

Specialization Base Cost: 3

Duration: Activated

Range: see description

Base Damage Value: none

Managing Skill: *willpower*

Specializations: specific place, specific type of object or being (demons with physical form, cats, swords)

Description: The hero can bring items, people, and beings to her from elsewhere. Unlike the Teleportation and Dimension Travel powers with the Others-Only limitation, this power only allows the character to take an object from somewhere else and bring it to her location, not to take an object and send it anywhere she wishes. This power only permits the summoning of corporeal items and beings—demanding the presence of disembodied entities is the domain of Spirit Manipulation.

The hero may only summon objects or beings that actually exist. Of course, when the object or being disappears from wherever it was, the owner or friends surely will become disturbed and might well try to find it.

To summon an object, the hero makes a successful roll of the die code in the Summoning power versus a Very Easy difficulty. This is modified by the distance the hero is from the object and the type of object being summoned. See the sidebar for the modifier values.

To summon objects from different times, the hero must have the Temporal Manipulation power separately or Linked to her Summoning power. The die code in Temporal Manipulation determines how far forward or backward in time the hero can summon something from. (See Temporal Manipulation's description on pages 65–66 of the *Metropolis Sourcebook* or pages 138–139 of the *Directive on Superpowers*.)

If the object is a sentient being and resists the summoning, the hero needs to make an opposed roll of her *willpower* versus the *willpower* of the being resisting. Remember, if something the character is summoning resists the summons, he will more than likely not be in a good mood when he arrives. Be prepared to contain or control it. Some beings see such impositions on them as an affront and will often hold grudges against the summoner for centuries, even if the summoning was unsuccessful.

Once an object or being has been summoned to the hero, it remains until the hero deactivates her power, is knocked unconscious, or (if it can) returns from whence it came. If the Duration Change: Concentration limitation is taken with this power, the object remains as long as the hero concentrates on it. If the duration is changed to Permanent, the object remains permanently unless the hero or the object itself has some means of returning it. (Note: Bringing an angry demon to your location and then telling it that you can't return it is a *bad* idea.)

The hero can summon in one round a number of objects equal to the die code of his Summoning power. If the duration is Concentration, he has to spend an action to concentrate on each object to keep it with him. The amount a hero can summon at one time follows the area of effect chart on page 77 of the rulebook or page 96 of the *Directive on Superpowers*, except change the units from volume in cubic feet to weight in pounds. For example, a hero with 4D in Summoning could summon up to four people with a total weight of 400 pounds or less.

This power may not have the Self-Only or Others-Only Limitations.

Summoning Modifiers

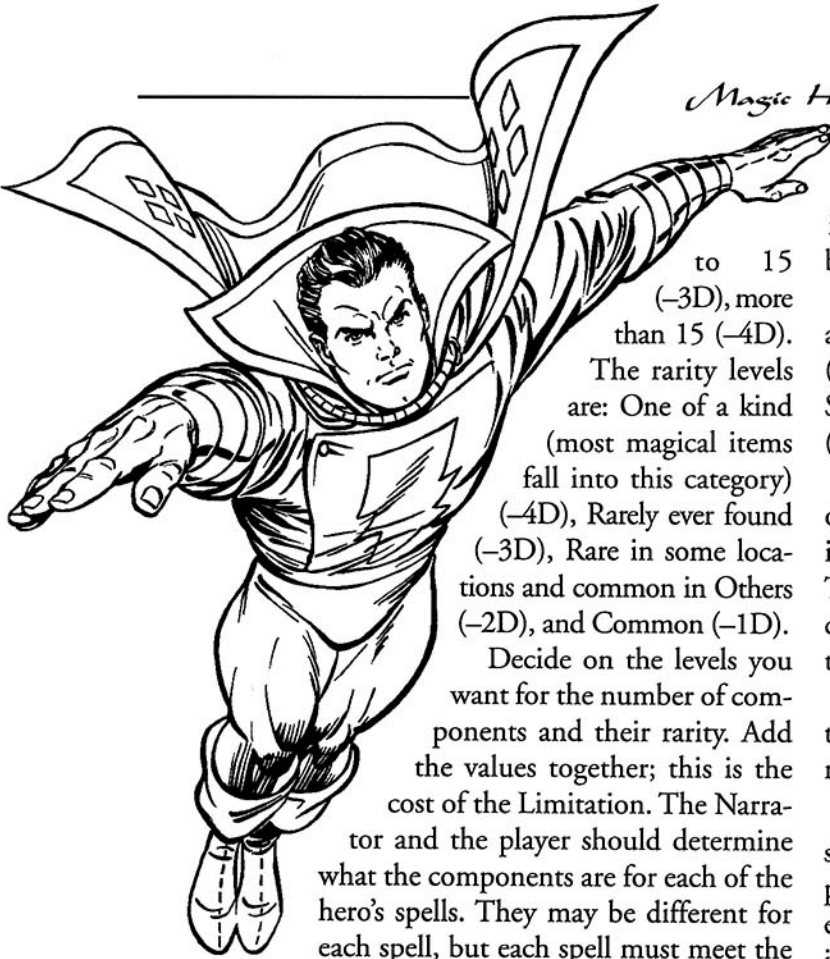
Distance from Hero	Modifier
Within several hundred feet	0
Within several miles	+2
Within several hundred miles	+3
Within several thousand miles	+4
On same planet	+5
In same solar system	+6
In same galaxy	+7
In nearby galaxy	+8
In faraway galaxy	+9
In another dimension	+10
Target	Modifier
Inanimate object	0
Living nonsentient being (animal)	+2
Sentient being (person)	+4
Summoner	Modifier
Has definite idea where target is	0
Has vague idea where target is	+2
Has no idea where target is	+4
Knows exactly what wants to summon	0
Has vague idea what wants to summon	+4

NEW LIMITATIONS & ENHANCEMENTS

Limitations

Components (–1D to –8D): The hero must use physical items (eye of newt, toe of frog, wool of bat, tongue of dog, a specific piece of equipment, and so on) to power his spells. Without the right components, the hero can only use the innate aspects of the Wizardry or Sorcery powers (Magic Blast, Magic Shield, and so on).

The level of this Limitation is determined by two factors: the number of components needed and their rarity. The quantity levels are: one (0), two to five (–1D), six to 10 (–2D), 11



to 15
(-3D), more
than 15 (-4D).
The rarity levels
are: One of a kind
(most magical items
fall into this category)
(-4D), Rarely ever found
(-3D), Rare in some loca-
tions and common in Others
(-2D), and Common (-1D).
Decide on the levels you
want for the number of com-
ponents and their rarity. Add
the values together; this is the
cost of the Limitation. The Narra-
tor and the player should determine
what the components are for each of the
hero's spells. They may be different for
each spell, but each spell must meet the
Limitation requirements.

Components are destroyed in the casting of the spell. New components must be obtained before the next time the spell is cast. If the player doesn't want the components to be consumed, the value of this limitation is halved, rounded down.

The Narrator may decide that the spell the character wishes to cast necessitates a component of a rarity higher than is designated by the chosen version of this Limitation. The hero may not cast the spell without the spell component, though it does count toward the number of components required by the Limitation.

Example: Rich's hero, the Warlock, needs two to five components that are rare in some locations and common in others (-3D Components Limitation) to cast his spells. He has come up with a new spell that the Narrator decides needs a one-of-a-kind component in it. The player still needs to come up with one to four additional components.

Incantation (-1D to -11D or more): The hero must focus her concentration by using an incantation before she can cast her spells. The level of this Limitation depends on the type of incantation and the amount of time it must be used before the spell can be cast.

The types of incantation are: Deep thought (eyes closed, not moving) (-1D); Simple (single word, short phrase [10 words or less], or simple gesture [extending forefinger, pinky, and thumb]) (-2D); Complex (com-

plex phrase [speaking backwards, rhyming] or complex gesture [moving arms in a precise manner, dancing]) (-3D); and Chanting (-4D). These can be combined, depending on the desired incantation.

The levels of time are: Less than one round (doesn't take an additional action) (0), One round (-1D), Several rounds (-2D), Number of rounds equal to the Spell Value (-3D), Several minutes (-4D), Several hours (-5D), Several days (-6D), Several weeks (-7D).

Except when the incantation takes less than one round, all other levels require the character's complete attention. That is, the character can make no other actions during that round. The hero rolls to determine the success of the spell at the completion of the incantation. If the hero is interrupted, then the spell will not work—she has to start over.

The Narrator may also require additional skill rolls, particularly *Physique* or *willpower* rolls, that reflect physical or mental exertion.

Example: If the hero's Incantation Limitation involves several hours of dancing, the Narrator should make the player roll *Physique*, *willpower*, or *athletics (dance)* several times during the incantation process because of the intense physical exertion.

Decide on the values that you want for the type of incantation and the amount of time it must be used, and add them together. This is the value of the Limitation. The incantation used for each spell cast may be different in its specifics, but all incantations must be of the same type and duration.

The Narrator may decide to allow this Limitation to be taken with other powers than Wizardry or Sorcery. If taken with other powers, the type of incantation and its duration must be performed before the hero can use the power.

Magical Transformation (-2D to -23D or more): The hero possesses two forms—a normal nonpowered form and a form having magical powers or powers empowered by magic. To change between these forms, the hero must perform a magical ritual (for example, uttering a magic word). The level of this Limitation is determined by four factors: the type of ritual, the time needed to perform it, components that are needed (if any), and the rarity of those components.

The types of ritual are: Deep thought (eyes closed, not moving) (-2D); Simple (single word, short phrase [10 words or less], simple gesture [extending forefinger, pinky, and thumb]) (-4D); Complex (complex phrase [speaking backwards, rhyming] or complex gesture [moving arms in a precise manner, dancing]) (-6D); and Chanting (-8D). These can be combined, depending on the desired ritual.

The performance times are: Less than one round (doesn't take an additional action) (0), One round (-1D), Several

rounds (-2D), Number of rounds equal to the largest die code of the powers (-3D), Several minutes (-4D), Several hours (-5D), Several days (-6D), Several weeks (-7D).

The component numbers are: Zero or one (0), Two to five (-1D), Six to 10 (-2D), 11 to 15 (-3D), More than 15 (-4D).

The rarity levels are: One of a kind (most magical items fall into this category) (-4D), Rarely ever found (-3D), Rare in some locations and common in others (-2D), and Common (-1D). This factor is included only if the component factor is also taken.

Except when the ritual takes less than one round, all other levels require the character's complete attention. That is, the character can make no other actions during that round. The hero's powers are activated at the completion of the ritual. If the hero is interrupted, then the powers are not activated—he has to start over.

The Narrator may also require additional skill rolls, particularly *Physique* or *willpower* rolls, that reflect the physical or mental exertion.

Example: If the hero's Magical Transformation Limitation involves several days of continuous chanting, the Narrator should make the player roll *Physique* or *willpower* several times during that period to represent the toll of the intense physical exertion.

Decide on the values that you want for each factor of Magical Transformation. Then add them together. This is the value of the Limitation. If a Limitation with the same versions of each factor is taken for multiple powers, the ritual only needs to be performed once to activate all of the powers unless the Narrator determines otherwise.

If the hero needs a component to aid him in his transformation and it is removed once he has been transformed, he reverts back to his normal nonpowered form in a number of rounds equal to the value of his Magical Transformation Limitation. Otherwise, the hero need only perform the ritual again to revert to normal form. Add -2D to this Limitation if the reversion is instantaneous when the component is removed or when the hero is knocked unconscious. The hero's nonpowered form is his form without any powers activated.

Example: Kris's character has a *Physique* of 2D, but when he says the magical word, "Groovy!" he transforms, activating his Superattributes: *Physique* 10D power, giving him a *Physique* of 12D. If he says the magical word again, he transforms back into his less-than-impressive normal form.

When changing from one form to another, the character may increase or decrease their height by up to one foot, increase or decrease his weight up to double or one-half the original, and change their eye and hair color.

This limitation can only be applied to Wizardry, Sorcery, or powers with the Magically Empowered enhancement (powers with Semipermanent or Permanent durations can be "turned off" by this limitation). Otherwise the hero needs to take the Super Hero Form limitation (described on page 34 of the rulebook) or pages 9 and 30 of the *Directive on Superpowers*.

Enhancement

Magically Empowered (+4D, +8D): The hero's or equipment's power or powers come from a magical source. This could be because of an enchantment or curse placed upon the hero or the piece of equipment.

At +4D, the power with this Enhancement has a magical power source, but it is not truly magical in nature. If it does damage, it can be protected against normally by Protection class powers or magical powers of a defensive nature (Magic Shield, Magic Field, or powers with this Enhancement). It can act on characters in astral form, spirits, and other magical creatures or magical items not affected by normal harm. It does damage to those beings at one-half its die code, rounded down.

If it provides protection, it defends at one-half its die code, rounded down, against magical blasts or powers possessed by demons, ghosts, and other magical or spiritual beings.

In both cases, these bonuses are in addition to the normal applications of the power. The power with this Enhancement, however, cannot be affected by nonmagical power dampening sources (mechanical power dampeners, a dampening power, and so on).

At +8D, the power with this Enhancement is magical in nature. If it does damage, Protection class powers only defend at one-half their die code rounded down against its attacks, but the Enhanced power can be completely protected against by other magical powers (Protection powers with this Enhancement, Magic Shields, or Magic Fields). It can be used against characters in astral form, spirits, and other magical or spiritual creatures or magical items not affected by normal harm. For both cases, this is in addition to the regular manifestations of the power. This level of Enhancement cannot be taken with the Superattributes power.

If the power with this level of Enhancement provides protection to the hero, it can defend against normal and magical powers (Magic Blasts, powers with this Enhancement, or powers magical in nature possessed by demons, ghosts, and the like).

Powers with this level of Enhancement are only affected by the Magical Nullification aspect of the Wizardry power.

This Enhancement cannot be taken with the Wizardry or Sorcery powers.



The ability to manipulate magical forces undoubtedly exists as the most significant aspect of being a magic user. It is what attracts most people to becoming wizards and sorcerers. This chapter outlines the process by which mages produce their wondrous effects.

DETERMINING SPELL EFFECTS

The first part of casting a spell is figuring out exactly what you want it to do. The spell effect can be something simple like doing damage to a foe or something complex, like setting a table for dinner while you are in another room.

Spell effects need to emulate one or more specializations or aspects of another power. For example, a hero could shoot a fireball at her opponent by casting a spell using the Energy Projection: Fire blast aspect.

If the hero wants to combine effects from two or more powers, this can be done as well, but it increases the difficulty in casting the spell.

Wizardry vs. Sorcery

Wizardry and Sorcery represent the ability to control the magical forces of light and darkness in the DC Universe. Although a hero must have one of these two powers to cast spells, the effects of the spells each of these powers may cast are very different.

As the representation of the powers of light, Wizardry spells gravitate towards the forces of Order. All spells cast by this power must work as a direct aspect of another power (including Sorcery). For example, the hero can fly by using a spell that emulates the Flight power.

Sorcery, on the other hand, represents the powers of darkness and gravitates towards the forces of Chaos. Spells cast with the Sorcery power may use the normal aspects of powers as well as perversions of those aspects. For example, someone with the Sorcery power may cast a spell that uses the Clinging power to bind a target's limbs to her body instead of allowing her to use the power to stick to other surfaces. This type of magic doesn't come without a price and often results in the gaining of Villain Points with continued use.

Example: A hero wants to perform a spell that sets the dinner table while she gets ready. She would need to combine Telekinesis and ESP to allow her to move the dishes from the cupboard to the table while keeping an eye on them from the other room.

Sample Spell Effect

Hector Hall, the current Dr. Fate, has uncovered a group of magic-wielding villains. He decides to cast a spell to create some armor for himself before he confronts the villains.

Dr. Fate could do this in one of several ways. He could make his skin harder, cover himself in metal, make himself invulnerable to damage, create a forcefield around himself, or any number of other options. He wants to intimidate as well as gain protect, so he chooses to create a suit of translucent armor around himself.

He figures that the best way to do this is by using the Psychic Manifestation (armor) specialization to make the armor. Now he has to determine the difficulty of the spell.

Once the hero has decided on the effect she wants to generate with her spell, she figures out how challenging it will be to cast by calculating the Spell Value.

CALCULATING SPELL VALUE

The Spell Value is the difficulty to cast a spell. It is determined by totaling the Base Spell Value of a spell plus any modifiers.

BASE SPELL VALUE

The class of the power the spell emulates determines the Base Spell Value. It represents one aspect of one power at 1D.

Power Class	Base Spell Value
Physical	3
Mental	4
Transportation	5
Protection	6
Manipulation	7

MODIFIERS

The modifiers to the Base Spell Value for a spell include multiple aspects of a power; multiple powers in a single spell; increased damage, range, or duration; incantations; and other

The Specifics of Spells

This chapter outlines numerous modifiers that can be included in a spell in order to tailor it to the caster's desires. For each characteristic of a spell, from determining to power emulated to selecting modifiers, the player must be specific. It is not enough to say, "I want this spell to have a ritual." The details of that ritual must be chosen. The player must inform the Narrator of the specifics of the spell. No other players, their characters, or the Narrator's characters need know what the spell caster intends to do. (Circumstances may warrant otherwise, but that is up to the Narrator.)

factors. Herein are the various modifiers that can be applied to the Base Spell Value of a spell. Although these modifiers can dramatically increase the final Spell Value, it cannot be lowered below 1.

Multiple Aspects: A spell may emulate more than one aspect or specialization of a power. For every aspect beyond the first, add 1 to the Base Spell Value. For example, using both the blast and sheathe aspects of Water Manipulation would add 1 to the Base Spell Value of 7.

Multiple Powers: Powerful spells are often combinations of various powers. When using two or more powers in conjunction in a single spell, take the largest Base Spell Value and add 2 to it for 1D in one aspect of each extra power (use the Increased Power modifier to increase the die code of the second power). For example, combining Animation with Flight to make a carpet move and fly would be a Base Spell Value of 5 for Flight plus 2 for the Animation power, to come up with a total Base Spell Value of 7. Note that this modifier only applies to a single aspect or specialization of each power. Adding more aspects or specializations adds to the difficulty as discussed under "Multiple Aspects."

Increased Power: The Base Spell Value refers to 1D only in the emulated power. To increase the die code by 1D, add 1 to the Base Spell Value. For example, the Base Spell Value for Energy Projection (a Physical power) is 3 for 1D. To cast a spell using Energy Projection at 5D would increase the Base Spell Value by 4 for a total Spell Value of 7.

Increased Duration: All spells have the duration of Concentration. It takes one action to cast a spell and one action each round after it is cast to maintain it. This action is taken up by an attempt to use the power emulated (with a roll of the emulated power's managing skill).

For most spells (such as an energy blast), this is not a problem. However, if the hero wants to increase the duration of a spell (to sustain a telekinetic bond after he has stopped concentrating on it, for instance), it adds +1 to the Base Spell Value for every five extra rounds that the spell is maintained after the hero has stopped concentrating or is knocked unconscious. Once a spell caster stops concentrating on a spell or he is knocked unconscious, the spell ceases unless he has increased the duration (a nullified spell stops regardless of the duration increase).

To change the duration of any spell to Activated adds +10 to the Base Spell Value. A spell with an Activated duration need no longer be concentrated on; it is maintained until the caster turns the spell off, is knocked unconscious, or the spell is nullified. Discontinuing a spell counts as an action, but this works automatically, requiring no skill roll.

Changing the duration to Permanent adds +25 to the Base Spell Value. Permanent spells only cease if they are nullified.

Durability: The difficulty to nullify a spell generally equals the final Spell Value, but a caster may make a spell harder to break. For each +1 added to the Spell Value through a durability modifier, the magic user may include another +1 to the nullification difficulty.

Example: A spell with a Base Spell Value of 3 and a durability modifier of +1 has a casting Spell Value of 4 and a nullification difficulty of 5.

Enhancements & Limitations: The caster may modify the power she is emulating by adding Enhancements or Limitations to it. The Enhancement or Limitation added to the power increases or decreases the Spell Value by the cost of the Enhancement or Limitation.

Example: Sargon casts a spell that emulates Telekinesis. He decides that he wants to limit this power to touch, so he puts the Limited Range: Touch Limitation on the power. This Limitation is worth -3D to the power, so he reduces the Spell Value by -3.

All powers emulated in a spell gain one level of Magically Empowered free. To add the second level adds +4 to the Spell Value.

Certain Limitations and Enhancements may not be used in spells. These include Duration Change Limitation and Enhancement, Latent Power, Linked Powers, Limited Ability, Super-Hero Form, Removable, Singularity, Upkeep, and Remote. The Narrator may restrict the choice of other Limitations and Enhancements.

Rituals: Casting a spell normally takes only thinking of a spell and casting it (represented by taking one action during one round). However, rituals can be performed to significantly lower the overall Spell Value

Rituals have two parts. The caster decides how intricate of a ritual she intends to perform, and then she determines how long she is going to perform it before she casts the spell. The ritual modifiers chart shows the type of ritual, the number of actions it takes to perform it, amount of time spent performing the ritual, and the modifier to the Spell Value. If characters spend a full round or more performing a ritual, that is all they can do during that time, because they are focused on the ritual and nothing else. The number of actions are relevant only for rituals of one round or less.

Note that rituals are different than the Incantation Limitation because they do not have to be performed each time a magic user is casting a spell, unlike the Limitation, which must be.

Ritual Modifiers

Type of Ritual	# of Actions	Modifier to SV
Deep thought (eyes closed, not moving)	0	0
Simple phrase (10 words or less)	0	-1
Simple gesture (extending forefinger, pinky, & thumb)	0	-1
Complex phrase (lengthy speech; speaking backwards; rhyming)	0	-2
Complex gesture (moving arms in a precise manner; dancing)	1 or more	-3
Chanting	1 or more	-3
Length of Ritual		Modifier to SV
Less than one round		0
One round		-1
Several rounds		-2
Number of rounds equal to Spell Value		-1/4 SV†
Several minutes		-1/3 SV†
Several hours		-1/2 SV†
Several days*		-2/3 SV†
Several weeks*		-3/4 SV†

† Fractions of total Spell Value (SV) are rounded up.

* Note: If a hero attempts to perform a ritual over several days or several weeks, the physical and mental strain will take their toll on the hero. When performing a lengthy ritual, the hero must make a *Physique* roll against a difficulty of 1 increased by 1 for every 3 days the hero continues the ritual past the first.

ormal beings. Similarly, when a spell involves invoking the name of a preternatural being, presence, or object, this is considered external magic.

There are two types of people the caster may call upon: those with magical ability and those without. Those with magical ability include anyone with a Magically Empowered power, a Magic Manipulation power (Wizardry or Sorcery), or a natural magical ability (determined by the Narrator).

The caster has the easiest time calling upon the aid of those who willingly lend their magical abilities or life forces (for those without magical abilities) to help in the casting of her spell. If the caster uses

The modifiers for the type and length of ritual are each subtracted from the Base Spell Value once all other modifiers to it have been determined. The requirements of a ritual are in addition to anything necessitated by the power's Limitations.

Components: The hero may use certain physical items to lower the Spell Value of the spell he is about to cast. First, the player and Narrator should decide on what components are needed for the spell. Once this has been determined, subtract the modifiers based on the number and rarity of the components from the Base Spell Value. Components are destroyed in the casting of the spell.

External Magic: The hero calls on others to help him cast the spell. Typically, these "others" are familiars, followers, or companions, but they might be summoned paran-

the name of a preternatural being, presence, or object that is not willing to lend her any magical ability, she is only calling on them in name; she is not actually using them to help her cast the spell.

If the caster wants to attempt to call upon an unwilling subject, the caster must make an opposed roll of her *willpower* versus the *willpower* of the subject to be called upon. If the caster succeeds in this roll, she is able to use the magical ability of the subject as normal (see the External Magic chart) until the spell is completed. (Be warned! Most subjects are consider this to be the same as stealing their abilities and will often times try to take revenge on the caster.)

Should the opposed *willpower* roll result in a tie, the caster can use the magical ability of the subject to lower the Spell Value as per the External Magic chart, but the subject may attempt to break the link every round that the spell is active. If the link is broken and the caster is unable to finish the spell (because the SV increases and the caster is unable to make the roll), the spell fails.

If the opposed *willpower* roll is failed, the caster has failed in her attempt to draw upon the subject, though the subject may still seek revenge. A caster may wish to use a summoned being in a spell. In this case, she must first summon the being to her using the Summoning power or casting a summoning spell first.

Regardless of how the caster taps into a subject, the subject may not use his own power while his abilities are being called upon.

Component Modifiers

Number of Components	Modifier to SV
1	-1
2-5	-2
6-10	-3
11-15	-4
16+	-5
Component Rarity	Modifier to SV
Common	0
Rare in some locations, common in others	-2
Rarely ever found	-4
One of a kind (most magical items fall here)	-6

External Magic Modifiers

Others' Abilities	Modifier to SV
Magically Adept (Wizardry spells only)	-1/4 SV* per level†
Tainted (Sorcery Spells only)	-1/4 SV* per level†
Magical Resistance	+1 per level
Magical Ineptitude	+1 per level
Wizardry	-1/3 die code†
Sorcery	-1/3 die code†
Magically Empowered	-1/10 die code per level†
Natural magical abilities	Determined by Narrator
Follower with no magical ability	-1 for every 20 followers
Loyal follower with no magical ability	-1 for every 10 followers
Devout follower with no magical ability	-1 for every 5 followers

* Use the Base Spell Value, not the total Spell Value.

† Fractions are rounded up.

Importance of Surrendered Item	Modifier to SV
Trivial (item just picked up by caster)	x1/4*
Low (item caster owns but is not attached to)	x1/3 *
Moderate (item caster likes but would sell if price was right)	x1/2*
High (item caster would hesitate to sell)	x2/3*
Very High (item caster wouldn't sell at any price)	x3/4*
Treasured (item caster wouldn't normally part with at the cost of her own life)	x1

* Use *Physique*, *Defense Value*, *willpower*, or *Presence* (as appropriate) of item to determine modifier value. Fractions are rounded up.

Casters may also surrender something to the spellcasting to help lower the Spell Value. The more important this item is to the person, the greater the effect it has on the Spell Value. A diamond just stolen from a jeweler would have less effect than a treasured family heirloom or a treasured family member's soul. (Note: Surrendering living beings automatically gains the caster Villain Points. If this is to power a Sorcery spell, the Villain Points are gained before gaining those from the casting of the spell.)

When an object is surrendered, take the *Physique* or *Defense Value* for solid objects or the *willpower* or *Presence* for ethereal objects and multiply it by how important the item is to the caster (see "External Magic" chart). The result (rounded down) is subtracted from the Spell Value. The surrendered item is consumed in the casting of the spell.

Only the surrendering of an item or being may be a required part of a spell. The use of followers, companions, or other such entities may not.

Feedback: See "Feedback" section later in this chapter.

CASTING SPELLS

Once the Spell Value has been calculated, the spell can be cast. To cast a spell, the hero rolls her *arcane lore*, *know-how* (*Wizardry*), or *know-how* (*Sorcery*) skill against the Spell

Value. Getting a number of successes equal to or greater than the Spell Value successfully produces the desired effect. If the hero rolls a number of successes greater than the Spell Value, he generates an Effect Value. The Effect Value is added as a number of automatic successes to the skill or power roll used to control the power being emulated.

Spells take one action to be cast. If the hero performs a ritual of some sort to cast the spell, the time it takes to

Sample Spell Value Calculation

Dr. Fate is ready to cast his spell. He wants to create some translucent armor around himself and has chosen to emulate Psychic Manifestation (armor) to do this. He decides to try to perform this spell on his own, without the aid of Nabu. The Spell Value breaks down like this:

Power Emulated	
Psychic Manifestation (a Mental power; Base Spell Value of 4)	4
Modifiers	
He wants it to deflect most attacks, so adds +5D (for a total power value of 6D)	+5
He says, "Abra Kadabra," a simple phrase	-1
Taking less than a round to do it	0
Total Spell Value	8

Dr. Fate must roll 8 successes or more with his *arcane lore* or *know-how* (*Wizardry*) skill to cast the spell successfully. He may add +2 to the skill roll when performing the spell, because he has the Magically Adept Advantage.

Places of Power

Scattered throughout the globe (and probably the universe) are numerous places of mystical power. These can aid the determined (or lucky) magic user who finds them by offering an additional source of magic. How much magic depends on how often its mystical source renews it, how the stars and moon are aligned, the time of day, the weather conditions, and so on. The Narrator determines the exact amount, but most mystical places provide at least 1D of Magic Manipulation power to the magic user casting a spell in that location. The Magic Manipulation power can be specified as Wizardry or Sorcery, or it might be of a generic nature (which is typically the case), thus allowing anyone with mystical ability to tap into it. The magic provided by the location adds to the spell caster's Wizardry or Sorcery die code as a temporary boost in power. Once the spell is completed or the magic user leaves the site, the boost disappears.

Note that just because a character can find or sense a place of power does not mean she can necessarily use it to enhance her magic. Ley lines (streams of magical energy that are invisible to physical senses), for example, are easy to spot, but they are difficult to tap into. For any place of power, the character must make an *arcane lore* attempt. The difficulty, determined by the Narrator, should be of at least Heroic, possibly more, depending on how well known in mystical traditions the place is. The player may add any Effect Value generated by the roll the skill roll for the spell-casting endeavor, to simulate the character's special insight into the site's use.

Any magic taken from a place of power is drained for a cycle, the exact time span of which varies among spots and depends on how much was depleted. This is generally one month, but it could be after a longer or shorter period of time, after a certain number of people have passed through the place, after a certain ritual has been performed or sacrifice made (of valuable items or living beings), or when a certain event has occurred (such as a solar flare or an eclipse of the moon). For example, Australian Aboriginal ley lines are renewed by the traversing of people, most of who must be Aborigines, on them.

Places of power include ley lines, nodes (convergences of ley lines), standing stones, stone circles, ancient tombs, certain temples and sacred sites, prehistoric crossroads, unusual natural formations (of trees, rocks, or similar material) and other sites of significance to ancient, primitive, mystical, or spiritual civilizations. Similarly, ley tracks—which can take the form of straight lines between landmarks, geometric shapes, grids, radiating lines from a common center, animal and avian forms, zigzags, and other symbols—may have mystical significance, though not all of them do. Some of these are still in use today, and thus receive regular rechargings, while others have become weak and difficult to ferret out.

Anyone with Magic Sense (which is an aspect of Wizardry and Sorcery) or Magically Empowered ESP can find places of power. The difficulty depends on the how well the location is hidden, how strongly magic emanates from the place, and how far from the character's current location it is. Use the *search* skill, with the similar difficulties (see page 216 of the rulebook).

cast that ritual must be applied before the casting of the spell.

Example: Sargon plans on meditating for several rounds before he casts his spell. After he meditates for those rounds, which uses up his actions during that time, he must still take one action on the next round to cast the spell.

Sample Casting of a Spell

Dr. Fate has calculated the Spell Value for his spell that will emulate the Psychic Manifestation (armor) specialization (see example above). He now is going to cast the spell.

He says, "Abra Kadabra" and rolls his *arcane lore* of 5D, getting 4 successes on the roll. He failed to cast the spell. He can spend Character Points to improve his roll. Or, on his next turn, he can try to cast the same spell again and hope for a better roll or try to figure out a way to lower the Spell Value so he has a better chance at succeeding.

Either way, he had better keep his head down around the villains until he gets some armor.

Once the spell has been cast successfully, the hero receives a one-time use of the aspect or specialization of the power she has emulated. Once the spell ends, she loses the abilities she gained with the emulated power.

Example: Zatanna casts a spell that copies Microwave Projection (hands). As she continues to use the power on consecutive rounds, she may rely on this spell. Once she stops, she has to cast it again to use that power.

The hero must use whatever managing skill the emulated power requires to manipulate the spell. If the hero copies Microwave Projection, she has to use either *marksmanship* or *know-how* (Microwave Projection) to control it.

FEEDBACK

Feedback is damage the caster takes from magical energy that courses through his body. There are two types of Feedback: accidental and intentional.

Using Scribed Spells & Enchanted Items

Most magic users in the DC Universe prefer to cast spells on the fly or learn them from other mages. Nonetheless, for elaborate spells, such as ones with several parts and complex rituals, magic users often write down so that they may produce consistent future results, just as a person would set down a favorite recipe.

A spell caster gains a benefit from using a spell out of a book or scroll. Casting from scrolls offers a +1 benefit to the spellcasting skill roll, while casting spells from a spell book gives the mage a +2 to the spellcasting skill roll. (Of course, spell books are often unwieldy and thus have a greater chance than a scroll of being damaged during battle.)

Magic users can also memorize spells they find in spell books. By spending at least one round devoted to fixing the spell in her mind, she receives a +1 to her spellcasting skill roll. Although a smaller benefit than if she actually had the book, she doesn't have worry about its safety. More complex spells may take longer to memorize.

Spells may not be memorized from scrolls.

Spells can also be contained in magically charged items. Magic users performing spells contained in an item gain a +2 bonus to their spellcasting skill roll.

See Chapter 3 for more information on scribing spells in spell books and scrolls and infusing spells into items.

Magical Critical Successes & Failures

If the hero rolls a **critical success** on the Wild Die, roll two Wild Dice and compare the result to this chart.

Die Roll	Result
2 Successes	Normal Wild Die rules apply.
1 Success/1 Critical Success	Wild Die counts as a success. Roll two Wild Dice instead of one for the reroll (reroll each of those as normal).
1 Success/1 Failure	Wild Die counts as a success. Roll three Wild Dice instead of one for the reroll (reroll each of those as normal).
1 Success/1 Critical Failure	Wild Die counts as a success. Roll four Wild Dice instead of one for the reroll (reroll each of those as normal).
1 Critical Success/1 Failure	Spell succeeds.
1 Critical Success/1 Critical Failure	Spell succeeds. If an Effect Value has been generated, the caster adds either the Spell Value or the Effect Value (whichever is greater) to the roll to use the spell.
1 Critical Failure/1 Failure	Spell succeeds. The total skill roll, not just the Effect Value (if one has been generated), is added to the skill or power roll.
2 Critical Successes	A blast of energy surges forth from the caster, striking one of his opponents randomly and doing three times the die code of the emulated power in damage.
2 Failures	Normal Wild Die rules apply, and total successes are doubled.
2 Critical Failures	Spell succeeds. Double the total number of successes and add to the roll to use the spell.

If the hero rolls a **critical failure** on the Wild Die, roll 2 Wild Dice and compare the result to this chart.

Die Roll	Result
2 Successes	Normal Wild Die rules apply.
1 Success/1 Critical Success	Critical failure counts as a failure and takes away two successes.
1 Success/1 Failure	Critical failure counts as a failure and takes away three successes.
1 Success/1 Critical Failure	Critical failure counts as a failure and takes away four successes.
1 Critical Success/1 Failure	Spell fails.
1 Critical Success/1 Critical Failure	Spell fails. The caster is befuddled and must make a successful Very Difficult <i>arcane lore</i> or <i>know-how</i> (Wizardry or Sorcery) roll or be unable to cast a spell the next round while he regains his wits.
1 Critical Failure/1 Failure	Spell fails. The caster takes the total Spell Value in accidental Feedback damage.
2 Critical Successes	The spell rebounds harmlessly off the target and affects the caster.
2 Failures	Spell fails and the caster is struck with a magical backlash; he is unable to cast any spells for the Spell Value in rounds.
2 Critical Failures	A random being (determined by the Narrator—this could be a demon, an angel, a super hero, a super villain, etc.) appears in front of the caster as if the Summoning aspect of Sorcery with a die code equal to the Spell Value were employed.

Failing to cast a spell properly has the potential to cause a magical backlash on the caster. This backlash is accidental Feedback.

Any time a spell is attempted and failed (the skill roll is lower than the Spell Value), the caster must determine if there is any accidental Feedback. The caster subtracts her die code in Wizardry or Sorcery from the total Spell Value. If this number is greater than zero (it cannot be negative), that is the amount of accidental Feedback generated.

The Magical Resistance Advantage allows the caster to reduce the amount of damage she takes from accidental Feedback. See the description of this Advantage for details.

Alternatively, the caster may decide to open her self up to the magical energy in the universe to allow herself greater control over it. This is dangerous and causes intentional Feedback. For every three Body Points the caster takes in intentional Feedback, she can reduce the Spell Value of the spell she is about to cast by -1.

CRITICAL SUCCESSSES & CRITICAL FAILURES

As an option, the Narrator may decide that because of the nature of magic, a critical success or critical failure on the Wild Die has more varied effects. The chart below should be used in replace of the normal rules for the Wild Die found on pages 4, 5, and 102 of the rulebook.

GLAMOURS

Glamours are little spells that are used everyday by casters. Some example Glamours are lacing the caster's shoes, making her smell like perfume, cooling a drink, making a person scratch or sneeze, or any other type of simple activities. Glamours must be generally harmless spells. They cannot cause direct damage to a target and cannot have a total Spell Value of greater than 10 for the full spell. The mage

may employ one to three components of any rarity (and reduce the Spell Value appropriately), but they are not necessary. However, all Glamours require a simple phrase or gesture, in addition to any required by power Limitations; these do not reduce the Spell Value. Furthermore, these modifiers may not be included in a Glamour: increased duration, rituals, external magic, and feedback.

To calculate the cost of a Glamour, determine the cost of the full spell and divide it by 2, rounded down. This is the Spell Value for the Glamour.

Glamours take no time to cast (the caster does not need to concentrate for an action to cast one), but the caster may take longer to cast a Glamour and thus lower the Spell Value.

Example: Zatanna has just arrived home after a show to find that the light bulb in her apartment has burnt out, leaving her in complete darkness. Tired from her act, she opts not to cast a full spell. Instead, she decides to cast a Glamour that will send out a beam of light from her finger like a flashlight.

The player determines that this would be Light Manipulation (light beam) and that Zatanna should only need it at 1D. Not figuring she would need any other modifiers, the player comes up with a Spell Value of 7 for the full power. Dividing this by 2 and rounding down gives a Spell Value of 3 for her Glamour. The player now rolls either Zatanna's *arcane lore* or *know-how* (Wizardry) skill to see if she can cast the spell.

The player succeeds at the skill roll, and Zatanna says, "Regnif fo thgil, tghil ym yaw!" and her finger begins to glow, illuminating her apartment enough for her to find her spare light bulb.

SAMPLE SPELLS

GENERIC SPELLS

The following spells are examples of spells that can be cast on the fly or precalculated. You will notice that they list the basics of the spell along with some sample modifiers. Players should feel free to add any modifiers to the base spell to get the desired effect that they want. If a player

includes no sample modifiers, then Spell Value of the basic version equals the BSV.

Doorway Home

Description: The caster opens a doorway in front of him that he may step through and instantly be transported to his home dimension.

Power Emulated: Dimensional Travel (BSV 5)

Number of Aspects: 1 (travel to home dimension)

Die Code of Power: 1D

Duration: Concentration

Sample Multiple Aspects: None

Sample Multiple Powers: None

Sample Enhancements: None

Sample Limitations: Experience Drain -10, Side Effect -1 to -4

Sample Rituals: Complex gesture (make the motion of opening a doorway) -3; simple phrase (the caster must speak the name of the location he is going to before casting the spell) -1

Sample Components: A piece of the place the doorway is being opened to -1

Energy Blast

Description: The caster concentrates and then unleashes a devastating blow of energy at her target.

Power Emulated: Energy Projection (BSV 3)

Number of Aspects: 1 (type of energy)

Die Code of Power: 1D

Duration: Concentration

Sample Multiple Aspects: None

Sample Multiple Powers: None

Sample Enhancements: Multiple Targets +2, Self-Invulnerability +3

Sample Limitations: Experience Drain -10, Focused -5, Ineffectiveness -1 to -3, Side Effect -1 to -4

Sample Rituals: Simple gesture (outstretch arm in direction of target) -1; simple phrase (the caster must utter a word or phrase before unleashing the blast) -1

Sample Components: Anything representing the type of energy released -1 to -5

Helping Hand

Description: The caster is able to move things without having to touch them.

Power Emulated: Telekinesis (BSV 4)

Number of Aspects: 1 (lifting items)

Die Code of Power: 1D

Duration: Concentration

Sample Multiple Aspects: None

Precalculated Spells

The players may wish to create a list of spells that their magic-wielding characters will use often during the game.

The Narrator and player should determine whether these spells are contained in a spell book or some other type of volume that the character carries with her, or they are just representative of her favorite spells, whichever best suits the character concept.

Players are only allowed to create a number of precalculated spells up to the die code the character has in Wizardry or Sorcery.

Sample Multiple Powers: ESP +2

Sample Enhancements: Mastery +6

Sample Limitations: Side Effect -1 to -4

Sample Rituals: Complex phrase (the caster must speak the desired directions before the Helping Hand will do the action) -2

Sample Components: A small sculpture of a hand -3

Shield

Description: The caster wills into existence an invisible field around her that protects from all physical attacks.

Power Emulated: Forcefield (BSV 6)

Number of Aspects: 1 (hand-to-hand attacks)

Die Code of Power: 1D

Duration: Concentration

Sample Multiple Aspects: ranged physical attacks +1, energy attacks +1

Sample Multiple Powers: Energy Absorption +2

Sample Enhancements: Deflection +2 to +3

Sample Limitations: Experience Drain -10, Focused -5, Side Effect -1 to -4, Self-Damaging -4 or more

Sample Rituals: Simple gesture (arms outstretched) -1

Sample Components: A mystic circle drawn with a marker, pencil, or powder, or etched into the ground around the caster -3

SPECIFIC SPELLS

Although most wielders of arcane forces in the DC Universe tend to cast their spells on the fly, there is the occasion when one of them casts a precalculated spell. This section outlines several of such spells to give an example of precalculated spells that exist in the DC Universe.

Claws of Anubis

Description: Using the Amulet of Anubis, the caster can make white interlocking bands wrap around the target. The bands have Egyptian stylized claws around the inside of them that shred the target caught inside the bands.

Power Emulated: Bind (BSV 3) plus Natural Weapons: Claws

Number of Aspects: 1 (bands)/1 (claws)

Total Die Code of Power: 6D (Bind)/4D (Natural Weapons)

Duration: Concentration

Modifiers: Multiple Powers (Natural Weapons: Claws) +2, Increased Power (Bind) +5, Increased Power (Natural Weapons) +3, Component (Amulet of Anubis) -7, Limitation (Side Effect: spell makes the sound of thousands of claws clicking) -1.

Final Spell Value: 5

Onyx Hunger

Description: This spell drains magical energy from the caster's opponents even while the caster is casting his spells.

Power Emulated: Sorcery (BSV 7)

Number of Aspects: 1 (Drain)

Die Code of Power: 20D

Duration: Concentration

Modifiers: None

Final Spell Value: 26

Shield of Mystic Stone

Description: This spell combines Pictish Earthen magic and a Mayan elder incantation to create a circular stone shield with runes on its edge. The shield has an AV of 18 and can protect against magical attacks.

Power Emulated: Earth Manipulation (BSV 7)

Number of Aspects: 1 (create stone)

Die Code of Power: 6D

Duration: Concentration

Modifiers: Ritual (complex phrase: Mayan elder incantation) -2.

Final Spell Value: 10

Spell of Tongues

Description: Created long ago on the banks of the River Styx, this spell allows the caster to project powerful bolts of lightning from his mouth at his target.

Power Emulated: Energy Projection (BSV 3)

Number of Aspects: 1 (Lightning)

Die Code of Power: 7D

Duration: Concentration

Modifiers: Limitation: Side Effect (energy lances from caster's mouth) -1.

Final Spell Value: 8

Undying Flames of Nergal

Description: The caster directs a tremendous, ankh-shaped blast of energy at his target.

Power Emulated: Microwave Projection (BSV 3)

Number of Aspects: 1 (blast)

Die Code of Power: 10D

Duration: Concentration

Modifiers: Limitation: Side Effect (blast is in the shape of an ankh) -1, Ritual (simple phrase: caster must same name of spell before casting) -1.

Final Spell Value: 10



Chapter 3
Creating
Magical
Items

Be it Dr. Fate's mystical Helm of Nabu or Dr. Occult's mysterious Symbol of the Seven, magical items have a prominent place on the metaphysical lore of the DC Universe. The previous two chapters have shown how to create a magic-wielding character and how to weave the preternatural energy into potent spells of offense and defense. This chapter places one foot back into the physical realm to look at how to enchant items and scribe spells already created.

Magical items are made through a series of steps similar to producing normal equipment. First, the character crafts the enchantment for the item, deciding what sort of mystical abilities the item should contain. The character also locates the item to be enchanted or creates the item separately. By searching through ancient tomes or seeking the assistance of more experienced beings, the character then checks her initial mystical ability design and selects any rituals, components, or other supporting activity to assist in the enchantment. Finally, the character performs the enchantment and creates the magical item.

Example: Felix Faust wants to enchant an item with the ability to give its wearer the power of flight. While he could put a power into the object, he chooses to infuse it with a spell, thus creating a magically charged device. He

happens to have a nonmagical amulet already, so he doesn't have to worry about purchasing or creating one of his own.

He has decided that he wants the Flight spell (Base Spell Value 5) to be at 4D (able to fly for 4 hours without stopping; +3) and attached permanently to the amulet (+25). He subtracts the cost of the Limitation: Removable (-3) from the Spell Value because the amulet can be taken from the wearer and used by someone else. He now adds the modifiers to the Base Spell Value of 5 for this spell to get the Base Enchantment Difficulty of 30 ($5 + 3 + 25 - 3$).

STEP 1: DESIGN

Just like making any other type of equipment, magical items must start out with a design step. The character should decide what exactly she wants the item to do. Does she want a sword that bursts into flames on command? Or maybe she wants to create a magical amulet that allows her to travel vast distances in the blink of an eye? Possibly she just wants to permanently write down a favorite spell.

Once a character decides on the basic concept, she then selects which type of magical item she wants to create. There are five items to choose from: magically charged device, magically powered gadget, magical wonder, scroll, or spell book.

After the magic user has chosen the type of item and figures out the Base Enchantment Difficulty, the player must check her character's knowledge of spell design. The character rolls her arcane lore against the Base Enchantment Difficulty. If she meets or exceeds the difficulty with her roll, she continues on to step 2, the research phase.

DEVICES

Devices are ordinary pieces of equipment that the character can buy in a store or (for the more marginal items) through any number of less reputable channels. Devices normally can only be purchased with money, but the Narrator may allow the player to have a certain amount of devices at hero creation or spend a few Character Points to get something special.

For devices of a more mystical significant (one-of-a-kind weaponry, fine jewels, rare herbs, and so on), the Narrator may make the character go on a quest to find the item, spend some Character Points, or even exchange something more precious to the character (say a Permanent loss of a few Body Points to that demon who is just willing to make a deal). The exact nature of how a character comes by an occult-related device certainly depends on the object in question.

To get a suggestion for the dice or Character Point cost, use the rules in Chapter 5 of the *Metropolis Sourcebook*,

Magic Items & Hero Creation

This chapter takes players through the process of fashioning magical items after character creation. If a player wants his character to have a mystical artifact or talisman at hero creation, he selects which type of magical item he desires. Then he decides what sort of characteristics it has and uses the guidelines on pages 68–73 of the *Metropolis Sourcebook* to determine dice cost. Ordinary devices have a final dice cost of three-quarters of the calculated cost, while magically charged devices should incur that cost plus one-third of the Enchantment Difficulty. Magically powered gadgets are designed the same way as described in the *Metropolis Sourcebook* plus one-third of the Enchantment Difficulty indicated by this chapter. Powers should be included in wonders as described in the *Metropolis Sourcebook*, adding the Magically Empowered Enhancement to any magically based powers.

As with all special equipment, the Narrator should also make the player explain where the character's wonder came from. If the character didn't create it himself, who did? Does it have a history? Are there any others looking for this item? Most magical wonders are highly sought by other beings of magical power and usually draw those beings after the character possessing the item.

keeping in mind that devices are ordinary items and they never have powers. Multiply the equipment cost by 3/4 (rounding down) to get the final cost.

Ordinary devices may serve as components in spells, be infused with powers to make magical wonders, or be magically charged.

Magically Charged Devices

Magically charged devices are existing items, such as rings or jewels, into which a magic user has put spells. The spells may be of any variety and may require any of the normal spell-related activities (such as components or external magic) to be activated. However, spells placed in devices may not have the Permanent duration.

Charge Modifier

This modifier affects the Enchantment Difficulty of creating magical items. The first charge adds +1 to the difficulty, with each additional five charges increasing the difficulty by +1. Thus, six charges would give a charge modifier of +2, while 11 charges means a charge modifier of +3.

Since a character must cast the spell locked in the device in order to use it, only magic users can tap into the magical features of a device. Nonetheless, some magically charged items may offer normal benefits that anyone can rely on, such as length of string that can be used to tie up something small, but if the spell is activated, the string grows to an incredible length.

Casting spells from items offers a +2 modifier to the user's spellcasting skill roll.

To magically charge an item, the character first must find it. The Narrator should tailor the quest for the item to its nature. For example, those devices that are particularly beneficial to anyone (even before the spell is included) or those that are extremely rare should be especially difficult to obtain, perhaps even requiring a sacrifice of some kind.

Using normal spellcasting rules, the character designs the spell or spells she intends to include in the item. Note that if all spells have the same requirements (although the modifiers are determined separately for each spell), all of the spells will activate at the same time when those procedures are performed (although a skill roll is necessary for each spell released).

The initial difficulty to infuse a device with spells (its Base Enchantment Difficulty) equals the total Spell Values of all spells put into the item plus the charge modifier.

The difficulty to figure out how many charges are left in an item equals the initial charge modifier. The magic user uses his Magic Sense ability to determine success.

Using Character Points

Players who don't like any total they generate during the magical item creation process may spend Character Points to get more dice. However, they may only adjust rolls immediately after they make them. Once the player decides on a total for the roll, it cannot be further altered.

MAGICALLY POWERED GADGETS

Gadgets are unique pieces of equipment specifically made for their users. Gadgets do not have powers, but they can give skill bonuses to the character, called Enhancement Modifiers.

Gadgets of a magical nature are those enchanted items that have simple processes powered by a magical force. For instance, if a grappling hook and cable that is launched from a hand-held device is not powered by a CO₂ cartridge, but by a mystical propellant, it would be a magical gadget.

Magical gadgets are created using both scientific and occult means, making them in some ways more difficult for magic users to make than magical wonders. The character first uses pages 68–73 of *the Metropolis Sourcebook* to determine what characteristics the gadget has and the value of each characteristic.

Then she follows the equipment creation process as outlined in the rulebook. The character does not pay the Character Point cost of the equipment until after the process is successfully completed. Should the magic user fail to create the gadget, she does not lose Character Points, but she may lose other things (such as money, time, or parts).

Next, the character comes to the beginning of the mystical process. She decides which characteristics of the item that she wants magically enhanced. The player takes this number, divides it by the total number of specified characteristics for the item, and multiplies that by the level of Magically Empowered she wants for the item. This is the Base Enchantment Difficulty for the gadget.

Inexperience & Enchantments

Characters who have not quite reached the stage in their Wizardry or Sorcery where they gain the ability to Enchant or Scribe magic may still make the attempt. However, the Base Enchantment Difficulty is increased by +10 per level between the character's current die code and the needed ability.

Example: A character with 1D in Wizardry could attempt to scribe a spell onto a scroll, but it would incur an inexperience modifier of +80 to the Base Enchantment Difficulty.

The Importance of Specifics

Whether the character is devising a spell for a magically charged device, a scroll, or a spell book, she must be quite specific about any requirements to properly activate each spell. For instance, designating a prerequisite of "one component" is not enough; the creator must stipulate which one component. However, though the creator must detail each spell requirement, the only time she needs to include such information with the spell is when scribing it in a scroll or spell book. With magically charged devices, the Narrator should keep a copy of the spell. When someone attempts to use the item, the Narrator will know what it takes to activate its spell.

Treat Magically Empowered gadget characteristics as if they were powers. Follow the guidelines described in that Enhancement to determine how the magic affects each characteristic. A gadget with magically enhanced projectiles must have Magically Empowered Enhancement attached to the Base Damage Value and ammunition characteristics. A gadget with a power source must have that Magically Empowered, regardless of the number of other magically enhanced characteristics. Note that having one characteristic Magically Empowered does not benefit other characteristics without the Enhancement.

Example: The grappling hook and cable that has a magic propellant might have these characteristics: a long range of 95 feet; common, easy-to-transport, magical propellant that can fire 10 times; and an Enhancement Modifier of +3D to *climbing*. If the -4D level of Magically Empowered It would have a Character Point cost of 13 ($18 - 6 + 1$) and a Base Enchantment Difficulty of 2 (4/3).

MAGICAL WONDERS

Wonders are equipment that grant the user powers or, in the case of magically empowered wonders, grant powers to others. Some magical wonders provide the user with powers that are not a function of the item (such as a necklace that gives the user Radar Sense). Other magical wonders seem like any other superscience wonder, except that their extranormal abilities are empowered by magic. A third kind of magical wonder bestows powers on the user or other characters that are still available when the wonder is no longer being used (such as touching a magic gem that grants the user the ability to fly even if the gem is no longer in his possession). Anyone, even those with no magical aptitude may use magical wonders.

Unlike with superscience wonders, the form of a magical wonder need not follow its function. Thus, when the magical wonder provides the user or a target with powers, the restrictions in the *Metropolis Sourcebook* do not apply. For instance, a ring could give a character Immunity or

ESP. However, powers that affect the item are limited as described on pages 71–73 of the *Metropolis Sourcebook*.

Magical wonders may be devices or existing gadgets to which Magic Manipulation or Magically Empowered powers have been infused. Or, they can be a mixture of magic and superscience. While these require more effort in creation, they allow the magic user more control over the outcome.

In the case of using an existing item, the character must first obtain the object that she wants to imbue with powers. In the case of creating a magical wonder from scratch, the character first designs the wonder just like a gadget (see the previous section), but does not include the cost of powers or their Enhancements and Limitations in the Character Point total of the item. In either case, powers are later added to the item through a mystical process.

The Base Enchantment Difficulty of a magical wonder equals the Base Spell Value for each power's class plus the die code for each power plus the value of Enhancements on each power plus the value of Limitations on each power plus a permanence modifier of +25. For specializations of powers, use one-third the Base Spell Value for the power class (rounded up) instead of the full Base Spell Value. (See chapter 2 for power classes and their Base Spell Values.)

Example: Giving an amulet the Flight power at 6D would require a Base Enchantment Difficulty of 36 ($5 + 6 + 25$). Putting Environment (water breathing) 2D with a Limitation of Short Circuit (-1D) into the item would mean a Base Enchantment Difficulty of 27 ($1 + 2 - 1 + 25$).

The formula for determining the Base Enchantment Difficulty may not be modified as if it were a normal spell. Each power may have its own Enhancements and Limitations that alter how the powers manifest themselves in a particular wonder. Limitations may not reduce the total power value (which equals the power's die code plus any Enhancements) below 1.

SCROLLS

Scrolls are one of the two new types of equipment covered in this handbook. Scrolls are pieces of paper, parchment, fabric, or similar material that contain spells. They are usually stored flat or rolled, as folding may smear the writing.

Scrolls contain a single powerful spell or a few lesser spells that are destroyed (wiped clean) when the spell is

Base Enchantment Difficulty Bonus

In addition to being the base difficulty at each stage of creating an item, the Base Enchantment Difficulty is what is used to resist the effects of the Magic Nullification or Magic Control aspects of Wizardry, spells that emulate those aspects, or anything else that is attempting to do harm to the enchanted item.

cast from the scroll. A few scrolls, however, can be used multiple times or have spells that never disappear. Nonetheless, a caster may never memorize a spell from a scroll. Furthermore, scrolls may never include notes on how to cast the spell or where to find the spell's requirements.

The Base Enchantment Difficulty of putting spells into a scroll equals the total of all Spell Values of the all spells scribed on the scroll in a single session plus a permanence modifier (of +25) or a charge modifier.

Scrolls can only contain a Base Enchantment Difficulty total of spells equal to the die code of the caster's Wizardry or Sorcery power.

Example: Morgaine Le Fey wants to create a scroll for some of the spells she's learned to extend her life. She can only scribe up to a Base Enchantment Difficulty of 16 (her die code in Sorcery) in spells on a single scroll. This could be one spell with a Base Enchantment Difficulty of 16, four spells with a Base Enchantment Difficulty of 4 each, or some other breakdown.

If a magic-wielding character finds a scroll with spells on it and wishes to add some of her own to it, she must subtract the total Enchantment Difficulty of the spells on the scroll from her die code. The remainder is the total Enchantment difficulty left for her to "fill up" the scroll with.

In addition to offering casters a +1 bonus to spellcasting skill rolls when using the scroll, they offer two additional advantages. It takes less time to scribe a spell onto a scroll, because, unlike a spell book, the magic user need not include her notes with the spell. More importantly, a magic user may place more than one spell on one scroll in a single session.

SPELL BOOKS

Spell books are just like they sound: books that contain spells. Unlike scrolls, however, most spell books either contain a few spells and lots of historical and descriptive information on the casting of them, or are a "journal" of a magic user and contain all of her spells. In either case, the spells contained therein are often permanent versions meant to be learned and cast without the aid of the spell book.

Spells cast from spell books may be memorized, which adds a +1 to the spellcasting skill roll. They can also be cast from the book, which adds +2 to the spellcasting skill roll but takes the chance of the spell book being damaged.

All pages in a spell book must be of the same material. The spell book needs to be created before beginning to scribe spells in it. Generally, they contain numerous pages with a locking cover, but a few consist of a single sheet. Each spell book is handmade by a magic user, though not necessarily the same one who scribes spells into them.

Item Empowering & Effect Values

When creating normal pieces of equipment, the Effect Value—the difference between the skill roll and the difficulty—helps lower the difficulty of the succeeding skill roll (*invent* or *engineering*). With the empowering of magical items or scribing of spells, this is not the case.

Empowering and scribing are demanding processes on the caster, physically, mentally, and spiritually. They are also quixotic in nature, changing every time the caster attempts it. Because of this, the Effect Value is essentially absorbed into the process and doesn't help the caster with the next step.

When scribing a spell into a spell book, the character must write down the process of designing the spell, including notes as to why each characteristic was chosen. The magic user also explains under what circumstances she intends to apply the spell. Those using Sorcery to scribe spells may lie, while those using Wizardry may not. The magic user may also wish to write down where to find each component or how to contact those who can provide the necessary external magic. This optional step will make it easier to locate these requirements in the future, though not just for the one who scribed the spell. In any case, spell book authors may use codes or cryptic phrases to confuse others who might open the book.

This process of writing down a detailed explanation of the spell earns the spell two free charges or a lower permanence modifier. (So, three charges would have a +1 charge modifier, while seven charges would be +2.)

The Base Enchantment Difficulty of putting a spell into a spell book equals the Spell Value of the spell scribed plus a permanence modifier (of +20) or a charge modifier.

While scrolls have a Base Enchantment Difficulty limit on the amount of spells that can be scribed to them, the only limit to the number of spells able to be put into a spell book is the number of pages in it. Even so, only one spell may be scribed into a spell book in a single session.

STEP 2: PREPARATION

After the magic user has decided what she's going to do and has base item she plans to enchant, she must then figure out how to perform the enchantment. In the research phase, the character hunts through metaphysical tomes and seeks the wisdom of more experienced beings to determine how best to imbue magic into an item or scribe a spell. It is at this point that the character may choose rituals, components, external magic, and other appropriate modifiers that can help her with her enchantment (and reduce or increase the Base Enchantment Difficulty, just as if it was a Spell Value). The character may select as many spell modifiers as she desires, so long as they do not reduce the modified Enchantment Difficulty below 1 and the character can actually meet those requirements.

Magical Preparation

Resources	
None	+4
Spell book or scroll with few notes and distantly related spells	+2
Regular library	-1
Occult library	-2
Tome/sheet detailing similar enchantment	-3
Help from magical being	-5
Time Spent	
No time spent preparing	+5
Rushed in preparing	+3
Sufficient time in preparation	0

Crafting

Location	
Quiet	0
Mild noise	+1
Many distractions	+2

Example: Faust decides to design a ritual to help him with enchanting the amulet. The ritual he intends to use will include chanting (-3) and complex gestures (-3) and be performed for several hours (-1/2 from SV rounded up). The modified Enchantment Difficulty, which is used in the final magical item creation step, is 12 ($[30 - 3 - 3] / 2$) before including the Tainted Advantage. This, of course, assumes that all goes well with the research.

The caster takes the Base Enchantment Difficulty (not the one calculated from her studies) for the item and adds any modifiers to it for resources available according to the "Magical Preparation" chart to determine the difficulty for her *research* skill roll. If she is successful, she has determined what the steps to empowering the item are and may begin casting the enchantment.

Example: Faust continues his work on his amulet of flight by visiting one of his mystic lairs to do research. He has access to an occult library, which includes a tome with notes on a similar enchantment, so he subtracts these from his Base Enchantment Difficulty to get a difficulty of 7 for his *research* roll ($12 - 2 - 3$). Rolling his 8D in *research*, he gets 7 successes, thus finding the information he needs.

STEP 3: CRAFT

Infusing the desired item with magical energy stands as the final stage in creating the magical item. Once she has completed all of her other preparations, the magic user may attempt the enchantment. Using the character's *spellbind* skill, the player rolls against the crafting Enchantment Difficulty, which equals the modified Enchantment Difficulty (the Base

Enchantment Difficulty plus any modifiers chose in the preparation phase) plus the crafting modifier. The Narrator may also require additional rolls against *Physique* or *willpower*, to simulate physical or mental strain, if the enchantment includes a strenuous ritual or a similar activity. (Review the ritual and external magic modifiers in Chapter 2 for some ideas.)

Once the craft phase is successfully completed, the magic user becomes the proud owner of a new magical item!

Example: After successfully completing the preparations, Faust is ready to perform the enchantment. He selects a quiet room in his mystic lair (which offers a crafting modifier of 0) and executes the enchantment ritual that he designed. After several hours of chanting and gesturing, he rolls his *spellbind* skill of 7D plus +4 from his Tainted Advantage against a difficulty of 12. He spends a Character Point to improve his roll and gets 12 successes. He now has a new magical amulet.

Option: Material Quality

Flaws in the item upon which an enchantment is placed or a spell is scribed can have an affect on how well the magic is infused into the item. Although using this option is up to the Narrator, if he decides to apply it in one situation, it should be applied in all instances of magical item creation.

While a magic user may attempt to get the "perfect" item upon which to place an enchantment, there may be hidden or invisible defects that spoil the magic. To simulate this uncertainty, the Narrator rolls one Wild Die and compares the result to this chart. In case of exceptional care in selecting an item, raise the result by one level. When the enchantment has been rushed or the magic user had to be less selective in choosing the item, lower the result by one level. For items whose results indicate some sort of imperfection, the effects of that flaw occur every time the item is used. The Narrator should feel free to come up with other effects of the blemishes in magical items.

Roll	Material Quality	Example Effects
Critical Failure	Severely flawed	+3 to use difficulty; on a critical failure, the item blows up, backfires, etc.
Failure	Significant imperfection	+2 to use difficulty; on a critical failure, the item cannot be used for the next 5D rounds (minimum of one round)
Success	Small imperfection	+1 to use difficulty; on critical failure, attempt to use item fails and (if item has charges) it loses two charges (instead of one)
Critical Success	Perfect	No effect on use

The magic user may not even realize her creation is flawed. An Effect Value on the *spellbind* roll of more than one-half of the modified Enchantment Difficulty indicates that the crafter knows about the imperfection. For rolls greater than three-quarters of the modified Enchantment Difficulty, the magic user knows not only about the defect but also how it will affect the magic in the item.



Chapter 4
*Mystical
Locations*

ANCIENT ATLANTIS

Located in the Pacific Ocean, the continent of Atlantis was considered by many to be not only a cradle of culture and civilization, but also the birthplace of magic itself. For some arcane reason, the land was a focal point for mystical energies—power that the earliest mages harnessed to become the kings and queens who guided Atlantis through its formative years. To aid in tapping the native mystic forces, the early magicians created 12 gems, each of which possessed great power individually. Together, they were much more powerful, making a spellcaster a force to be reckoned with. (See the Twelve Crystals of the Zodiac on page 124 for more details.) Realizing the potential for temptation and corruption, the mages scattered the crystals across the globe. Some millennia later, the system was rediscovered and used in Gemworld.

About 145,000 years ago, twin sons, Ahri'ahn and Garn, were born to two of Atlantis's greatest mages, Calculha (follower of the Light) and Majistra (mistress of the Dark). Separated from each other, Ahri'ahn was raised by their father, while Garn Daanuth fell under the tutelage of their mother. The two would become mortal enemies based on the teachings they were given.

Nearly 45,000 years later, Garn, taught the dark arts by his mother, aided her in her plan to gather the Twelve Crystals of the Zodiac and cause a terrifying cataclysm that would obliterate Atlantis. Majistra eventually gained control of the fabled Twelve Crystals of the Zodiac and sought to slay Calculha, but before her plans could come to fruition, Ahri'ahn sacrificed himself to save his father and

was turned into pure energy. The energy of Ahri'ahn existed for the next several millennia in Darkworld, the source of Atlantean magic.

Garn was not left unharmed either, having his body drained of all color. The bitter sorcerer swore vengeance, while Calculha left for a self-imposed exile into Darkworld.

Garn then spent the next 49,000 years mastering his dark arts. He eventually took his mother's place as the arch-mage of Mu. When Garn launched his campaign of destruction against Atlantis, Calculha returned. He recalled his other son's energy from Darkworld and resurrected him as Arion, Lord of Atlantis, who would stand as the sole defense against his brother in countless conflicts. One result of Arion and Garn's repeated encounters were the scars that cover the left side of Garn's face.

The first golden age of Atlantis began shortly after Arion became Lord High Mage. It was during this time that the brother-against-brother confrontations became the center of some of the most pivotal events in Atlantis's history, as Arion strove to keep the land from slipping into the decadence personified by his brother, Garn.

Some 1,000 years later, the Ice Age began and most of the magic left the world. This signaled the end of the time of prosperity for Atlantis. The City of the Golden Gate (the capital of Atlantis) sank along with some of the continent into the ocean. Much of their advanced civilization lost forever, six separate expeditions of Atlanteans set out to find new homes. One expedition crossed through a dimensional nexus and settled in the magical land called Skartaris. Another led by Arion founded what would someday become the twin cities of Poseidonis and Tritonis.

By 40,000 years ago, Atlantis was again a thriving nation with most of its population living in and around Poseidonis. In the years since Arion's

rule, Atlantis had become more dependent on science rather than sorcery, a way of thinking championed by the current monarch, King Orin.

The brother of King Orin, Shalako, however, was one of a handful of religious zealots who had remained faithful to the mystic roots of their homeland. Shalako's beliefs brought him into direct conflict with his brother when Orin had a dome created that would protect the city of Poseidonis from attacks by a marauding horde of savages while still allowing sunlight to come through. Shalako was certain the elder gods would be angered by such folly. He was seemingly proven correct when a skull-shaped asteroid was detected plummeting straight towards Poseidonis. Despite all their advanced science, nothing could stop the asteroid's descent. When it struck, Atlantis sunk beneath the sea, saved only by the dome over the city.

Shalako, outraged by Orin's relying on science over magic, took his followers to the now-abandoned city of Tritonis through a series of underground tunnels. Through sorcery, he created a hard water dome over the city.

In the wake of the sinking of Atlantis, Orin's scientists created a serum that would allow the city's citizens to breath underwater and thus live more fully beneath the sea. Orin himself was the first to try the serum, then offered it to every man, woman and child of Atlantis. The dome over Poseidonis was opened not long after, which finished the city's metamorphosis to an underwater society.

Rejecting the offer of the serum from his brother, Shalako sacrificed his wife to the elder gods in order to perform a sorcerous ritual in an attempt to help his own people. Instead, he cursed his followers with scaled legs. The Tritonians rose up against their former leader and murdered him.

Within a few generations, the people of Tritonis were giving birth to children

with fish tails and gills, which allowed them to live completely underwater as well. The physical differences between Tritonians and Poseidonians would however become an obvious division that led to the creation of numerous treaties to keep a delicate balance between the two cities.

Shalako's son, Dardanus, blamed King Orin for the fate of his father and raped Orin's daughter, Cora, thus siring Kordax. Born with blond hair and green scales, Kordax was left to die by the Poseidonians. Nonetheless, he survived and went on to lead the Tritonians against the Poseidonians in battle. Defeated, Kordax was maimed (he had his left hand cut off) and banished. All Atlantean children born with blond hair are said to have the "Curse of Kordax."

Several years later, Atlan, the youngest of three sons and a direct descendant of the legendary Atlantean king Orin, was forced into exile at a young age due to his blond hair. He eventually made his way to the civilizations of the surface world, which the Atlanteans believed had been destroyed aeons ago. This discovery unfortunately led to Atlan's father and current lord of Atlantis, Honsu the Conqueror, waging war on ancient Egypt and Greece. Betrayed by his son, Haumond, Honsu suffered defeat. Atlan's other brother, Kraken, died at the hands of his older brother.

Atlan led the Atlanteans peacefully for a time before continuing his wandering. Over the course of several centuries, he grew into a powerful immortal mage and scholar. Some 30 years ago, Atlan returned to Poseidonis, where he appeared to Queen Atlanna in a vision and made love to her. Their union created a son named Orin, who was also cursed with blond hair and forced into exile for years before he would return to Atlantis as Aquaman.

Over the centuries, the conflict between brothers has continued as the denizens of Atlantis forged a new life

for themselves beneath the ocean. Many splinter groups have left the relative safety of the twin cities to found new settlements, such as the city of Thierna Na Oge and Shayeris. Today, Atlantis is once again a thriving nation, one that blends a careful mix of science and sorcery. King Orin II (Aquaman) leads his people with wisdom and strength.

Arion

OCCUPATION: Lord of Atlantis

BASE OF OPERATIONS: Civilization of Atlantis, 51,000 years ago; currently mobile

HEIGHT: 6' **WEIGHT:** 160 pounds
EYES: Green **HAIR:** Black

RACE: Ancient Atlantean

TECH LEVEL: Modern (1) (by ancient Atlantean standards)

Arion relinquished his magical powers some time after the fall of Atlantis and wandered the earth for millennia thereafter. He was eventually forced to reclaim his birthright about a year ago. He has aided Aquaman on several occasions since.

STRATEGY & TACTICS:

As Lord High Mage, Arion's magical powers were unrivalled, save by his brother, Garn Daanuth. Among his almost limitless abilities were the power to increase his size, create energy forces, form illusions using ambient water vapors, and

magnify the intensity of tidal waves and other natural disasters.

Arion

Reflexes 2D: *Brawling* 4D, *dodge* 5D, *melee weapons* 3D (swords +3D), *piloting (self)* 6D, *riding* 4D

Coordination 3D: *Marksmanship (spells)* 7D, *sleight of hand* 4D

Physique 3D: *Flying* 4D

Knowledge 4D: *Arcane lore* 10D, *languages* 5D, *scholar* 7D (*Atlantean history* +2D), *science* 5D (*alchemy* +4D)

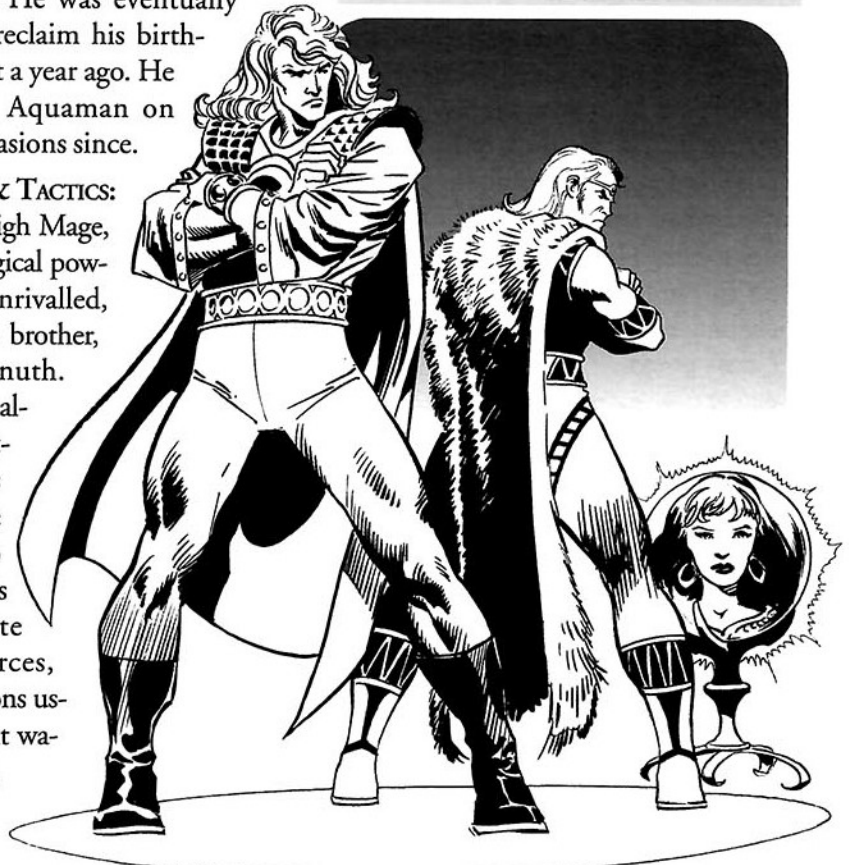
Perception 3D: *Know-how (Wizardry)* 11D, *spellbind* 6D

Presence 3D: *Animal handling* 7D, *charm* 4D, *command* 7D, *intimidation* 7D, *persuasion* 4D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: Ally (Lady Chian, Wynnde) -5D each, Attractive Appearance -2D, Charismatic -3D, Courage -2D, Gifted in Learning -4D, Leadership Ability -2D, Magically Adept -15D, Renown -3D, Sixth Sense -2D; Enemy (Garn Daanuth) +3D, Sworn Enemy (Garn Daanuth) +3D.

SPEED: 30

PDV: 3



UNARMED BDV: 3D P/L BONUS: +1
HERO POINTS: 28 VILLAIN POINTS: 0
CHARACTER POINTS: 224
BODY POINTS: 27

NATURAL ABILITIES: Immortality.

POWERS: Wizardry 16D (Enhancement: Mastery +6D).

NOTE: These characteristics reflect the period when Arion was Lord High Mage of Atlantis.

Garn Daanuth

OCCUPATION: Sorcerer

BASE OF OPERATIONS: A tower in the city of Thamuz in Mu, 51,000 years ago

HEIGHT: 6'2" WEIGHT: 195 pounds

EYES: White

HAIR: White, formerly black

RACE: Ancient Atlantean

TECH LEVEL: Modern (1) (by ancient Atlantean standards)

Recently, the immortal Garn was last seen trying to raise the original city of Atlantis, long since sunken beneath the waves. He was stopped by the Justice League of America and apparently died when the ruined city collapsed upon him. His legacy, however, lives on in the form of Bedlam, who was created by an artifact imbued with Garn's power.

STRATEGY & TACTICS: Though in prime physical condition, when Garn battled his brother, he preferred to use his sorcerous might rather than his fists. His seemingly unlimited powers allowed him to perform such feats as flying, hurling potent bolts of black energies, dominating the minds of others, and using astral projection.

Garn Daanuth

Reflexes 2D: *Brawling* 4D, *dodge* 5D, *melee weapons* 5D (*swords* +1D), *piloting* (self) 6D, *riding* 4D, *sneak* 5D

Coordination 3D: *Marksmanship* (spells) 8D, *sleight of hand* 4D

Physique 3D: *Flying* 4D

Knowledge 4D: *Arcane lore* 10D (*the Dark Arts* +2D), *languages* 5D, *scholar* 8D

Perception 3D: *Know-how* (Sorcery) 11D, *spellbind* 8D

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

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Gifted in Learning -4D, Intimidating Grin -2D, Tainted -9D; Arrogance +3D, Infamy +3D, Enemy (Arion) +3D, Delusions of Grandeur +3D, Fugitive +3D, Sworn Enemy (Arion) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 28

CHARACTER POINTS: 222

BODY POINTS: 29

NATURAL ABILITIES: Immortality.

POWERS: Sorcery 16D (Enhancement: Mastery +6D).

Shalako

OCCUPATION: Sorcerer

BASE OF OPERATIONS: City of Tritonis, 40,000 years ago

HEIGHT: 5'10" WEIGHT: 175 pounds

EYES: Blue HAIR: Blond

RACE: Ancient Atlantean

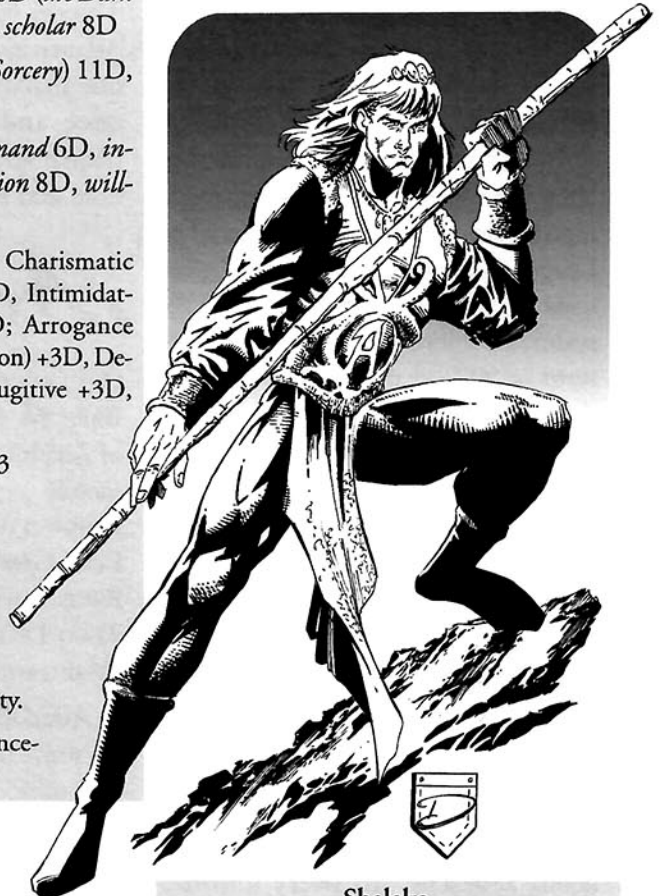
TECH LEVEL: Primitive (0)

Brother to the Atlantean king Orin, Shalako detested his sibling's use of science over magic and unwittingly used sorcery to turn his followers into beings half human, half fish.

Resentful of his actions, the people of Tritonis rose up and slew him, but his evil was passed down to his son and grandson. Their presence is felt to this day in the underwater realm.

STRATEGY & TACTICS: Shalako was a religious zealot, hopelessly devoted to the elder gods of Atlantis. There was

absolutely no length he would not go to in order to appease their perceived desires, including using his own wife as a ritual sacrifice.



Shalako

Reflexes 2D: *Boating* 4D, *brawling* 3D, *dodge* 3D, *melee weapons* 4D

Coordination 2D

Physique 3D

Knowledge 4D: *Arcane lore* 7D (*legends of the elder gods of Atlantis* +3D), *scholar* 7D

Perception 2D: *Artist* 3D, *know-how* (Sorcery) 7D, *spellbind* 4D

Presence 1D: *Charm* 5D, *command* 8D, *persuasion* 7D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Leadership Ability -2D, Obscure Knowledge -2D, Wealth -4D; Dark Secret (communing with dark gods) +3D, Dependant (Loma, Dardanus) +1D each, Extremely Competitive +2D, Fanatic +3D, Hides Emotions +1D, Phobia (technophobe) +4D, Technologically Challenged +10D.

SPEED: 30
UNARMED BDV: 3D
HERO POINTS: 2
CHARACTER POINTS: 57
BODY POINTS: 27
POWERS: Sorcery 10D
PDV: 2
P/L BONUS: +1
VILLAIN POINTS: 5



Atlán

OCCUPATION: Sorcerer, mentor
BASE OF OPERATIONS: Mobile
HEIGHT: 6'
WEIGHT: 245 pounds
EYES: Blue HAIR: Blond
RACE: Poseidonian
TECH LEVEL: Modern (1)

Recently, Atlán served as mentor to the young hero Tempest when the former Aqualad discovered his latent mystical powers, training him in an alternate dimension for several months. Though Tempest was resistant to Atlán's gruff and arrogant ways at first, he eventually learned how to sift out the hidden wisdom in his teacher's lessons.

STRATEGY & TACTICS: Atlán is one of the most powerful living sorcerers, his power rivaled only by Arion. This being said, despite his great magical strength, he shuns combat and direct confrontation unless necessary, preferring to work through agents.

Atlán

Reflexes 2D (3D underwater): *Brawling* 4D (5D), *dodge* 5D (6D), *melee weapons* 3D (4D), *piloting (self)* 6D (7D)

Coordination 2D (3D underwater): *Marksanship (spells)* 8D (9D)

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

Knowledge 4D: *Arcane lore* 16D, *languages* 6D (*Atlantean* races +3D), *navigation* 4D, *scholar* 10D (*Atlantean culture* +2D)

Perception 3D: *Know-how (Wizardry)* 12D, *survival* 6D (*underwater* +4D)

Presence 3D: *Animal handling (aquatic)* 4D, *command* 9D, *intimidation* 9D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: *Ally (Tempest)* -8D, *Ally (Aquaman)* -9D, *Attractive Appearance* -2D, *Charismatic* -3D, *Leadership Ability* -2D, *Magically Adept* -10D, *Obscure Knowledge* -2D, *Youthful Appearance* -2D; *Arrogance* +3D, *Dark Secret (Aquaman's father)* +2D, *Enemy (various demons & sorcerers)* +6D, *Obsessive Tendencies* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1 (+2)

HERO POINTS: 11

VILLAIN POINTS: 3

CHARACTER POINTS: 112

BODY POINTS: 30

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

POWERS: *Longevity* 40D, *Precognition* 15D, *Telepathy* 4D, *Invulnerability* 9D, *Wizardry* 18D (*Enhancement: Mastery* +6D).

AZARATH

Ages ago, the first Azar led a band of her loyal followers to a place with blue-green skies and crimson clouds that existed between dimensions. It was there that they built the marble streets and golden columns of Azarath, a city named after their founding matron and spiritual leader. In the centuries to come, Azarath existed as a mystical refuge for lost souls and those seeking enlightenment through peaceful contemplation.

For 200 years, the first Azar guided the people of Azarath. When she passed on, her daughter led for 300 years and was then succeeded by her daughter. It was during the latter years of the third Azar's benevolent leadership that the demon lord Trigon the Terrible bedded an unsuspecting young woman named Arella. Confused and despondent, Arella tried to take her own life and that of her unborn child, only to be saved and reclaimed by the pilgrims of Azarath. Azar herself tutored Arella's daughter Raven in the peaceful ways of Azarath prior to the elder's passing, hoping that she might keep Trigon's daughter from ever claiming her unholy legacy.

Some years after Raven left the confines of the city to become a member of the New Teen Titans, the citizens of Azarath willingly gave up their mortal bodies to combine into a force powerful enough to stop Trigon forever. However, in the course of their effort, their souls became corrupted by Trigon's evil—they now sought to continue the demon's sinister work. The souls invaded the body of the New Titan Jericho, taking him over and forcing him to lead the Wildebeest Society. A final battle between the Titans and the possessed Jericho took place in the ruins of Azarath, where Jericho's father, the mercenary



Deathstroke, was forced to kill his son, freeing him from the corrupted souls' control. Raven, along with her mother and fellow Titan Danny Chase, was able to purify the souls of Azarath. The freed souls then fused with young Danny and Arella and became the entity known as Phantasm (who now "haunts" the remains of Azarath).

Azar 3

OCCUPATION: Spiritual leader of Azarath
BASE OF OPERATIONS: Azarath
HEIGHT: 5'11" **WEIGHT:** 130 pounds
EYES: Blue **HAIR:** White
RACE: Human
TECH LEVEL: Modern (1)

The first Azar was a great scholar, teacher, and spiritual guide who lived over 700 years ago. Her daughter and granddaughter, both named Azar, followed in her example. It was Azar III who took the young girl Raven, the daughter of Trigon the Terrible, under her tutelage in the hopes that should could exorcise the evil within the child before it could consume her soul. Azar III died when Raven was not even a teenager. Her sole legacy to the child was the two rings that had been passed down from the first Azar.

STRATEGY & TACTICS: Azar III is first and foremost a teacher and a devout pacifist. She did not condone conflict of any kind. She would not raise a single hand against anyone else, even to save her life or that of another.

Though she possessed no mystical powers herself, she was quite learned in the ways of magic.

Azar

Reflexes 2D: *Dodge* 3D

Coordination 2D

Physique 2D

Knowledge 5D: *Arcane lore* 15D, *languages* 6D, *medicine* 7D, *research* 8D, *scholar* 15D, *science* 6D

Perception 3D: *Artist* 5D

Presence 4D: *Charm* 5D, *command* 7D, *persuasion* 10D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Followers (the Cult of Azarath) -19D, Gifted in Learning -4D, Leadership Ability -2D, Observant -2D, Renown -5D; Age (80+) +18D, Enemy (Trigon the Terrible) +3D, Hides Emotions +1D, Moral Code (total pacifism) +6D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 142

BODY POINTS: 24

POWERS: Longevity 3D.

NOTE: These characteristics are for the third Azar, taken from the period shortly before her death.

GEMWORLD

Ages ago, when magic dominated and beasts and beings of myth roamed the land, there were 12 great nations of magicians, each of whom drew their power from a unique gemstone keyed to their individual natures. The power of these 12 nations, or houses, was nigh absolute, but even they were unable to halt a great celestial cataclysm that had dire repercussions on both the mystical and physical planes. Knowing that if they remained, their power would wane and eventually fade all together, the leaders of the 12 houses focussed all their vast energies into the body of a single young witch named Citrina.

Citrina then used her heightened powers to create a separate dimension that would be ruled by the laws of magic, not nature, and so Gemworld was created. Gemworld consists of a single landmass surrounded by water on all sides with a few islands off of its coasts. At the far edges of the circular world, the water flows off in great falls down into the unknown below. The sun of Gemworld is alive. It bursts forth in the morning into the eastern sky, traveling across and burning up most of its energy in the process. As it sets in the western sky, night falls and it now resembles a moon. During the night, it travels back to its home in the eastern sea to replenish its energy and travel its course again the next day.

A great exodus from Earth to Gemworld followed. The 12 great houses, along with all the faeries, unicorns, dragons, and other creatures of mystic legend, fled to this new home, which would become modeled on a medieval version of our own.

The 12 ruling houses of Gemworld are Amethyst, Aquamarine, Diamond, Emerald, Garnet, Moonstone, Ruby, Sapphire, Sardonyx, Topaz, Turquoise, and Opal—each living their lives in character with the properties of their gemstone. For instance, Aquamarine roams the seas, while Sardonyx is located in the desert of Gemworld.

Supreme rule over Gemworld has rested in several houses over the centuries. The first was Ruby, elected by unanimous vote in a council of all 12 houses. Ruby was later supplanted peacefully by Amethyst, whose rule was long and benevolent. Some years past, the house of Opal seized control from Amethyst in a violent and bloody coup. The reign of Dark Opal was then overthrown by the young Princess Amethyst, who had been hidden from Opal's schemes by the witch-mother Citrina. Gemworld again knew peace.

Gemworld's new age of peace was short-lived, however. In the wake of

Dark Opal's fall, the land was again ravaged, this time by the Dark Lord Mordru. Amethyst was eventually able to subdue Mordru and imprison him alive within Gemworld itself. Her work apparently over for the present, Amethyst merged with Gemworld and has not been seen since. It is currently unknown how Mordru was later able to free himself from Gemworld, and what, if any, resistance he faced from Amethyst.

Amethyst

ALIAS: (on Earth) Amy Winston

OCCUPATION: Princess of Gemworld, sorceress

BASE OF OPERATIONS: Gemworld

HEIGHT: 5'8"

WEIGHT: 122 pounds

EYES: Violet **HAIR:** Blonde

RACE: Human

TECH LEVEL: Modern (1)

Amethyst is the only daughter of Lord and Lady Amethyst, the former rulers of the mystical plane known as Gemworld. To save the infant princess from the coup staged by Dark Opal, Amethyst was sent to Earth by Citrina, a witch who served the House of Amethyst and had once created the original portal between Gemworld and Earth. On Earth Amethyst was adopted by Herb and Marion Winston, who named her Amy. She spent much of her childhood unaware of her mystical birthright. It was the night before her thirteenth birthday that she was spirited back to Gemworld where, due to the time difference between there and Earth, she emerged as a 20-year-old woman. Eventually, Amethyst was able to defeat Dark Opal and restore the House of Amethyst as the ruling power in Gemworld. She continued to split her time between Earth and Gemworld until a battle with the minions of the Anti-Monitor left her

blind. Amethyst was brought back to Gemworld by the first Dr. Fate. He revealed to her that she was in fact a Lord of Order, sired by another Lord of Order named Pantagones, who had taken possession of Lord Amethyst's body and fathered her with the mortal Lady Amethyst. Adjusting quickly to both her blindness and this newfound knowledge, Amethyst became Gemworld's protector against the Lords of Chaos.

STRATEGY & TACTICS: Much of Amethyst's potential as a magician remains largely untapped, primarily due to the fact that she spent most of her formative years on Earth. However, she was still a formidable spellcaster—able to fly, create protective shields, and project powerful bolts of mystical force. She was also able to use her gifts to develop a mystical "inner sense" that allowed her to "see" after she'd been blinded.

Amethyst

Reflexes 2D: *Athletics* 3D, *brawling* 5D, *dodge* 6D, *melee weapons* 5D, *riding* 3D

Coordination 2D: *Marksanship (spells)* 7D

Physique 2D

Knowledge 2D: *Arcane lore* 7D, *computer ops* 3D, *scholar* 5D (*Gemworld lore* +2D), *science* 3D

Perception 3D: *Know-how (Wizardry)* 8D

Presence 3D: *Charm* 4D, *command* 6D, *persuasion* 6D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: Ally (Gemworld) -25D, Attractive Appearance -2D, Charismatic -3D, Contact (Lords of Order) -5D, Courage -2D, Leadership Ability -2D, Renown -6D, Sixth Sense -2D; Dependant (Herb & Marion Winston) +1D each, Enemy (Dark Opal, Mordru) +3D each, Physically Limited (blind; only -2 to all vision-related *Perception* rolls due to mystic "inner sense") +5D, Secret Identity (her former identity as Amy Winston) +3D.



lust that the Lord of Chaos Vandaemeeon, who employed Opal in his plans to conquer Gemworld for Chaos, contacted him. Biding his time until the ruling house of Amethyst was at its most vulnerable, Dark Opal's coup was swift and deadly. He was

master of Gem-world within a matter of days and ruled for over 20 years. Eventually, the daughter of the slain Lord and Lady Amethyst returned to Gem-world, forged an alliance with the other 10 houses, and overthrew him.

Opal made several attempts to create a breastplate from slivers of the gemstones of all Gem-world's houses, which he believed would elevate his sorcery tenfold. He was opposed by Amethyst on each of

these occasions, and never fully succeeded. In their final battle, Dark Opal was caught in a mystic backlash and apparently destroyed.

STRATEGY & TACTICS: Dark Opal was a master of both his mystic and physical prowess. His sorcerous skills were only rivaled by the magical might of Amethyst. He was likewise an expert in all the weapons common to Gem-world. A deadly and formidable opponent, his only failing was his mad lust for power.

Dark Opal

Reflexes 4D: *Brawling 7D, dodge 7D, melee weapons 7D (sword, staff +2D each), sneak 5D*

Coordination 4D: *Marksmanship (spells) 7D, missile weapons 6D (bow & arrow +2D), thrown weapons 6D*

Physique 5D (7D): *Resistance 7D (9D)*

Knowledge 4D: *Arcane lore 10D, scholar 8D*

Perception 3D: *Know-how (Sorcery) 10D, survival 5D*

Presence 4D: *Bluff 7D, command 10D, intimidation 10D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Hardiness -4D (Superattributes bonus), Intimidating Grin -2D, Leadership Ability -2D, Obscure Knowledge -2D, Preparedness -4D, Tainted -3D, Wealth -8D; Arrogance +3D, Center of Conversation +2D, Dark Secret (killed Lord & Lady Amethyst) +2D, Delusions of Grandeur +3D, Enemy (Amethyst) +3D, Extremely Competitive +2D, Fanatic +3D, Infamy +6D, Sworn Enemy (Amethyst) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D **P/L BONUS:** +2 (+3)

HERO POINTS: 0 **VILLAIN POINTS:** 21

CHARACTER POINTS: 166

BODY POINTS: 52

POWERS: Mystically enhanced physique (Superattributes: *Physique* 2D), Sorcery 14D.

EQUIPMENT: Broadsword (BDV 4D edge/2D flat), dagger BDV 2D.

SPEED: 30 **PDV:** 3
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 12 **VILLAIN POINTS:** 0
CHARACTER POINTS: 94
BODY POINTS: 26

POWERS: Wizardry 14D.

EQUIPMENT: Necklace [Body Points 18; powers: Dimensional Travel (to and from Gem-world) 12D].

NOTE: These characteristics are for Amethyst before she merged with Gemworld.

Dark Opal

OCCUPATION: Ruler of Gemworld (deposed)

BASE OF OPERATIONS: Gemworld

HEIGHT: 6'4"

WEIGHT: 235 pounds

EYES: Red **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

From the early days of his youth, Dark Opal craved nothing more than absolute power. It was because of this

HEAVEN

The realm known as Heaven is but one of many godly paradises, like Olympus of Greek mythology and Mount Mandara of the Hindus, albeit the dominant one of the past two millennia. Heaven is home to the Presence (see sidebar), his angelic host (the angels), and those souls deemed worthy enough to pass through its Gates.

Like most other pantheon paradises, there are only three ways to travel to Heaven. The first is by mystical means (casting a spell or using Dimensional Travel with the Magically Empowered Enhancement or Linked to Wizardry or Sorcery), the second is receiving a "divine invitation" while living and being whisked to Heaven by the Presence's godly power or by one of the Pax Dei (the angelic host), and the third is by dying and being judged worthy enough to enter Heaven.

The entrance to Heaven is the fabled Pearly Gates, which are guarded by the archangel Michael. Once al-

lowed through the doorway to Heaven, few souls ever return. However, there are some who choose reincarnation, and others have been selected to act as agents of the Presence on Earth.

Few have ever dared to take control of Heaven. The first was Lucifer, the fallen angel. Asmodel, king-angel of the Bull Host of the Pax Dei, tried to usurp the authority of the Presence on two separate occasions. Most recently, the Greek Titan Chronus and his children attempted to physically storm the Pearly Gates and were turned away by Wonder Woman and the combined forces of the other godly pantheons.

ANGELS

Just as Heaven is a reality, so too are the ranks of the Pax Dei, better known on Earth as angels. The angels serve as both the Presence's messengers and the standing army of Heaven.

The Pax Dei has been divided into four groups, or "hosts," each ruled by a king-angel, the highest rank a member of the Pax Dei can achieve. The most militant of these is the Bull Host, once led by the king-angel Asmodel, who was removed from this position after twice trying to succeed where Lucifer failed. He was sentenced to eternal imprisonment within a tower in Heaven's shining city, the first new structure to be built there in countless millennia. The Eagle Host, which former JLA member Zauriel was once a member of, is under the command of Heraphon. It is from their numbers that most of Heaven's guardian angels are chosen. The final two angelic hosts are the Host of Man, who are most associated as the Voice of the Presence, and the courageous Lion. There are also entities known as "Earthborn angels," but they are another kind of angel altogether (see pages 91–94 for more details).

Thus far, Earth has only seen three hosts of angels. The first, guardian an-

The Presence

Known by several names on Earth, the Presence has been the one, true divine power of most of the major religions and faith traditions of the past two millennia. All-knowing and all-seeing, the Presence refrains from any overt interference in the lives of mortal beings, preferring to act through agents, among whom are the loyal Pax Dei (see the section on angels) and the Spectre, who is the physical embodiment of the Wrath of God. The Phantom Stranger has also acted on the Presence's behalf on many occasions.

As the Presence's physical aspect is so supremely radiant and awesome, others like the Pax Dei must act as the Presence's voice to the peoples of Earth, or the Presence must assume some lesser manifestation, such as a burning bush. Even then, however, it takes a mortal of supreme faith and fortitude to be able to converse with the Presence.

gels, are those who were there when the Presence created the whole of humankind. They stand careful watch over some of the most pivotal figures in history, protecting them from demonic possession and temptation. A few of this dedicated caste, such as Zauriel and Michael, have fallen in love with their charges and requested the Presence to make them mortal so that they could follow their passions.

The so-called killer angels are a regrettable necessary measure among the Pax Dei. They are the true warrior angels and are the first line of defense against those who would foolishly try to storm the Pearly Gates.

The keepers of Purgatory are an oft-misunderstood caste of angels. It is they who keep watch in Purgatory, protecting its wandering souls until such time as they are judged.

Much like the Presence, angels are so radiant and powerful in their true form, that, if any were to manifest in their full glory on Earth, the effects would be catastrophic, both for the plane of Earth and the angel himself. Therefore, angels may

only set foot on the mortal plane by being made mortal (as Zauriel was), by vibrationally attuning themselves to the lower plane (which allows an angel to take on a physical form without the loss of any of their divine gifts), or through the use of "flesh suits."

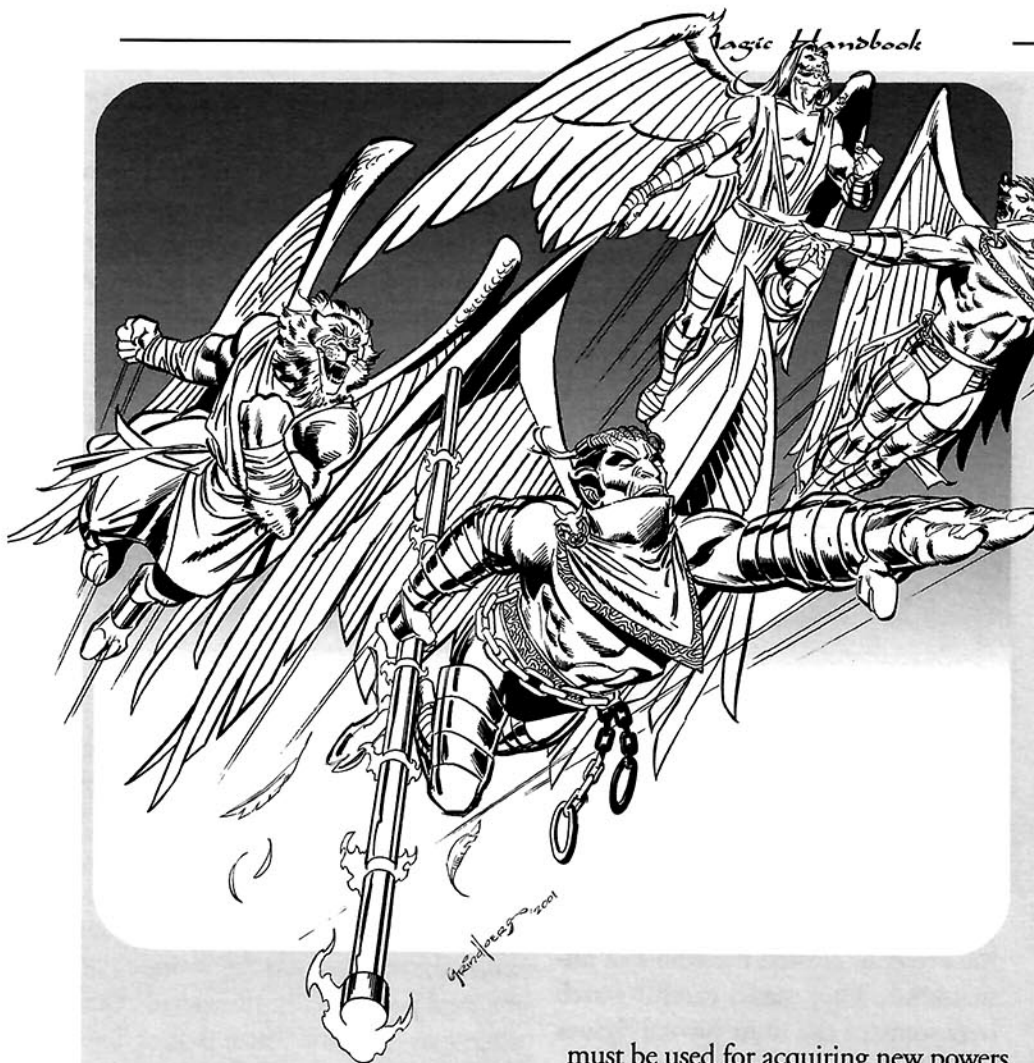
Angel Package

To create a hero who is a member of the Pax Dei, the player must first choose by what means he or she is on Earth (through vibrational attunement, a flesh suit, or becoming a mortal), which Host the angel is part of (Bull, Eagle, Lion, or Man), and what caste he or she was (guardian, killer, or keeper). Total up the cost of each of these parts to determine the total cost of the player's desired version of the package.

To be an angel, the character must have at least the skills listed at the additional value above the base attribute score; the values given are included in the total package cost. Individual characters may have skills that are higher than what is listed or have skills that are not listed. With the bonuses for skills and powers listed in each part of the package, all die codes are cumulative.

Example: A Lion killer angel would take +2D in *brawling* for being a member of the Lion Host and then add +2D for being a Killer angel, for a total of *brawling* +4D.

The minimum and maximum base attributes do not include any bonuses received from the Superattributes power or from natural abilities provided by this package. The cost of including attributes in an angel character is 2D from the Dice Pool for 1D in an attribute up to 5D; 3D for 1D for attributes of 6D to 10D; and 4D for 1D for attributes of 11D and up. Certain angels of great experience may be allowed to increase their attributes after hero creation at a rate of 20 Character Points for 1D or through a special favor from the Presence.



Powers gained as natural abilities with this package are not restricted by the Power Level used to create the character. At hero creation, natural abilities may be increased at a rate of 1D from the dice pool for 1D in the power (since the base cost was already paid). After hero creation, natural abilities may only be improved by taking powers or through a favor from the Presence (which requires a lot of devotion to garner).

Individual characters may have more powers than what are listed. To gain additional dice for powers at hero creation, the player may include the Disadvantages *Owes Favor* (to the Presence for powers) +12D OR *Owes Favor* (to a king-angel for powers) at +10D and *Moral Code* (protect the weak and innocent OR follow the king-angel's) at +4D to +6D. (The player selects which level of Moral Code he desires.) At least 12 of the dice gained from these two Disadvantages

must be used for acquiring new powers or adding more dice to powers received from the package. Should the character break the Moral Code, the Presence or the king-angel might well take away the additional powers.

Some Disadvantages have an OR clause in them. At hero creation, the player decides which version best fits his character concept. The hero may not have both versions of the Disadvantage.

Disadvantages gained with this package do not count toward the maximum number of Disadvantages a character can have at given creation Power Level. (This includes those Disadvantages discussed in this section but not listed within each package part.) Individual characters may have more Disadvantages or Advantages than what are listed, such as an enemy. The total value of additional Disadvantages may not exceed the maximum set by the creation Power Level or the Narrator.

Heroes who are of the Pax Dei need to have a clear mission, a purpose behind their departure from Heaven. This will either manifest as a Dark Secret or a Fanatic Disadvantage. Additionally, any angels who come to Earth without the blessing of the Presence lose the Patron

Advantage (and the cost of the package is reduced by 6 dice).

While angels can only be of one of the four Hosts, there are other castes not yet seen. With the Narrator's permission the character may be from a new caste. The new caste should contain at least three minimum skills (one combat skill, one *Presence*-related skill, and at least one other skill) and one power for a total caste cost of 25D.

NOTE: These packages are for very low angels. The Narrator may choose to increase the numbers given (and the cost of the package) to allow characters to be of the higher ranks.

Means of Appearance

Vibrationally Attuned (Cost: 30D)

Minimum/Maximum Base Attributes: 2D/unlimited.

Minimum Skills: *flying* +1D, *piloting (self)* +2D, *scholar* +2D, *willpower* +3D.

Advantages: Magic Resistance -5D, Obscure Knowledge -2D, Patron (the Presence) -6D.

Disadvantages: Enemy (forces of Evil OR members of the Pax Dei) +6D, Fanatic (devotion to the Presence OR hatred of the Presence) +3D, Sworn Enemy (forces of Evil OR members of the Pax Dei) +6D.

Natural Abilities: Healing (angels) 5D (Limitation: Self-Only), Flight (wings) 6D, Dimensional Travel (between Heaven and Earth) 4D, Divine Protection (Invulnerability 5D), Divine Senses (Supersenses 4D), Divine Strength (*Physique* +2D), Sustenance 3D, Immortality (angels were created at the beginning of time, and unless they are removed from "The Book," they will be alive at the end of time).

All natural abilities have the Limitation: Vulnerability (sonic attacks) -7D.

Flesh Suit (Cost: 5D)

Minimum/Maximum Base Attributes: 1D/5D.

Minimum Skills: scholar +2D, willpower +3D.

Advantages: Obscure Knowledge -2D, Patron (the Presence) -6D.

Disadvantages: Enemy (forces of Evil OR members of the Pax Dei) +6D, Fanatic (devotion to the Presence OR hatred of the Presence) +3D, Sworn Enemy (forces of Evil OR members of the Pax Dei) +6D.

Natural Abilities: Sustenance 3D, Immortality (if an angel in a flesh suit dies, his immortal spirit returns to Heaven where it reforms in the angel's true image).

Mortal (Cost: 23D)

Minimum/Maximum Base Attributes: 2D/unlimited.

Minimum Skills: flying +1D, piloting (self) +2D, scholar +2D, willpower +3D.

Advantages: Magic Resistance -5D, Obscure Knowledge -2D, Patron (the Presence) -6D.

Disadvantages: Enemy (forces of Evil OR members of the Pax Dei) +6D, Fanatic (devotion to the Presence OR hatred of the Presence) +3D, Sworn Enemy (forces of Evil OR members of the Pax Dei) +6D.

Natural Abilities: Flight (wings) 5D, Healing (angels) 3D (Limitation: Self-Only), Sustenance 3D, Immortality (If an angel in a flesh suit dies, his immortal spirit returns to Heaven where it reforms in the angel's true image).

Note: An angel who is turned mortal will survive the fall to Earth, but this temporary invulnerability vanishes once he wakes up on Earth.

Host

Bull Host (Cost: 20D)

Natural Abilities: enhanced strength (Superattributes: Physique 5D).

Minimum Skills: brawling +2D, lifting +3D, intimidation +3D.

Eagle Host (Cost: 20D)

Natural Abilities: sonic flash (Energy Projection: Sonic Flash 6D).

Minimum Skills: dodge +2D, piloting (self) +2D, marksmanship +1D, flying +3D, charm +3D.

Lion Host (Cost: 20D)

Natural Abilities: claws (Natural Weapons: Claws 6D).

Minimum Skills: brawling +2D, melee weapons +2D, lifting +2D, running +2D, intimidation +2D.

Man Host (Cost: 25D)

Natural Abilities: the "Voice of God" (Language Comprehension 3D, Telepathy 3D).

Minimum Skills: missile weapons (bow & arrow) +2D, languages +2D, persuasion +2D.

Caste

Guardian (Cost: 25D)

Natural Abilities: divine senses (ESP 5D).

Minimum Skills: melee weapons (divine blade) +2D, scholar +3D, surveillance +5D.

Equipment: Divine Blade (BDV 6Dx5; flammable materials will be set on fire on contact).

Keeper (Cost: 25D)

Minimum Skills: brawling +6D, dodge +4D, piloting (self) +4D, surveillance +4D, command +4D, intimidation +3D, willpower +3D.

Killer (Cost: 27D)

Disadvantages: Fanatic (defense of the Pax Dei and of the Presence OR defense of king-angel) +3D.

Natural Abilities: Reflexes and Coordination +4D each.

Minimum Skills: brawling +2D, dodge +2D, melee weapons (staff) +4D, intimidation +1D.

Equipment: Divine staff (BDV 6Dx5; flammable materials set on fire if touched with burning tips).



Zauriel

OCCUPATION: Champion of Earth

BASE OF OPERATIONS: Heaven

HEIGHT: 6'1"

WEIGHT: 180 pounds

EYES: Purple and red

HAIR: Silver

RACE: Angel

TECH LEVEL: Superior (4)

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

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

Zauriel went on to serve faithfully in the JLA until the coming of the ancient war machine, Mageddon. Zauriel sacrificed his mortal life so that he could beseech the Presence and members of the Pax Dei to intervene on behalf of the people of Earth. Succeeding in his task, the newly reborn angel returned to Earth at the head of a host of his brethren. The angels provided a calming influence to offset the violent impulses implanted in the minds of the people of Earth by Mageddon. Succeeding in his task, Zauriel once again returned to Heaven as a member of the Pax Dei.

Recently, Zauriel aided the current Spectre, Hal Jordan, to overcome his doubts and insecurities about his newly granted powers, as well as stop a psychic madman named Caul who had gained immense power and used it to lay waste to much of Earth.

STRATEGY & TACTICS: Once again a member of the Eagle Host, Zauriel works with his fellow angels to protect humankind from the forces of evil and from itself. His natural tendency is to protect others, and he fiercely defends fallen teammates and innocents alike.

Zauriel

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

Coordination 5D: *Marksmanship* 6D

Physique 20D: *Flying* 30D, *leap* 24D

Knowledge 5D: *Arcane lore (angelic)* 15D, *scholar* 15D

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

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

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Acute Sense of Direction -2D, Charismatic -3D, Contact (JLA) -6D, Contact (Heaven) -8D, Courage -2D, Magic Resistance -5D, Obscure Knowledge -2D, Observant -2D, Patron (the Presence) -6D; Enemy (Asmodel) +3D, Enemy (Forces of Evil) +6D, Fanatic (devotion to the Presence) 13D, Fanatic (Champion of Earth) +3D, Moral Code (protect the weak and innocent) +6D, Owes Favor (to the Presence for powers) +12D, Sworn Enemy (Forces of Evil) +6D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D

P/L BONUS: +10

HERO POINTS: 30

VILLAIN POINTS: 0

CHARACTER POINTS: 240

BODY POINTS: 116

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

POWERS: Energy Projection: Sonic Flash 14D [adds to Energy Projection natural ability; Limitation: Self-Damaging -23D (causes 20 points of damage to Zauriel per use)], Invulnerability 10D.

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

NOTE: These characteristics are for Zauriel as Champion of Earth.



Asmodel

OCCUPATION: Former king-angel of the Bull Host

BASE OF OPERATIONS: a prison in Heaven

HEIGHT: 10' **WEIGHT:** 800 pounds

EYES: Red **HAIR:** None

RACE: Angel

TECH LEVEL: Superior (4)

Asmodel was the Lord Harrier of the Bull Host, the most militant group of the hosts, and a king-angel of the Pax Dei, the Army of Heaven. His particular command was the Cherubim Alpha Battalion, the most feared of the Army's divisions. Great power and prestige were given to Asmodel, and he was ranked among the highest of the angels. It wasn't enough. Asmodel was tired of being a servant of God and tired of the peace God maintained—he wanted war, conquest, and rulership. Another angel had rebelled once, eons before—Lucifer. Now Asmodel sought to succeed where Lucifer had failed. His plan was to attack from two fronts, both within and without. To do this, he enlisted the aid of the demon lord Neron. But a guardian angel named Zauriel got wind of

The Spectre 2

REAL NAME: Hal Jordan
FORMER ALIAS: Green Lantern
OCCUPATION: Spirit of Wrath
BASE OF OPERATIONS: Mobile
HEIGHT: 6'0" **WEIGHT:** 186 pounds
EYES: Brown **HAIR:** Brown
RACE: Reanimated spirit
TECH LEVEL: Modern (1)

There was a time when Hal Jordan was the finest of all the intergalactic peacekeepers known as the Green Lantern Corps. Then the tragic destruction of his hometown of Coast City snapped the once valiant hero, transforming him into the scourge known as Parallax. As that persona, Hal was one of the instrumental forces behind "Zero Hour," using the temporal disruptions of that crisis in an attempt to restore Coast City and remake the universe into the ordered place Hal felt it should be—a vision he tried to implement on several other occasions. But, in spite of that, it was to Hal that the heroes of Earth turned during the darkest hour of the Final Night. This event offered him a chance to once again be the hero, but at the cost of his life. Consigned to Purgatory for his sins, Hal's former allies came to him yet again when the fallen angel Asmodel had taken the power of the Spectre, which encompasses God's own Spirit of Wrath, as his own. Hal was ultimately able to convince the Spirit of Wrath to bond with him, creating a new Spectre and bringing an end to Asmodel's plot. Hal now wanders the Earth as the Spectre, unrecognized by those he once knew, seeking forgiveness for his own transgressions while punishing others for theirs.

STRATEGY & TACTICS: Since Hal is new to the power of Spectre, and has even severed his link with the Spirit of Wrath apparently permanently, he is only able to tap into a fraction of the Spectre's high-

Asmodel's plan. Asmodel tried to subdue the angel on Earth. The attack failed, and Asmodel was forced to return to Heaven.

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

Recently, Asmodel was freed from his torments by Etrigan the Demon. Together they devised a plot wherein Asmodel would bond with the hostless Spectre, thereby gaining all of the tremendous power of the Spirit of Wrath. Succeeding in their plan, Asmodel quenched the fires of Hell and brought Hell to Earth—literally. After struggling with Neron for dominance of the Spectre's power, both demon and angel were cast out, and the Spectre bonded with a new human host, the former Green Lantern, Hal Jordan. With the fires of Hell reignited, Neron and all of his ilk were forced to return to their eternal imprisonment. Hell, however, was deemed not secure enough for Asmodel, so a new structure (the first in millennia) was built in Heaven to imprison the former king-angel. Now Asmodel sits, perhaps for all eternity, locked in his Heavenly prison, biding his time until he can gain revenge on those he believes wronged him.

STRATEGY & TACTICS: Asmodel has an excellent eye for strategy, but he is arrogant—Asmodel truly believes that no one can possibly defeat him, in thought or in deed, and this makes him blind to his weaknesses. His strategies

are brutal and blatant, almost contemptuous of subtlety. He cares nothing for others and will sacrifice anyone and everything to help further his own goals.

Asmodel

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

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

Physique 32D: *Flying* 36D, *leap* 38D, *lifting* 35D

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

Perception 6D: *Search* 12D, *tracking* 12D

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

ADVANTAGES/DISADVANTAGES: Courage -2D, Infamy -6D, Intimidating Grin -2D, Leadership Ability -2D, Magic Resistance -5D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (members of the Pax Dei) +6D, Fanatic (ruling Heaven) +3D, Obsessive Tendencies +2D, Sworn Enemy (members of the Pax Dei) +6D, Sworn Enemy (Zauriel) +3D.

SPEED: 30 **PDV:** 6
UNARMED BDV: 7D **P/L BONUS:** +17
HERO POINTS: 40 **VILLAIN POINTS:** 10
CHARACTER POINTS: 400
BODY POINTS: 192

NATURAL ABILITIES: Enhanced Strength (Superattributes: Physique 5D, bonuses: increased inanimate damage, increased throwing range), Sustenance 100D, Flight (wings) 30D, Healing (angels) 20D (Limitation: Self-Only), Immortality (Asmodel was created at the beginning of time, and unless he is removed from "The Book," he will be alive at the end of time.), Divine Senses (Supersenses 5D).

POWERS: Invulnerability 11D, Energy Projection: Sonic Flash 4D, Scouring Light of Heaven (Microwave Projection 15D)

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

NOTE: These characteristics are for Asmodel when he was vibrationally attuned to Earth's plane.

unlimited potential. At present, he can muster the power to fly, become invisible and intangible, and animate objects. He also tends to fall back on old habits and uses the Spectre's power to create constructs out of air.

The Spectre

Reflexes 3D: *Brawling* 8D, *dodge* 8D, *driving* 5D (*semi trucks* +1D), *piloting* 10D (*self* +2D)

Coordination 3D: *Marksmanship* 4D (*energy blasts* +4D)

Physique 2D: *Lifting* 4D

Knowledge 2D: *Arcane lore* 4D [7D], *navigation* 8D

Perception 3D: *Engineering (aircraft)* 5D, *know-how (salesmanship)* 5D, *repair* 4D (*aircraft* +2D, *semi trucks* +1D), *search* 5D

Presence 4D [12D]: *Charm* 5D [13D], *command* 7D [15D], *interrogation* 6D [14D], *intimidation* 7D [15D], *persuasion* 9D [17D], *willpower* 14D [22D]

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Ally (Sentinels of Magic) -14D, Ally (Phantom Stranger) -10D, Ally (ghost of Abin Sur) -8D, Attractive Appearance -2D, Courage -4D (includes Superattributes bonus), Intimidating Grin -2D [as Spectre; Superattributes bonus], Obscure Knowledge -2D [as Spectre; Superattributes bonus], Mechanical Aptitude -2D, Observant -2D, Renown -8D [as the Spectre], Dark Secret (double life as the Spectre) +2D, Hides emotions +1D [as the Spectre], Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 26

VILLAIN POINTS: 6

CHARACTER POINTS: 256

BODY POINTS: 32

NATURAL ABILITIES: Reanimated spirit (naturally intangible and immune to all non-magical forms of physical harm).

POWERS: Superattributes: Knowledge (*arcane lore*) 3D, Superattributes: Presence 8D, Reality Manipulation 30D. All powers have the following Enhancements/Limitations: Magically Empowered +8D; Magical Transformation (becomes the Spectre, gaining all powers as well as skills, Advantages, and Disadvantages listed in brackets) -2D.



The Power of the Spectre

The sometimes hero known as the Spectre is actually an embodiment of an aspect of the Presence, one better known as the Wrath of God. In the wake of the birth and passion of Jesus Christ, who brought to the world a more compassionate way of living, the Presence decreed that the Wrath of God could no longer walk the Earth. However, as it felt that its work was far from done, the Spirit rebelled—an act that restricted it by preventing its return to the mortal plane unless it was bonded to a human soul. Many such unions followed, eventually culminating in the late 1930s when the Wrath of God joined with the soul of policeman Jim Corrigan, a partnership that continued for decades and even led to the Spectre becoming a respected member of the famous Justice Society of America during World War II.

In the years following the war, the avenging spirit within Corrigan gained more control, and the Spectre's acts of vengeance became more horrific and grisly. This eventually led to a split between the Wrath of God and its "better half," a rift that soon caused Corrigan to give up his role and go to his final rest. In its search for a new host, the Wrath of God was temporarily bonded with Asmodel, the fallen king-angel of the Bull Host, before joining with its current host soul, that of former Green Lantern Hal Jordan.

As an entity with no existence outside of what it shares in its union with a human soul, the practically limitless power of the Spectre is guided and shaped by the vision, experience, and imagination of its human half. Likewise, the host's fears and doubts can also effect the Spectre's powers, causing them to fluctuate, even fail completely. It is also a power that must be earned, with more of the Spectre's potential becoming available as the human soul proves itself worthy to the Wrath of God. But, in spite of its "human frailties," the Spectre is not a force to be trifled with or underestimated, and its merciless brutality toward its victims is legendary.

HELL

Much like Heaven, Hell is the current personification of the torturous Underworld, the misbegotten prison for those souls deemed unworthy of entrance into Heaven. The plane of Hell was created when the fallen angel Lucifer, also known as Morningstar, led a number of his comrades in the Pax Dei in a revolt against the Presence. (It has been rumored that the Phantom Stranger was part of Lucifer's band and was also cast down, even though he recanted before the revolt actually began.) Failing to succeed, all the Fallen were thrown out of Heaven. They forged their own kingdom in the

infernal pits, with Lucifer as their lord and master. Until recently, the Morningstar ruled from the dark city of Dis, a large, looming gray stone fortress in the center of Hell (see the "Hell's Hierarchy" sidebar for more on the politics of Hell).

Unlike Heaven, travel to Hell is comparatively easy. Mortals can travel to the Underworld by mystical means (Dimensional Travel Linked to Wizardry or Sorcery, a similar Magically Empowered power, or a spell), by being dragged down by a demon from Hell, or by dying. There are also physical paths that lead to the pits of Hell, most of which are connected to Earth via caves. This is perhaps a carryover from the Underworld of the Greeks.

Furthermore, the guardian dog Cerebus continues the vigil begun at the dawn of creation, the river Styx surrounds the capital of Dis, and Dante's classic quote "Abandon All Hope, Ye Who Enter Here" is carved into Hell's cold iron gates.

Hell has often served as a pivotal landmark in many struggles between Earth's heroes and their more demonic foes. Among the most recent were the heroes' first encounter with Neron, when a band of them descended into Hell to rescue the soul of Superman—only to find Neron's true

goal was the pure soul of Captain Marvel—and the "Day of Judgement" crisis, when the flames of Hell were extinguished and could only be re-ignited by Faust's sacrifice of the Enchantress.

DEMONS

No one is entirely certain of the true origin of the demon race. Most believe that demons are the corrupted forms of those mortals so heinous in their evil that when they died and were sent to Hell, they found they preferred the miserable torments that lurked there. Over the millennia, demons evolved into the lords over the tortured souls that were subsequently sentenced to Hell.

While demons come in all shapes and sizes, they do fall into established castes. Among the higher castes of demons are the rhymers, of which Etrigan and now Neron are a part. Their lyrical, rhyming speech hides both an innate talent for magic and a propensity for duplicity and deceit. Archdukes are the highest caste of demon, but only Blaze and Satanus, who became part of Neron's court, have been seen since Neron's rise to power. It's quite possible that the rest have been overthrown, demoted, or slain.

Unlike angels, demons can move freely about Earth in their natural forms. The most common methods for their arrival on Earth is by being Summoned by a sorcerer, who usually keeps such demons locked behind wards and protective circles; by being bound to a mortal host, as Etrigan was bonded with Jason Blood; by being sent by another demon; or by casting a powerful dimensional travel spell. There have been rare occasions, such as on the "Day of Judgement," when supernatural portals between Hell and Earth have opened, allowing free passage to those demons wishing to take advantage of the situation.

Hell's Hierarchy

Lucifer, also called Morningstar, ruled Hell from the dawn of time and for countless aeons thereafter. Several millennia ago, Lucifer allowed some other arch-demons to acquire enough power that a form of hierarchical restructuring existed for some time. Among those who held sway in Hell were Archduke Belial, known as the Father of Lies as well as being father to Etrigan and Merlin; Beelzebub, Lord of the Flies and demon of decay and decomposition; and Azazel, called the Abomination and Lord of Chaos and Primordial Darkness. Lord Satanus and his sister Blaze, the demon spawn of the mighty wizard Shazam, are relative newcomers to the feudal and volatile politics of Hell, both having carved out particular niches for themselves that involve them more intimately with the affairs of Earth, particularly of Superman and the Marvel Family.

Some years ago, a weary Lucifer left his dark throne in Dis for parts unknown. A bitter and violent struggle for power ensued, but one figure emerged victorious: Neron. Solely responsible for the sinister pacts that substantially increased the powers of some of Earth's deadliest super villains, Neron's reign in Hell promised to be a true bane to the heroes of Earth. However, his recent bid to gain the power of the Spectre during the "Day of Judgement" crisis resulted only in him being stripped of his royalty and demoted to the rank of rhyming demon. Who among the archdukes of Hell will take his throne, or whether his demotion is only a temporary punishment, remains to be seen.

Demon Package

No two demons are truly alike. This package is only meant to give a demon hero the basics he can then build upon.

To be a demon, the character must have at least the skills listed at the additional value above the base attribute score; the values given are included in the total package cost. Individual characters may have skills that are higher than what is listed or have skills that are not listed. With the bonuses for skills and powers listed in the package and its upgrade, all die codes are cumulative.

Example: A rhyming demon receives +2D in *arcane lore* for being a demon and then a +2D for being of the rhyming type, for a total *arcane lore* of +4D.

The minimum base attributes do not include any bonuses received from the Superattributes power or from natural abilities provided by this package. The cost of including attributes in a demon character is 2D from the Dice Pool for 1D in an attribute, up to 5D; 3D for 1D for attributes of 6D to 10D; and 4D for 1D for attributes of 11D and up.

Powers gained as natural abilities with this package are not restricted by the Power Level used to create the character. At hero creation, natural abilities may be increased at a rate of 1D from the dice pool for 1D in the power (since the base cost was already paid). After hero creation, natural abilities may only be improved by taking powers or through mystical means granted by more powerful demons.

Demonic Abilities provides demons with the opportunity to have unlimited dice in attributes and skills. After character creation, demons raise their skills just like any other character, but they may raise their attributes, too. The cost is 20 Character Points per additional die in one attribute. Alternatively,

the character might be granted increased attributes from spells or higher demons; the Narrator determines the exact cost (in Character Points and Disadvantages). Of course, attributes improved in this latter manner are subject to the whim of higher demons or greater spells.

Disadvantages gained with this package do not count toward the maximum number of Disadvantages a character can have at a given creation Power Level. (This includes those Disadvantages discussed in this section but not listed within each package part.) Individual characters may have more Disadvantages or Advantages than what are listed, such as an enemy. The total value for Disadvantages may not exceed the maximum set by the creation Power Level or the Narrator.

Demonic heroes must have a purpose behind their departure from Hell. This manifests as a Fanatic Disadvantage. Similarly, some demons may be sent on missions by a higher-ranking and thus receive additional powers from their lord. An Owes Favor (to demon lord) Disadvantage would represent this. The additional dice gained from the latter Disadvantage must be used for acquiring new powers or adding more dice to powers received from the package. Should the character disobey the demon lord, the lord might well take away the additional powers.

The Unattractive Appearance may be elevated to Hideous Appearance for a package cost reduction of 2D. Alternatively, Attractive Appearance may be substituted for Unattractive Appearance for a package cost increase of 4D.

These options have both Advantages and Disadvantages combined for a total cost, but they let you customize the demon further. Upgrades do not count toward the maximum number of Disadvantages a character may have. Upgrades to the base demon package may be purchased only at hero creation,

though the rhyming demon upgrade may be forced on some characters by the Presence or a more powerful demon.

Base Package (Cost: 10D)

Minimum/Maximum Base Attributes: 2D/unlimited.

Minimum Skills: *brawling* +1D, *dodge* +1D, *sneak* +1D, *arcane lore* +3D, *intimidation* +2D, *willpower* +2D.

Advantages: Intimidating Grin -2D, Magic Resistance -5D.

Disadvantages: Enemy (forces of good) +5D, Unattractive Appearance +2D.

Natural Abilities: Demonic Abilities, Immortality (demons can be killed, but they do not grow old).

Base Package—Hero Version (Cost: 5D to 7D)

Demons are inherently evil creatures, so any character created using the demon package with the hero upgrade must be done with the Narrator's supervision. Furthermore, a hero is trying to atone for whatever evils he may have committed as a demon.

When taking this upgrade, replace the listed Disadvantages for the basic package only with the Disadvantages listed in this upgrade. Use the cost indicated for this version of the demon package. Do not use the cost specified for the basic package, though the character still receives the skills, advantages, and natural abilities suggested there.

Disadvantages: Enemy (forces of Evil) +5D, Dark Secret (being a demon) +1D to +3D (*choose level of remorse*), Fugitive (escaped from Hell) +3D, Shady Background +2D, Unattractive Appearance +2D.

Rhyming Demon Upgrade (Cost: 25D)

Minimum Skills: *arcane lore* +2D, *know-how (Sorcery)* +2D.

Advantages: Tainted -2D.

Disadvantages: Obsessive Tenden-

cies (deceiving others) +2D, Psychological Disorder (must speak in rhyme) +3D.

Powers: Sorcery 3D [Limitation: Incantation (rhymed verses) -3D].

Natural Abilities Upgrades (Cost: 10D each)

- Energy Projection (breath) 6D (choose manifestation) with *marksman-ship* +3D.
- Energy Projection (hands) 6D (choose manifestation) with *marksman-ship* +3D.
- Flight (wings) 6D with *flying* +2D and *piloting (self)* +2D.
- Natural Armor 3D (choose manifestation; add +5D to upgrade cost).
- Natural Weapons 6D (choose manifestation, such as horns, claws, or sharp teeth) with *melee weapons* +3D.

Unusual Size Upgrade (see description)

The character much larger or smaller than a normal human. This is a permanent state for the demon; to have the ability to grow and shrink at will, the mechanical being should be designed with the Size Manipulation power (possibly with the Density Manipulation power linked to it).

To increase size beyond the base height of six feet, it costs -1D for the each additional foot. The Narrator has the option to limit the maximum size of the demon.

To decrease size, it costs -1D for each foot less than a base height of five feet, to a lower limit of one foot. Smaller than one-foot costs +1D for each additional inch, to a lower limit of one inch. For demons smaller than this, the Narrator decides on the cost.

Demons much larger than the typical human will attract attention. *Charm*, *disguise*, and *shadowing* difficulties are increased by +2, while *intimidation* and *interrogation* difficulties are decreased by -2. The demon also won't be able to comfortably use equipment, furniture, and buildings de-

signed for normal humans. All *Reflexes*, *Coordination*, and *Physique* actions are at +2 to the difficulty (or more—or even impossible) when in confined spaces. Furthermore, bigger objects make better targets; use the scale option on page 196 of the rulebook to determine how much easier the demon is to hit. However, the demon gets an additional 4 Body Points for each additional foot beyond the base height of six feet.

Demons much smaller than the typical human must be cautious about getting stepped on. All *command*, *interrogation*, and *intimidation* difficulties are increased by +2, while *charm* and *shadowing* difficulties are decreased by -1. It will be difficult or even impossible for the demon to use equipment designed for larger beings. (The Narrator should use the generic modifiers described on page 200 of the rulebook to adjust the difficulty.) Likewise, smaller objects can be tougher to hit; use the scale option on page 196 of the rulebook to determine how much more difficult the demon is to attack. The demon also loses 4 Body Points from his starting total for each foot below the base height of five feet, to maximum loss of 16 starting Body Points.

This upgrade may not reduce the package cost to less than zero.

Neron

OCCUPATION: Rhyming demon, former ruler of the Underworld

BASE OF OPERATIONS: Hell

HEIGHT: 7'2" **WEIGHT:** 285 pounds

EYES: White **HAIR:** Pale blond

RACE: Demon

TECH LEVEL: Modern (1)

Neron ascended to the black throne of Hell some years ago in the wake of Lucifer's abrupt departure. He first encountered the heroes of Earth when

he amplified the powers of a horde of super villains in exchange for their souls—a power play designed with the goal of tainting the pure spirit of Captain Marvel. His plans were foiled by the machinations of one of his original chosen, the Trickster, who remains a target of the dark lord's ire. Since then, Neron has been at the center of several hellish conspiracies. During one such scheme, Neron set loose the soulless Rogues Gallery upon the California town of Santa Marta and then bargained with Wally West for both the Rogues' souls and the lives of everyone in Santa Marta. The Flash was able to outsmart Neron by freely surrendering his love of Linda Park to the demon lord, a pure emotion that nearly destroyed Neron's dark soul—an act that made the Flash one of Neron's most hated foes. Later, he wove a plot to lure Wonder Woman and her allies into the pits of Hell after the souls of both Donna Troy and Jason Blood, only to be thwarted again.

During the "Day of Judgement" crisis, Neron plotted with the rogue king-angel Asmodel to turn the hostless Spectre, the embodiment of God's vengeance, to a more sinister cause. At the urging of the demon Etrigan, he eventually pitted himself against Asmodel in an attempt to take the Spectre's power as his own. His ploy failed, however, and Hal Jordan became the new host for the Spectre. As punishment for his transgressions against the laws of Hell, Neron was demoted to rhyming demon as he swore his revenge against Etrigan in iambic pentameter.

STRATEGY & TACTICS: Prior to his demotion, Neron's powers were practically without limit. He could perform almost any feat from warping reality at a whim to dangerously augmenting the powers of numerous super villains. His sole weakness was his inability to resist any bargain offered to him. How-



ever, he was truly the master of such deals, almost always capable of twisting them in some way to satisfy his own dark agendas.

In his current state as a rhyming demon, his powers have been greatly curtailed. He remains a serious threat, particularly if he was to cement a bargain that would regain him his throne and royal status.

Neron

Reflexes 8D: *Brawling* 11D, *dodge* 11D, *sneak* 9D

Coordination 8D: *Marksmanship (spells)* 11D

Physique 25D:
Lifting 26D

Knowledge 5D:
Arcane lore 15D,
languages 6D, *research* 8D,
scholar 8D

Perception 5D: *Know-how (Sorcery)* 16D, *know-how (perceiving mortal desires)* 15D, *spellbind* 12D, *surveillance* 7D

Presence 8D: *Bluff* 11D, *charm* 11D, *command* 12D, *intimidation* 12D, *persuasion* 18D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: *Acting Ability* -3D, *Charismatic* -3D, *Courage* -2D, *Fol-*

lowers (Blaze, Satanus) -12D each, *Followers (minions of Hell)* -22D, *Hardiness* -4D, *Intimidating Grin* -2D, *Leadership Ability* -2D, *Magic Resistance* -15D, *Observant* -2D, *Tainted* -12D, *Thousand Faces* -2D; *Arrogance* +3D, *Enemy (forces of good)* +6D, *Enemy (Etrigan)* +3D, *Hideous Appearance (in natural form)* +4D, *Infamy* +8D, *Obsessive Tendencies (deceiving others)* +2D, *Psychological Disorder (cannot refuse a deal)* +3D, *Sworn Enemy (Trickster, the Flash, Etrigan)* +2D each.

SPEED: 30

PDV: 6

UNARMED BDV: 5D

P/L BONUS: +13

HERO POINTS: 0

VILLAIN POINTS: 87

CHARACTER POINTS: 1028

BODY POINTS: 140

NATURAL ABILITIES: *Demonic Abilities*, *Immortality* (demons can be killed, but they do not grow old).

POWERS: *Sorcery* 60D (Enhancement: *Mastery* +6D).

NOTE: The characteristics listed here are from the time prior to the "Day of Judgement" and Neron's demotion to a rhyming demon. To reflect his current state, his *Physique* is reduced to 15D, his *Reflexes* and *Coordination* are reduced to 6D each, and his *Presence* is reduced to 6D. His *Sorcery* is halved to 30D. He loses the *Mastery* enhancement. He loses the *Followers Advantages* while gaining the *Disadvantages Psychological Disorder (must speak in rhyme)* +3D and *Sworn Enemy (Etrigan)* +3D.

Blaze

ALIASES: *Angelica Blaze*

OCCUPATION: *Sovereign lord of Hell*

BASE OF OPERATIONS: *Hell*

HEIGHT: *Variable* WEIGHT: *Variable*

EYES: *Red* HAIR: *Coal black*

RACE: *Demon*

TECH LEVEL: *Modern (1)*

The daughter of the ancient wizard Shazam and sister to Satanus, Blaze is one of the sovereign lords of Hell, subject only to the decrees of Neron (when he was the demon lord). Tales of her

corruptive influence over mortal men can be traced back to the late nineteenth century when she tainted British physician Aleister Hook, changing him into the monstrous Skyhook. She first came to the notice of Superman when she assumed the identity of Angelica Blaze and remodeled Metropolis's St. Christopher's Church into a nightclub. It was there that she seized even more souls, including that of Jerry White, the son of *Daily Planet* managing editor Perry White. She has also faced off against her father's proteges, the Marvel Family, when she tried to free the Three Faces of Evil from its prison beneath the Rock of Eternity. Since that defeat, she has been hiding in the shadows, plotting her next fiendish scheme.

STRATEGY & TACTICS: Though her powers are vast, particularly when in her home domain in Hell, she primarily uses them to manipulate fire and molten rock, even giving herself the ability to breathe fire. She has also used her dark gifts to increase her size and travel instantly between the Earth plane and Hell.

Blaze

Reflexes 6D: *Brawling 7D, dodge 7D, sneak 8D*

Coordination 6D: *Marksmanship (spells) 8D, thrown weapons 7D*

Physique 14D

Knowledge 4D: *Arcane lore 12D, scholar 6D*

Perception 3D: *Hide 6D, know-how (Sorcery) 14D, know-how (perceiving mortal desires) 13D, shadowing 8D, streetwise 11D, spellbind 10D*

Presence 5D: *Bluff 9D, command 9D, disguise 8D, intimidation 10D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D (as human), Contact (minions of Hell) -5D, Intimidating Grin -2D, Magic Resistance -15D, Tainted -12D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (forces of good) +5D, Enemy (Superman)

+3D, Enemy (the Marvel Family) +3D, Extremely Competitive +2D, Hideous Appearance +3D (as demon), Infamy +8D, Obsessive Tendencies +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +7

HERO POINTS: 0

VILLAIN POINTS: 28

CHARACTER POINTS: 224

BODY POINTS: 93

NATURAL ABILITIES: Demonic Abilities, Immortality (demons can be killed, but they do not grow old).

POWERS: Sorcery 40D (Enhancement: Mastery +6D).

Satanus

ALIASES: Collin Thornton

OCCUPATION: Sovereign lord of Hell, publisher of *NewsTime* Magazines

BASE OF OPERATIONS: Metropolis, Hell

HEIGHT: Variable

WEIGHT: Variable

EYES: Yellow; brown (as Thornton)

HAIR: Coal black; brown (as Thornton)

RACE: Demon

TECH LEVEL: Modern (1)

Satanus is the brother of Blaze and, like her, a child of the ancient wizard Shazam. Satanus and his infernal sibling have been locked in a rivalry that dates back millennia when Blaze overthrew him and took over his realm within Hell. Making his way to Earth, Satanus has made a place among mortal men, most recently in the guise of Collin Thornton, publisher and owner of the Metropolis-based *NewsTime* Magazine. Satanus became known to Superman when Blaze believed her brother was after the Man of Steel's soul, a prize that she greatly desired. In an effort to thwart any plans Satanus had, she twisted former *Daily Planet* editor Sam Foswell into one of her pawns and planted him on Satanus/

Thornton's staff, where he opened a portal that Blaze's demonic hordes used to take over the *NewsTime* building. This forced Satanus to surreptitiously shed his mortal identity and join forces with Superman in order to liberate his earthly headquarters.

After some time spent solely concerned with earthly cares as Collin Thornton, Satanus has begun plotting once more against the Man of Steel.

STRATEGY & TACTICS: Like his sister, Satanus possesses considerable supernatural power. However, he is more of a plotter than his sibling, more than willing to spend days, months, and even years to bring a plan to fruition.

Satanus

Reflexes 7D: *Brawling 8D, dodge 9D, sneak 8D*

Coordination 7D: *Marksmanship (spells) 8D, thrown weapons 8D*

Physique 20D: *Lifting 22D*

Knowledge 4D: *Arcane lore 12D, scholar 9D*

Perception 4D: *Know-how (Sorcery) 14D, know-how (perceiving mortal desires) 14D, know-how (mass media management) 9D, spellbind 10D*

Presence 5D: *Bluff 9D, command 9D, disguise 8D (Collin Thornton identity +4D), intimidation 11D, persuasion 10D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (minions of Hell) -5D, Follower (Mudge) -11D, Intimidating Grin -2D, Magic Resistance -15D, Tainted -12D, Wealth -6D (as Thornton); Arrogance +3D, Delusions of Grandeur +3D, Employed (owner of *NewsTime*) +4D, Enemy (forces of good) +5D, Enemy (Superman) +3D, Hideous Appearance +3D (as demon), Infamy +8D, Obsessive Tendencies +2D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 4D

P/L BONUS: +11

HERO POINTS: 0

VILLAIN POINTS: 32

CHARACTER POINTS: 250

BODY POINTS: 115

NATURAL ABILITIES: Demonic Abilities, Immortality (demons can be killed, but they do not grow old).

POWERS: Sorcery 40D (Enhancement: Mastery +6D).

EQUIPMENT: Satanus sometimes carries a gnarled, trident-shaped wooden staff (BDV 5D) that can shoot forth bursts of sorcerous hellfire (BDV 8Dx3).

The Demon Etrigan

REAL NAME: Etrigan

ALIASES: the Demon

ALTER EGO: Bound (at times) to Jason Blood

OCCUPATION: Demon

BASE OF OPERATIONS: Hell

HEIGHT: 6'4" **WEIGHT:** 352 pounds

EYES: Fiery red **HAIR:** Bald

RACE: Rhyming demon

TECH LEVEL: Modern (1)

Millennia ago, Belial, the Lord of Lies, conceived a demon child heir with the serpentine spirit of deceit named Rann Va Daath. The terror that was born in the bowels of Hell was Etrigan. The young demon was subjugated to atrocious rites of passage and grew to become an insufferable minion of Hell.

Etrigan's half-brother, Merlin the Magician, summoned the demon centuries later in A.D. 560 to battle the forces of Morgan Le Fay as a defender of King Arthur's realm. The night that the legendary Camelot fell, Merlin bound his half-brother's body and soul to a peasant named Iason Blaise, now known as Jason Blood. The union of the peasant and the demon drove both insane. Blood was made immortal by this union and gained certain magical powers while Etrigan took Jason Blood's freedom and memories. Blood traveled the globe for centuries having adventures where he built a fortune

and unleashed the yellow-skinned Etrigan when it served his purpose.

During their shared existence, the symbiotic pair struggled for control. Etrigan repeatedly stole Blood's memories and outwitted him to take control of his cage of flesh. The two have continued to grapple through the years in this timeless battle and have been intertwined into the parallel conflict between the aged Morgan Le Fey and Merlin the Magician.

Etrigan attained the distinction of becoming a rhyming demon, a type of demon that delights in the torture of its victims and masters alike by using vowel-chimed sentences. The legendary fire-breathing demon bluffed his way through deception after deception as he tried to rid himself of Jason Blood once and for all.

Etrigan, in an attempted coup against the demon lord Neron, hatched a plan with the fallen angel, Asmodel, where the demon bonded the angel with the Spectre. Using the power of the Spirit of Wrath, Asmodel brought Hell to Earth, quenching the fires that burned in the Underworld. Failing in his coup, Etrigan still had a measure of success as Neron was reduced in rank to that of a rhyming demon like his adversary.

Recently, Etrigan returned to Earth, this time surfacing in Metropolis and coming face to face with the Man of Steel. After stealing the magical Mists of Ibella from La Encantadora, the demon turned the powerful mists on the populace of the city in a bid to free himself permanently from Jason Blood. His plan was to kill Blood on the one day of the year he is truly in control of Blood's body, Christmas Eve. Defeated by Superman, Etrigan was returned to Hell to plot his next attempt to cause mayhem.

STRATEGY & TACTICS: Though Etrigan is adept at spell casting, the savage demon prefers to simply scorch

his adversaries to cinders with his fire breath or bolts from his hands. Always loving a good brawl, the smiling demon fearlessly leaps into the most savage predicaments when the mood strikes him.

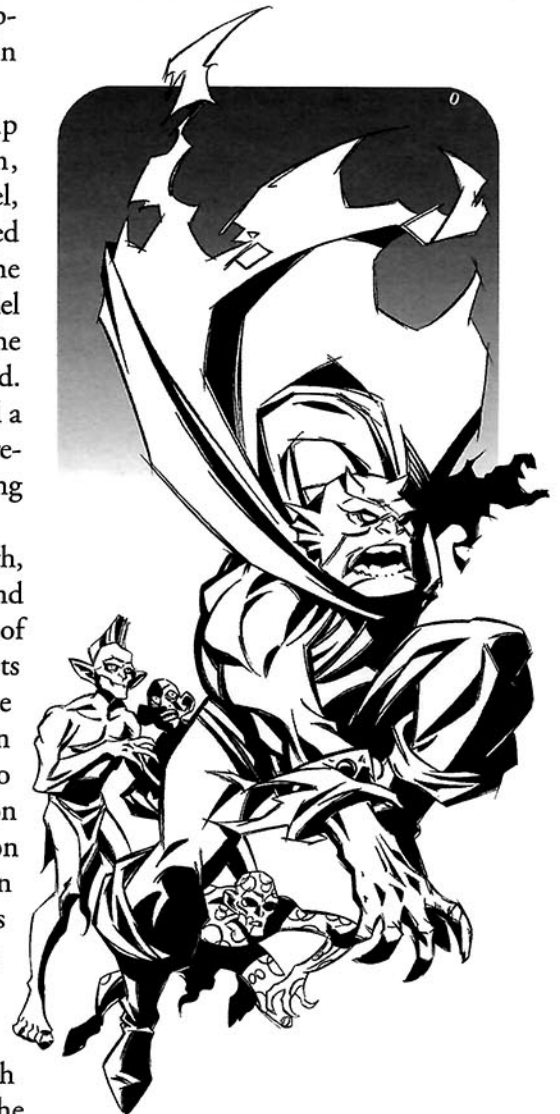
The Demon Etrigan

Reflexes 6D: *Brawling* 10D (*claws* +2D), *climbing* 8D, *dodge* 9D, *melee weapons* 7D, *sneak* 7D

Coordination 5D: *Marksmanship* (*flame breath, force blasts*) 7D each, *sleight of hand* 6D, *thievery* 6D, *thrown weapons* 7D

Physique 15D: *Leap* 20D

Knowledge 5D: *Arcane lore* 11D (*Hell* +6D)



Perception 4D: *Hide* 6D, *know-how* (Sorcery) 8D, *search* 8D, *shadowing* 6D, *spellbind* 8D, *surveillance* 5D, *survival* (Hell) 6D, *tracking* 5D

Presence 5D: *Bluff* 8D, *command* 7D, *intimidation* 10D, *persuasion* 7D, *will-power* 9D

ADVANTAGES/DISADVANTAGES: Contact (demons of Hell) -4D, Courage -2D, Infamy -8D, Intimidating Grin -2D, Tainted -9D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (forces of good) +5D, (Karrien Excalibris, Lobo, Morgan Le Fey, Neron) +3D each, Impulsiveness +1D, Narcissistic +3D, Psychological Disorder (must speak in rhyme) +3D, Pathological Liar +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 5

UNARMED BDV: 5D

P/L BONUS: +7

HERO POINTS: 0

VILLAIN POINTS: 25

CHARACTER POINTS: 206

BODY POINTS: 103

NATURAL ABILITIES: Demonic Abilities, Hellfire (Energy Projection: Flame Breath 12D), Immortality (demons can be killed, but they do not grow old), Natural Weapons: Claws 6D.

POWERS: Energy Projection (force bolts from hands) 8D, Precognition 4D (Limitation: Others Only), Sorcery 10D [Limitation: Incantation (rhymed verses) -3D].

NOTE: When the Demon Etrigan was bonded to the mortal Jason Blood, he had the Magical Transformation Limitation at -7D. For Jason Blood to change to Etrigan, he or someone in his presence had to chant: "Change! Change! Transmogrify! Free the might from fleshy mire! Boil the blood in heart of fire! Gone, gone the form of man! Rise the Demon Etrigan!" For Etrigan to turn back to Jason Blood, he or someone in his presence had to chant: "Return, thou wretched man!"

The Demons Three

REAL NAMES: Abnegazar, Rath, and Ghast

OCCUPATION: Troublemakers

BASE OF OPERATIONS: Hell

HEIGHT: Variable

WEIGHT: Variable

EYES: Black

HAIR: Black (Ghast), bald (others)

RACE: Demons

TECH LEVEL: Modern (1)

At the dawn of Non-time of the Predead, three demons named Abnegazar, Rath, and Ghast were spawned as a segment of the Great Old Ones who used their magical powers to spread evil across the planes of the Earth. They freely made their way across creation leaving a wake of unconstrained havoc behind until a mysterious race known as the Timeless Ones appeared on Earth. These new entities were actually the Lords of Order, who routed the demons and imprisoned them beneath Earth's surface for eternity.

The brotherhood of demons was prepared for such an event. They each placed a part of their essence into three magical talismans knowing that they were fated to lose to the Timeless Ones. Abnegazar used the Silver Wheel of Wyorlath, Rath took the Green Bell of Uthool, and Ghast clung to the Red Jar of Calythos as the vessels that would allow them to be summoned and released at a future time. The Lords of Order sought to prevent this by hiding the three talismans deep within the earth as well.

So they remained until the sorcerer Felix Faust unlocked the arcane secrets pertaining to the time-forgotten trio of imprisoned demons. Faust realized that the Justice League of America

could accomplish what the Timeless Ones were unprepared for. Channeling their combined power to Faust, the Demons Three gave forth enough energy so that he was able to enchant the entire League. The enthralled JLA members complied with the bidding of Faust and collected the talismans. However, they broke his control before he could summon the demons, once again leaving them imprisoned.

The Justice League thwarted various escape attempts over the years by the trio of brothers who sought freedom to unleash chaos upon Earth again. Eventually, the Demons Three found release just in time for a universal battle between the forces of Light and Shadow. Together with other demonic beings, Abnegazar, Rath, and Ghast became the Lords of Misrule in their attempt to oversee the new world order. They were defeated by Dr. Fate, who annihilated Ghast from existence.

The remaining two brothers found their powers diminished with the loss of the third member. The once mighty demons were weakened and fled to the depths of Hell. They were used as sorcerers' underlings on occasion before being ultimately defeated.

Not too long ago, the remaining duo of demons was employed as instruments of Neron in his attempt to defeat the JLA. With the headquarters of the Justice League on the surface of the moon, Rath and Abnegazar moved the moon from Earth's orbit by moving an icon of the moon created by Neron. Once again, the demons found their fun spoiled by the JLA.

Recently, with Hell's flames extinguished by Asmodel, an uncountable army of demons invaded Earth. Whether Abnegazar and Rath had anything to do with at least some of the chaos that ensued could only be assumed.

STRATEGY & TACTICS: The wicked triad of demons is engulfed in the darkness of Chaos. The demons use cun-

ning and evil methods in their dealings with others. With the destruction of Ghastr, the remaining two have lost the might they once held.

Abnegazar, Rath, & Ghastr

Reflexes 4D: *Acrobatics 5D, brawling 5D, dodge 6D, sneak 9D*

Coordination 4D: *Thievery 5D*

Physique 5D: *Leap 7D*

Knowledge 3D: *Arcane lore 7D (Bell, Jar, Wheel +3D each), languages 5D, scholar 5D*

Perception 3D: *Hide 9D, know-how (Sorcery) 6D, search 4D, shadowing 6D, spellbind 6D*

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

ADVANTAGES/DISADVANTAGES: Infamy -6D, Intimidating Grin -2D, Observant -2D, Patron (Neron) -5D, Tainted -6D; Argumentative +1D, Enemy (forces of good) +5D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D **P/L BONUS:** +2

HERO POINTS: 0 **VILLAIN POINTS:** 20

CHARACTER POINTS: 157

BODY POINTS: 42 (each)

NATURAL ABILITIES: Demonic Abilities, Immortality (demons can be killed, but they do not grow old).

POWERS: Sorcery 3D (Enhancement: Mastery [The die code in Sorcery is for one of the demons acting alone. When two demons are together, they can pool their power and get a +1D bonus each, giving them each 8D in Sorcery. When the might of all three demons is brought together, they gain a +2D bonus each, giving them each 15D in Sorcery.]).

EQUIPMENT: Green Bell of Uthool, Red Jar of Calythos, and Silver Wheel of Wyorlath (see page 121).

NANDA PARBAT

Located in an isolated section of the Himalayan Mountains, Nanda Parbat has stood for countless centuries as a refuge for those seeking inner peace and an immortal life of contemplation. The domain of the godlike being known as Rama Kushna, Nanda Parbat is home to spirits of the dead, who again gain physical form within the city's walls. Rama's devoted followers, these spirits of the dead, are granted immortal life so long as they never leave. One of the city's more noteworthy inhabitants was Rip Jagger, known to the world at large as Judomaster. Over the years, Rama Kushna has chosen agents who are charged with preserving the balance between good over evil. One such agent, Jonah, eventually turned on Rama. He possessed the body of the Sensei, leader of the League of Assassins, and led an army that lay waste to much of Nanda Parbat. Rama's current agent, and the one who defeated Jonah, is Boston Brand, now known as the spirit Deadman.

Deadman

REAL NAME: Boston Brand

OCCUPATION: Wandering spirit

BASE OF OPERATIONS: Mobile

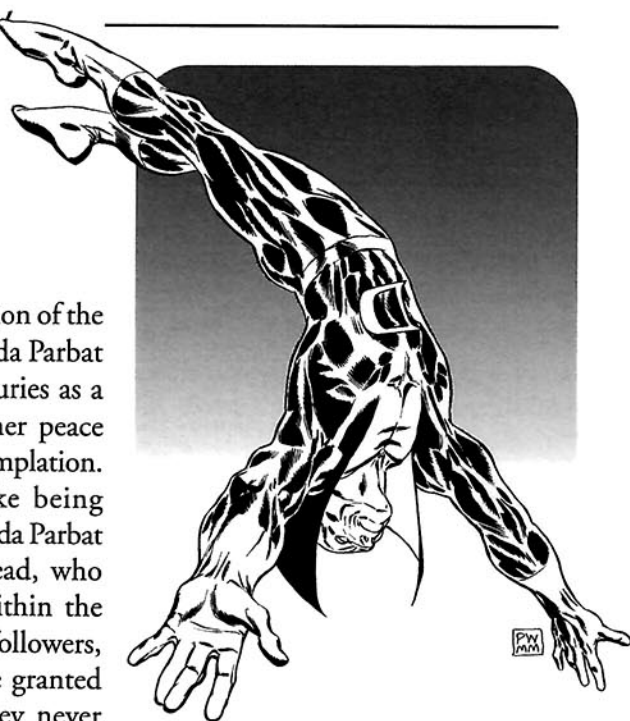
HEIGHT: 6'0" **WEIGHT:** 201 pounds

EYES: Blue **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

Boston Brand was the star trapeze artist and a part owner of the Hills Brothers Circus, where he performed dangerous feats of acrobatics under the stage name "Deadman." One night, Brand was shot by the Hook, a killer who was trying to regain favor with



the Sensei, leader of the international League of Assassins. The elemental spirit known as Rama Kushna intervened in Brand's untimely death and granted him the power to return to the physical world and track down his killer.

Now a ghost whose only means of interaction with the material realm is by possessing the bodies of living beings, Brand became a literal Deadman. He was eventually able to find his killer and defeat Jonah, a former follower of Rama's who, as the Sensei, had ordered Brand's execution. Brand hoped this would end his servitude, but Rama was apparently destroyed in the final battle against Jonah before he could even ask.

Though doomed to an eternal, ethereal existence, Deadman still acts as an agent of balance, helping those mortals he can and remembering what it's like to be alive for those brief moments that he is part of their lives. His existence is largely unknown to the superhero populace, but he is known by, and has been a frequent ally to, the Batman.

STRATEGY & TACTICS: Prior to his death, Brand was in superb physical condition, a skilled acrobat and gymnast, and could more than hold his own in a scrap. As Deadman, he aids

others by taking over either their bodies or that of someone close to them. While he does his best to imitate the person he has inhabited, he can slip if he's not careful. Once he's left the mortal he's possessed, he or she is left with no memory of what happened.

Deadman

Reflexes 4D: *Acrobatics* 13D (*trapeze* +2D), *athletics* 6D, *brawling* 7D, *dodge* 10D, *sneak* 6D

Coordination 4D: *Catch* 9D, *sleight of hand* 6D

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

Knowledge 2D: *Arcane lore* 5D (*Nanda Parbat*, *Rama Kushna* +1D each), *scholar* (*circuses & carnivals*) 6D

Perception 3D: *Hide* 5D, *know-how* (*Possession*) 10D, *shadowing* 6D, *streetwise* 6D (*circuses & carnivals* +2D)

Presence 2D: *Bluff* 6D, *charm* 4D, *intimidation* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: *Ally* (Batman) -8D, *Charismatic* -3D, *Courage* -2D, *Fast Reactions* -4D, *Magic Resistance* -5D, *Patron* (*Rama Kushna*) -4D, *Renown* -5D; *Employed* (agent of *Rama Kushna*) +4D, *Impulsiveness* +1D, *Owes Favor* (to *Rama Kushna*) +6D, *Physically Limited* (noncorporeal being; incapable of effecting or interacting with the material world, save through *Possession*) +5D.

SPEED: 30 **PDV:** 5
UNARMED BDV: 4D **P/L BONUS:** +2
HERO POINTS: 28 **VILLAIN POINTS:** 0
CHARACTER POINTS: 226
BODY POINTS: 34

NATURAL ABILITIES: Noncorporeal form (able to pass through any substance not made of proof against noncorporeal entities or expressly forbidden by Narrator; incapable of interacting with the material realm; able to move freely through all three dimensions [for example, fly or sink through the ground]). See "Ghosts" on pages 72-73 for further details on ghosts and the ghost package.

POWERS: *Possession* 20D (*Enhancement: Mastery* +6D).

NOTE: The physical characteristics listed here represent Boston Brand's corporeal form.

PURGATORY

Located to one side of the Pearly Gates opening into Heaven is the doorway leading to Purgatory. Also known as the Hall of the Unjudged, Purgatory is a gray, lonely realm somewhere in between the paradise of Heaven and the damnation of Hell. It is home to all the lost souls—those who wander aimlessly until such time as either they themselves or the Presence decide where they belong. Until recently, Hal Jordan (the former Green Lantern who is now the current host for the Spectre) was one such wandering soul, along with many other heroes who had fallen due to their own faults and flaws. No doubt any travelers to Purgatory will be accosted by these souls who seek a second chance and an opportunity for redemption.

Purgatory is watched over by a company of the Pax Dei known as the keepers, whose sacred duty it is to prevent any of the souls within Purgatory from leaving before they have been judged. They will also zealously protect the souls in their charge from any outside forces who would corrupt them or take them from this "waiting room" of the afterlife.

ROCK OF ETERNITY

The Rock of Eternity is a giant spire of solid stone that sits suspended at a dimensional nexus point between the realm of Earth and countless other dimensions. It was formed eons ago by the wizard Shazam, who created it to serve as a prison for a creature of pure wickedness known only as the Three Faces of Evil. Since that time, the Rock

of Eternity has been Shazam's stronghold. However, he has recently left his longtime home to fulfill the duties that came with his ascension to godhood.

As the Rock of Eternity lies in a dimensional plane unto itself, there are only a few ways to get there. The primary access point is through an abandoned subway tunnel, which is the route Shazam used to bring Billy Batson before him. It can also be reached via boom tube or some similar form of dimensional travel.

While the future is ever in flux, most of those that have been glimpsed thus far show that the Rock of Eternity is destined to stand for millennia to come and that subsequent heirs to Shazam's power will be chosen to carry on his good fight.

Shazam

ALIASES: The Champion

OCCUPATION: Wizard

BASE OF OPERATIONS: Rock of Eternity

HEIGHT: 6'0" **WEIGHT:** 176 pounds

EYES: Blue **HAIR:** White

RACE: Human

TECH LEVEL: Modern (1)

Some 9,000 years ago, six deities chose a young man named Shazam to be their Champion on Earth, and imbued him with a portion of their godly might. Using the magic word VLAREM, Shazam was able to call upon the strength of Voldar, the wisdom of Lumium, the speed of Arel, the power of Ribalvei, the courage of Elbiam, and the stamina of Marzosh. Using his new abilities, Shazam battled the malevolent entities Sin, Terror, and Wickedness—made manifest as the Three Faces of Evil—and imprisoned them within the Rock of Eternity, henceforth becoming their jailer for millennia to come. Later, he fathered the demons Blaze and Satanus, who would eventually become the rulers of



Hades. Seeking atonement for siring such evil and to give Earth a new Champion, Shazam bestowed powers derived from the gods similar to those he had wielded centuries before to an Egyptian named Teth-Adam, later called Black Adam. This new champion soon turned on his patron, and Shazam was forced to strip Teth-Adam of his power.

Centuries later, in 1940, Shazam came to live in Fawcett City, where he

allied himself with several heroes of the day, including the ageless Egyptian prince named Ibis. Shazam quickly grew fond of Fawcett City, so with Ibis's help, he erected a mystical barrier meant to prevent any demonic entities outside the city's limits from entering. The barrier also served to slow the march of time, selfishly preserving the Fawcett City Shazam had come to love. However, the evil Shazam had

wanted to trap outside Fawcett City was already inside when the barrier was erected, and he fell prey to a simple iron pipe to the back of the head.

Lost in a stupor for years, Shazam's memory was restored when he was found by C. C. Batson, father of the young boy who would one day become Captain Marvel. Though he was unable to prevent the murder of his savior and his wife, Shazam did take their children Billy and Mary under his wing and transformed them into the cornerstones of his finest agents of good, the Marvel Family.

Recently, Shazam was robbed of his mystic might and immortality when the Godwave washed over Earth. He was eventually able to regain both when he absorbed the relinquished godhood of the New God Mister Miracle. He is now exploring his newfound state, but he continues to advise his mortal agents, the Marvel Family, who can summon him by lighting a brazier within his temple on the Rock of Eternity.

STRATEGY & TACTICS: Though he was perhaps a more active participant in the battle against evil in his youth, Shazam now prefers to work through his chosen successors. Even now, as a god, he only acts as counsel to the Marvel Family, rather than actually fighting by their side.

Shazam

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

Coordination 3D: *Marksmanship (spells) 9D*

Physique 2D

Knowledge 5D (7D): *Arcane lore 15D (17D), languages 6D (8D), medicine 6D (8D), scholar 15D (17D)*

Perception 4D: *Know-how (Wizardry) 18D, spellbind 15D*

Presence 2D: *Charm 4D, command 7D, intimidation 5D, persuasion 8D, will-power 11D*

ADVANTAGES/DISADVANTAGES: Ally (Ibis) -7D, Charismatic -3D, Courage -2D, Followers (the Marvel Family) -13D, Gifted in Learning -4D, Leadership Ability -2D, Magic Resistance -15D, Magically Adept -25D, Obscure Knowledge -2D, Observant -2D, Renown -8D; Age (Old: 60-80) +9D, Arrogance +3D, Enemy (Blaze, Black Adam, Three Faces of Fear) +3D each, Hides Emotions +1D, Obsessive Tendencies +2D, Sworn Enemy (Blaze, Black Adam, Three Faces of Fear) +3D each.

SPEED: 30 **PDV:** 3
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 46 **VILLAIN POINTS:** 0
CHARACTER POINTS: 368
BODY POINTS: 30

NATURAL ABILITIES: Immortality, enhanced intellect (Knowledge +2D).

POWERS: Wizardry 35D (Enhancement: Mastery +6D)

Ibis

OCCUPATION: Casual adventurer
BASE OF OPERATIONS: Fawcett City, the Rock of Eternity
HEIGHT: 6'1" **WEIGHT:** 190 pounds
EYES: Brown **HAIR:** Black
RACE: Human
TECH LEVEL: Modern (1)

Centuries ago on the banks of the river Nile, an infant prince was saved from a terrible fate at the hands of a snake by an ibis, a bird held sacred by the ancient Egyptian culture. This only proved to be a sign that the man-child, once he had grown to adulthood, had been selected by Thoth, the god of wisdom, to wield one of the most powerful magic talismans known to man, the Ibis-stick, a wand that could perform any task asked of it. For many years afterward, the prince and his lady Taia ruled the kingdom of Egypt fairly and justly.

However, the prince eventually fell prey to a lingering boredom, as he wanted for little in his life. He then asked the Ibis-stick to allow him and his queen to sleep the sleep of the dead,

hoping that they would awaken in more exciting times.

Four thousand years later in the winter of 1940, Ibis was awakened by the wizard Shazam from his slumber within his sarcophagus, which had been placed in the Fawcett City museum. Along with his allies, Bulletman, Bulletgirl, Mister Scarlet, Spysmasher, Minute-Man, and others, Ibis and Shazam battled the wizard's daughter Blaze on and off for the next 15 years as she attempted to corrupt Fawcett City.

Boredom and the sudden departure of his mate Taia eventually got the better of Ibis. He once again placed himself in a self-imposed slumber, but not before fulfilling Shazam's request to place a ward around Fawcett City that would keep the forces of evil outside the town.

Ibis was awakened once more about a year ago by Mary Marvel to help her, her brother Captain Marvel, and Shazam prevent Blaze from freeing the Three Faces of Evil from their prison inside the Rock of Eternity. After that task was accomplished, Shazam asked Ibis to take over as the Rock's guardian, a duty Ibis carried out with his usual laconic enthusiasm. Taia returned to Ibis's side when the Godwave had robbed the Ibis-stick of its power and helped him recapture his zest for life. However, age finally caught up with Ibis, and his body began to wither, forcing him into suspended animation once more.

STRATEGY & TACTICS: Ibis is the epitome of the reluctant hero. As the Ibis-stick can make his any wish reality, he wants for little and life holds few challenges for him. Therefore, he bores quickly and easily. It can often take some urging to provoke Ibis into action, and even then, he does so grudgingly.

Ibis

Reflexes 2D: *Brawling 3D, dodge 4D*
Coordination 2D: *Missile weapons 3D*
Physique 2D

Knowledge 4D: *Arcane lore 6D, languages 6D (native language: Ancient Egyptian), scholar 7D*

Perception 3D: *Know-how (Ibis-stick) 10D*

Presence 1D: *Charm 3D, command 4D (Ibis-stick +5D), willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Shazam) -11D, Ally (Marvel Family) -13D, Ally (Bulletman) -6D, Leadership Ability -2D, Observant -2D, Special Equipment (Ibis-stick) -5D; Enemy (Blaze, Black Adam) +3D each, Psychological Disorder (chronically bored) +2D.

SPEED: 30 **PDV:** 2
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 10 **VILLAIN POINTS:** 0
CHARACTER POINTS: 82
BODY POINTS: 28

EQUIPMENT: Ibis-stick (see description on page 122 in the "Magical Items" chapter).

Captain Marvel

REAL NAME: Billy Batson
OCCUPATION: Radio personality
BASE OF OPERATIONS: Fawcett City
HEIGHT: 5'4" (as Billy), 6'2" (as Captain Marvel)
WEIGHT: 110 pounds (as Billy), 215 pounds (as Captain Marvel)
EYES: Blue **HAIR:** Black
RACE: Human
TECH LEVEL: Modern (1)

Indisputably the World's Mightiest Mortal, Captain Marvel is in fact a teenager named Billy Batson, who was orphaned at an early age when his parents were killed by their roguish assistant, Theo Adam, while on an archaeological dig.

Robbed of his inheritance by his Uncle Ebenezer, young Billy was forced to live on the streets, selling newspapers, until he was brought before the wizard Shazam and given an inheritance of a different kind.

All young Billy had to do was say aloud Shazam's name and a magical thunderbolt would lance down from the heavens, transforming the boy into the adult champion Captain Marvel. Gifted with the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury, Billy began his fight against the forces of evil.

For at least a year, Billy was the lone protector of Fawcett City against the likes of Ibac and the Arson Fiend. He was even a member of the Justice League for a short time. Billy was later joined in his crusade by his sister Mary, whom he had thought lost after the murder of their parents years before, and their friend Freddy Freeman, who was granted the power in order to overcome crippling injuries he had suffered, becoming the Marvel Family.

Recently, after having their connection to their godly patrons severed when the Godwave struck Earth, the Marvel Family was forced to resort to using a New Genesis mother box to summon the magical lightning necessary to transform them into their super-heroic selves. But, as their patron Shazam has now become a god himself, that limitation has been lifted and the trio are back to full power. Billy has also reclaimed his parents' inheritance from his Uncle Ebenezer and moved into his family home with his sister and the Bromfields, the family who had adopted Mary.

STRATEGY & TACTICS: Up until recently, Captain Marvel was essentially an adult with the mind of a teenager. Though savvy and clever, he still possessed a naiveté and a childish temper and impatience that sometimes hampered his effectiveness. Nonetheless, time and experience have proven to be potent teachers.

Not only does Captain Marvel now display a maturity and presence appro-

priate to one dubbed the World's Mightiest Mortal, but he has also gained a greater control over his powers and an understanding of his true potential. His senses have been opened to the realms that exist beyond mortal comprehension. Where once he might have blindly fought his way through a crisis, he now uses the eloquence and diplomatic grace to avoid such conflicts.

Captain Marvel

Reflexes 2D (11D): *Brawling 3D (12D) (knockout +1D, uppercut +1D), dodge 4D (13D), melee weapons 4D (13D), piloting (self) (14D)*

Coordination 2D (11D): *Thrown weapons 4D (13D)*

Physique 2D (33D): *Flying (34D), leap 3D (34D), lifting 3D (34D)*

Knowledge 2D (10D): *Arcane lore 4D (12D), scholar 4D (12D)*

Perception 3D: *Artist (radio speaking) 5D, know-how (powers) 9D each, know-how (journalism) 5D, streetwise 5D*

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

ADVANTAGES/DISADVANTAGES: Ally (Mary Marvel, Captain Marvel Jr.) -9D each, Ally (JLA) -19D (as Captain Marvel), Charismatic -3D, Courage -2D (-4D as Captain Marvel; Superattributes bonus), Hardiness -4D (as Captain Marvel; Superattributes bonus), Leadership Ability -2D, Obscure Knowledge -2D (as Captain Marvel, Superattributes bonus), Patron (Shazam) -4D, Photographic Memory -4D (as Captain Marvel, Superattributes bonus), Youthful Appearance -2D (as Captain Marvel); Age (Young: 12-17) +1D (as Billy Batson), Dependant (Nick & Nora Bromfield, Uncle Dudley) +1D each, Enemy (Black Adam, Three Faces of Evil) +3D each, Enemy (Sivana, Mr. Mind, Chain Lightning) +2D each, Employed +4D, Secret Identity +3D.

SPEED: 30

PDV: 2 (7)

UNARMED BDV: 3D (6D)

P/L BONUS: +1 (+17)

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 145

BODY POINTS: 24 (177)

POWERS: Environment 6D, Superattributes: Reflexes 9D (bonuses: *brawling specializations*), Superattributes: Coordination 9D (bonuses: improved *catching* ability, reduce scale modifiers), Superattributes: Physique 31D (bonuses: increase inanimate object damage, lift objects without collapsing items, increased throwing range, clapping sonic boom) Superattributes: Knowledge 8D, Superattributes: Presence 2D, Superattributes: Presence (*charm, command, persuasion, willpower*) 5D each, Flight 13D, Invulnerability 10D, Speed Manipulation (superactions, supermobility) 8D, Wizardry (magic awareness) 14D. All powers have the following Limitations/Enhancements: Magically Empowered +4D, Magical Transformation (must say the word "Shazam!") -4D.

NOTE: The attributes and skills in parentheses are those possessed by Captain Marvel.

Mary
Marvel

REAL NAME: Mary Bromfield (Batson)

ALIASES: Captain Marvel II

OCCUPATION: Student

BASE OF OPERATIONS: Fawcett City

HEIGHT: 5'2" (as Mary Bromfield), 5'8" (as Mary Marvel)

WEIGHT: 98 pounds (as Mary Bromfield), 120 pounds (as Mary Marvel)

EYES: Brown **HAIR:** Brown

RACE: Human

TECH LEVEL: Modern (1)

Mary was a young girl when her parents were murdered by their unscrupulous assistant Theo Adam while on an archaeological dig—a trauma so severe that she suffered from amnesia for years afterward. She was adopted by kindly Nick and Nora Bromfield, who left her in the care of a nanny, Sarah Primm. Ironically, Primm was Theo Adam's sister, who sought to make up for her brother's crime.

Mary was reunited with her brother, Billy, when she became the target of a kidnapping plot. It was then that she also learned that she too could tap into the mystical power of Shazam. By speaking the wizard's name, she could summon a magical thunderbolt that would gift her with the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury. But, even these godly powers were not enough to save Sarah Primm, her nanny, who threw herself in the path of a bullet meant for Mary.

After some initial bickering over whether or not Mary could call herself Captain Marvel too, the reunited siblings quickly settled into an effective partnership. The further addition of Freddy Freeman to their Marvel Family has given new cause for argument, as Billy often resents the romantic advances Freddie makes on his sister. However, Mary has proven time and again that she can hold her own, both as Mary Bromfield and as Mary Marvel.

STRATEGY & TACTICS: For some time, Mary Marvel was the more rational and mature member of the Marvel Family. Intelligent and highly intuitive, Mary was the first to truly tap into the less physical powers they had been granted, augmenting her formidable strength with the combined knowledge of Solomon and Zeus. This does not, however, mean that she is above arguing with either Billy or Freddy when she knows she's right.

Mary Marvel

Reflexes 2D (10D): *Brawling* 3D (11D) (*knockout* +1D, *uppercut* +1D), *dodge* 4D (12D), *piloting* (self) (11D)

Coordination 2D (10D)

Physique 2D (31D): *Flying* (32D)

Knowledge 3D (11D): *Scholar* 5D (13D)

Perception 2D: *Know-how* (powers) 8D each

Presence 2D (4D): *Charm* 4D (10D), *command* 3D (9D), *persuasion* 3D (9D), *willpower* 3D (9D)

ADVANTAGES/DISADVANTAGES: Ally (Captain Marvel, Captain Marvel Jr.) -9D each, Attractive Appearance -2D (as Mary Marvel), Charismatic -3D (-6D as Mary Marvel, Superattributes bonus), Courage -2D, Hardiness -4D (as Mary Marvel; Superattributes bonus), Obscure Knowledge -2D (as Mary Marvel; Superattributes bonus), Patron (Shazam) -4D, Photographic Memory -4D (as Mary Marvel; Superattributes bonus), Youthful Appearance -2D (as Mary Marvel); Age (Young: 12-17) +1D (as Mary Bromfield), Dependant (Nick & Nora Bromfield, Talky Tawny) +1D each, Enemy (Black Adam) +3D, Enemy (Sivana, Mr. Mind, Chain Lightning) +2D each, Secret Identity +3D.

SPEED: 30

PDV: 2 (6)

UNARMED BDV: 3D (5D)

P/L BONUS: +1 (+15)

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 115

BODY POINTS: 23 (169)

POWERS: Environment 6D, Superattributes: Reflexes 8D (bonuses: *brawling* specializations), Superattributes: Coordination 8D (bonuses: improved *catching* ability, reduce scale modifiers), Superattributes: Physique 29D (bonuses: increase inanimate object damage, lift objects without collapsing items, increased throwing range), Superattributes: Knowledge 8D, Superattributes: Presence 2D, Superattributes: Presence (*charm, command, persuasion, willpower*) 6D each, Flight 13D, Invulnerability 10D, Speed Manipulation (superactions, supermobility) 8D, Wizardry (magic awareness) 14D. All powers have the following Limitations/Enhancements: Magically Empowered +4D, Magical Transformation (must say the word "Shazam!") -4D.

NOTE: The attributes and skills in parentheses are those possessed by Mary Marvel.

Captain Marvel Jr.

REAL NAME: Freddy Freeman

ALIASES: CM3

OCCUPATION: Student

BASE OF OPERATIONS: Fawcett City

HEIGHT: 5'6" (as Freddy Freeman), 5'10" (as CM3)

WEIGHT: 125 pounds (as Freddie Freeman), 165 pounds (as CM3)

EYES: Blue **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

Freddy Freeman was a boy who was going places. A schoolmate of Billy Batson and Mary Bromfield's, Freddy was the school's star athlete, smart, and a teenaged ladies' man. Then Freddy and his grandfather became innocent bystanders in a battle between Captain Marvel and the villain Captain Nazi, during which Freddy sustained a crippling spinal injury, while his grandfather slipped into a coma.

In order to give Freddy some semblance of the life he had once had, Mary and Billy beseeched Shazam, the wizard who gave them the powers they use as Captain and Mary Marvel, to also allow Freddy to tap into their same magical power well. So, upon saying Captain Marvel's name, Freddy was transformed into Captain Marvel Jr. and made a part of the Marvel Family.

There was, however, a great deal of initial friction between Captain Marvel and him, both over Freddy's passes at Mary and his more cavalier attitude regarding their awesome abilities. In spite of this, he has still proven to be a worthy addition to the Marvel Family. He has even served as a member of an incarnation of the Teen Titans and an interim Young Justice team.

STRATEGY & TACTICS: Captain Marvel Jr., or CM3, is easily the most head-

strong, stubborn, and independent member of the Marvel Family. This is particularly evidenced by his refusal to use the name Captain Marvel Jr. (although that is partly a defense mechanism against accidental transformations back to Freddy Freeman when announcing his name). Though he has had his powers almost as long as Mary, he is the least adept of the Marvel Family in their use, particularly the more esoteric powers, such as the wisdom of Solomon or the power of Zeus.

Captain Marvel Jr.

Reflexes 3D (11D): *Athletics* 4D (12D), *brawling* 4D (12D) (*knockout* +1D, *up-percut* +1D), *dodge* 5D (13D), *piloting* (self) (12D)

Coordination 3D (11D): *Catch* 4D (12D), *thrown weapons* 4D (12D)

Physique 2D (31D): *Flying* (32D), *lifting* 3D (32D)

Knowledge 2D (9D): *scholar* 4D (11D)

Perception 2D: *Know-how (powers)* 6D each

Presence 2D (4D): *Charm* 3D (9D), *command* (9D), *intimidation* 4D (6D), *persuasion* (9D), *willpower* 3D (9D)

ADVANTAGES/DISADVANTAGES: Ally (Captain Marvel, Mary Marvel) -9D each, Ally (Teen Titans) -12D, Charismatic -3D, Courage -2D, Hardiness -4D (as Captain Marvel, Jr.; Superattributes bonus), Patron (Shazam) -4D; Age (Young: 12-17) +1D (as Freddy Freeman), Argumentative +1D, Enemy (Black Adam) +3D, Enemy (Captain Nazi, Mr. Mind, Chain Lightning) +2D, Impulsiveness +1D, Physical Limitation (lame in one leg; -2 to all *Reflexes*- and *Physique*-related rolls) +5D (as Freddy Freeman), Secret Identity +3D, Sworn Enemy (Captain Nazi) +2D.

SPEED: 30 **PDV:** 3 (7)

UNARMED BDV: 3D (6D)

P/L BONUS: +1 (+16)

HERO POINTS: 12 **VILLAIN POINTS:** 0

CHARACTER POINTS: 98

BODY POINTS: 25 (173)

POWERS: Environment 6D, Superattributes: Reflexes 8D (bonuses: *brawling* specializations), Superattributes: Coordination 8D (bo-

nuses: improved *catching* ability, reduce scale modifiers), Superattributes: Physique 29D (bonuses: increase inanimate object damage, lift objects without collapsing items, increased throwing range), Superattributes: Knowledge 7D, Superattributes: Presence 2D, Superattributes: Presence (*charm, command, persuasion, willpower*) 5D, Flight 13D, Invulnerability 10D, Speed Manipulation (superactions, supermobility) 8D, Wizardry (magic awareness) 14D. All powers have the following Limitations/Enhancements: Magically Empowered +4D, Magical Transformation (must say the word "Captain Marvel!") -4D.

NOTE: The attributes and skills in parentheses are those possessed by Captain Marvel Jr.

Three Faces of Evil

The Three Faces of Evil (Terror, Sin, and Wickedness) are half-brothers to Satanus and Blaze, the rulers of Hades. Eons ago, this immensely powerful demonic force was imprisoned within the stone of the Rock of Eternity by the wizard Shazam. Since that time, it has only emerged briefly twice. It has been returned each time to its captivity by Shazam's successors, Captain Marvel and the Marvel Family.

Sharing the Power of Shazam

Although the power the wizard Shazam granted to the Marvel Family is quite potent, it is not, however, infinite. Never originally intended to be used by more than one chosen recipient, the power of Shazam can best be thought of as a pool that all three of the Marvel Family draw upon whenever they say their magic word. Since it is a finite resource, if all three are active in their super-hero personas at one time, each is less powerful than they would be if they were the only one tapping into the pool.

In practical terms, it works as follows: If only one member of the Marvel Family is active (for instance, Mary says, "Shazam!" and transforms into Mary Marvel to save a busload of kids), then use the attributes and powers as listed in her write-up. But, if a second Marvel Family member becomes active (Billy becomes Captain Marvel to fight Black Adam at the same time Mary is evacuating the bus), then both heroes have the following powers lowered by -2D: Superattributes: Reflexes, Coordination, Flight, Invulnerability, Speed Manipulation (superactions, supermobility), and Wizardry (magic awareness), while their Superattributes: Physique is lowered by -3D. All other powers and attributes remain unaffected. Now, if the third Marvel joins in (Freddy becomes Captain Marvel Jr. in order to help out Young Justice), then all three Marvels lose an additional -2D from their Superattributes: Reflexes, Coordination, Flight, Invulnerability, Speed Manipulation (superactions, supermobility), and Wizardry (magic awareness), and an additional -3D from their Superattributes: Physique. Again, no other powers or attributes are effected. It is for this reason that the Marvel Family does its best to coordinate their actions as heroes and are only rarely active all at once. With Shazam's recent ascension to godhood, this limitation on the Marvel Family may no longer exist; however, there has thus far been no evidence to the contrary.

On at least one occasion, Billy has been able to "deactivate" the other members of the Marvel Family, thereby giving him full access to all the power. In order to accomplish this, Billy must make a Very Difficult *willpower* roll, and the other two members of the Marvel Family must consent. If they do not, it becomes a contested roll, with critical failures on both sides resulting in both becoming their non-powered selves, while critical successes on both sides means that nothing changes. Should Mary or Freddy try this feat, it would take a Legendary *willpower* roll.

It should also be noted that Billy, Mary, and Freddy's bodies, minds and spirits have been specially attuned to receive the awesome might that is the power of Shazam. While another individual could, and has in the past, intercept the magical lightning bolt, this person would have to make at least 12 successes on a Legendary *willpower* roll to be able to make his own transformation.

SHADOW- LANDS

The void of the Shadowlands is the place primordial darkness retreated to at the beginning of time when light formed. The realm of the cold Shadowlands is an empty abyss that is separated by a hair-line fissure between the realities of Earth and darkness.

There are individuals in modern times such as Ian Karkull, Obsidian, Nightshade, the Shadow Thief, Culp, and the Shade who have been able to tap into this blackened realm. The beings connected to the Shadowlands have had the propensity to embrace the dark sprites that habituate there. These individuals often found themselves drifting towards the darkness of evil and eventually feeding off of souls. The Shadow Energy manifests itself as a power that can be manipulated into a dark shadow force of demonic-like creatures with tentacles that do the bidding of their master who has tapped into the Shadowlands.

NOTE: Although the other "shadow-wielders" such as Obsidian, Nightshade, the Shadow Thief, Culp, and the Shade are able to tap into the power of the Shadowlands, their inherent abilities do not appear to be magical in nature. Therefore, they do not appear in this supplement, but will appear in future ones.

Ian Karkull

OCCUPATION: Psychopath (formerly a criminal scientist)

BASE OF OPERATIONS: Shadowlands

HEIGHT: 5'9"

WEIGHT: 161 pounds

EYES: Brown

HAIR: None



As the true power of the Three Faces of Evil is unknown, the following are the apparent characteristics of its current physical manifestation.

Three Faces of Evil

Reflexes 9D: *Brawling* 12D

Coordination 9D: *Thrown weapons* 10D

Physique 30D

Knowledge 9D: *Arcane lore* 15D, *languages* 10D

Perception 3D

Presence 9D: *Command* 10D, *intimidation* 12D, *willpower* 15D

ADVANTAGES/DISADVANTAGES: Ally (Blaze) -10D, Hardiness -4D, Intimidating Grin -2D, Magic Resistance -20D, Self-Healing -4D; Arrogance +3D, Delusions of Gran-

deur +3D, Enemy (Shazam & his allies) +6D, Hideous Appearance +3D, Infamy +8D, Sworn Enemy (Shazam & his allies) +6D.

SPEED: 30

PDV: 5

UNARMED BDV: 6D

P/L BONUS: +15

HERO POINTS: 0

VILLAIN POINTS: 52

CHARACTER POINTS: 416

BODY POINTS: 137

NATURAL ABILITIES: Immortality, tough hide (AV 25 against all physical attacks), tentacles (With a successful *thrown weapons* roll, the Faces ensnare its target in one of its tentacles. On each round thereafter, the target must make an opposed roll of his *Physique* or *lifting* to break free or take damage as normal), instantaneous regeneration (the Faces can heal up to the die code in its *Physique* each round).

RACE: Shadow being (formerly human)
TECH LEVEL: Modern (1)

Ian Karkull was a discontented archeologist looking for treasures and fame during the 1930s when he stumbled upon the Lost City of Ragnor with his partner, Everett Dahlen, while exploring the vast Sahara Desert. Behaving more like grave robbers than scientists, the two discovered an exquisite ruby in the ruins and began fighting over ownership of the jewel. Dahlen brutally hammered Karkull during the struggle and left him to die in the unforgiving desert sun.

Karkull was found by a group of nomads who discovered him wandering around the desert wounded and in a dehydrated delirium. Angry at the world, Karkull vowed vengeance against his former partner.

Gaining knowledge of Ragnorese sorcery from the ruins and through years of excruciating work, Karkull invented a device that would transform his physical being into a dense black shadow. His desire for vengeance was sated when he hired a criminal named Hart to kill Dahlen.

The original Dr. Fate investigated the death of Dahlen, which led him to Ian Karkull. Dr. Fate demolished the device Karkull used and trapped him in the shadow form he had created to protect himself.

Karkull returned many times later. His most heinous plan was his assassination attempt on President Franklin D. Roosevelt and the next eight succeeding presidents, whom he had learned the identities of by mysteriously looking into the future.

At the end of World War II, the Justice Society engaged Karkull in battle for what many thought was the last



time. The Spectre caused Karkull's shadow form to explode, showering temporal energy down upon the JSA and a few individuals close to the team. This energy extended their life spans over the decades to follow.

A half-century later, Karkull surprisingly returned after piecing his shadow form back together. With an unabating hunger, Karkull now fed on the shadow energy of souls. He had spent his existence drifting in the primordial darkness of the Shadowlands. Dreaming of the day of vengeance upon the Justice Society, Karkull reached individuals capable of tapping into the realm and found that the rancorous Obsidian was receptive to his plea.

With Obsidian turned to evil, the former Infinity, Inc. hero attempted to tear open a fissure between the Shadowlands and Earth. Obsidian double-crossed Karkull, who thought he was the puppet master of the schemes. The darkness in Obsidian's soul sucked Karkull into the void of the Shadowlands, possibly forever.

Ian Karkull

Reflexes 2D: *Brawling 3D, climbing 3D, dodge 5D, sneak 7D*

Coordination 2D: *Sleight of hand 4D, thievery 6D*

Physique 3D

Knowledge 3D: *Arcane lore 7D (Ragnorian sorcery +2D), languages (Arabic, Aramaic, Ragnorese) 6D each, research 6D, scholar 5D (archeology +2D), science 4D*

Perception 3D: *Engineering 4D, invent 4D, hide 7D, know-how (powers) 6D each, search 5D, shadowing 9D, spellbind (Rites of Ragnor) 8D, surveillance 4D, survival (Shadowlands) 8D*

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

ADVANTAGES/DISADVANTAGES: Contact (underworld) -1D, Intimidating Grin -2D, Obscure Knowledge -2D; Enemy (JSA) +5D, Enemy (Obsidian) +3D, Psychological Disorder (psychotic) +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 92

BODY POINTS: 34

POWERS: Vampirism: Darkness of souls 10D, Sorcery 5D, Darkness Manipulation (shadow form) 15D (Limitation: Duration Change [Permanent]), Spirit Manipulation (Shadowlands beings) 5D.

SKARTARIS

The Warlord

Originally believed to be a world hidden in Earth's core, Skartaris has since proven to be an extradimensional realm not unlike Gemworld or Azarath. Skartaris is a barbaric land, ruled more by magic and the sword than science and reason, where the sun never sets and the natural laws of Earth do not apply.

Skartaris is accessible only through portals located at the North and South poles, as well as a few uncharted nexus points. The areas of darkness located at the two primary nexus points at Earth's poles, places where the eternal sun cannot reach, are known as the Terminator.

Thousands of years ago, in a time known as the Age of the Wizard Kings, Skartaris was known as Wizard World and inhabited by creatures of legend, such as dwarves, goblins, and elves. Extinct prehistoric beasts, such as dinosaurs, also found their way to Skartaris, contributing further to the land's diverse flora and fauna. Skartaris likewise served as a haven for an Atlantean fleet, commanded by General Rugero, which escaped the sinking of the ancient continent. They were responsible for the construction of such magnificent cities as Shamballah, and they left a legacy of sophisticated computer systems, one of which was co-opted by the "sorcerer" Deimos. Eventually war came to the city-states settled by the Atlantean refugees, and their civilization was wiped out in the blaze of atomic fireballs. Those that survived live on in societies not unlike those of medieval Earth, many unaware of the technological might that exists just outside their reach.

The first man from Earth to set foot in Skartaris since the Atlanteans was Travis Morgan, an Air Force pilot who would eventually become the living legend known as the Warlord.

REAL NAME: Travis Morgan

OCCUPATION: Adventurer, former lieutenant colonel

BASE OF OPERATIONS: Skartaris

HEIGHT: 6'0" **WEIGHT:** 188 pounds

EYES: Blue **HAIR:** White

RACE: Human

TECH LEVEL: Modern (1)

Lieutenant Colonel Travis Morgan was sent on an aerial reconnaissance mission by the Pentagon, his primary objective being a new Soviet installation. Spotted by the installation's radar, Morgan was barely able to avoid taking a direct hit from their missile barrage, but the fuel leak that the attack caused forced him to ditch his plane while over the North Pole on route to Alaska.

Morgan's parachute descent plunged him through the dimensional gateway to Skartaris located at the pole, where he was rescued by Tara, princess and heir to the throne of the Golden City of Shamballah. While on their way to Shamballah, the pair was kidnapped and brought to the city of Thera, where Morgan first encountered Deimos. While prisoners of the high priest, Tara taught Morgan her language. After their escape, she instructed him in the ways of the sword, training further enhanced by his time later spent as an enslaved gladiator. It was while leading his fellow gladiators to freedom that Morgan earned the name of the Warlord.

Morgan eventually married Tara, and they had a son named Joshua. The boy was taken as an infant by Deimos, who used the advanced technology at his command to clone the child and then mature it to adulthood. Thinking that the clone was his true son, Morgan was forced to kill "Joshua" in combat, an act for which Morgan later took revenge by decapitating Deimos. The real son of Morgan and Tara still

lives, brought up by peasants, and is known as Tinder.

Though Morgan has given up his dream of liberating all of Skartaris from whatever shackles may hold it (as he did during his gladiator revolt years ago), he still often pursues whatever adventures he can find. He likewise serves as Skartaris's guardian from threats both within and without.

Recently, Aquaman, king of modern day Atlantis, was the latest visitor to Skartaris. While there, he teamed up with the Warlord to defeat the Ch'rin, servants of Valgos, one of the greatest threats Skartaris has ever known.

STRATEGY & TACTICS: The Warlord is perhaps the greatest warrior and military strategist Skartaris has ever known. Highly charismatic, he is a leader that any soldier would follow through the gates of Perdition itself. He can, however, be distracted by the lure of high adventure, an irresponsible trait that has often lead to strife in his marriage to Tara and discord between him and his allies.

The Warlord

Reflexes 4D: *Acrobatics 5D, athletics 5D, boating 5D, brawling 9D, dodge 9D, melee weapons 8D (swords, daggers +3D each), piloting 7D (military aircraft +2D), riding 5D (horse +2D), sneak 8D*

Coordination 4D: *Marksmanship 6D (pistol +3D), missile weapons 7D, thrown weapons 7D*

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

Knowledge 2D: *Computer ops 5D, demolitions 4D, navigation 7D*

Perception 3D: *Hide 7D, know-how (military strategy & tactics) 9D, repair 4D, survival 6D, streetwise 4D (Skartaris +3D), tracking 5D*

Presence 3D: *Animal handling 4D, bluff 6D, charm 5D, command 7D, intimidation 7D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Ally (Shakira, Jennifer Morgan) -7D each, Attractive Ap-



pearance -2D, Charismatic -3D, Courage -2D, Fast Reactions -4D, Hardiness -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Speed Draw (sword, .44 magnum pistol) -1D each, Technologically Advanced -10D; Dependant (Tara) +1D, Enemy (Deimos) +2D, Sworn Enemy (Deimos) +2D.

SPEED: 30 PDV: 5
UNARMED BDV: 5D P/L BONUS: +2
HERO POINTS: 21 VILLAIN POINTS: 1
CHARACTER POINTS: 175

BODY POINTS: 39

EQUIPMENT: Sword (BDV 4D edge/2D flat), .44 Magnum pistol (BDV 5Dx3).

Shakira

OCCUPATION: Adventurer

BASE OF OPERATIONS: Skartaris

HEIGHT: 5'7" (as human), 15" (as cat)

WEIGHT: 118 pounds (as human), 12 pounds (as cat)

EYES: Blue-green HAIR: Black

RACE: Unknown

TECH LEVEL: Primitive (0)

It was while a captive of giants known as the Titans that Travis Mor-

gan, the Warlord, met the woman called Shakira. A slave of the Titan's queen Amarant, Shakira helped Morgan escape from the Titans' clutches. She has been a frequent ally of his ever since. Though her true origins remain a mystery, the Warlord has encountered two people—a woman named Tamara who could transform into a tigress and an old friend of Shakira's named Daimon who could also transform into a small black cat—who wore spiked collars like Shakira.

She has yet to elaborate on her connection to these two.

STRATEGY & TACTICS: Shakira shares not only the grace and agility of the black cat she transforms into, but also its haughty and sometimes jealous nature. Nonetheless, she is a staunch ally and formidable combatant.

Shakira

Reflexes 4D: *Acrobatics 11D, brawling 7D, climbing 6D, dodge 9D, melee weapons 6D, riding 6D, sneak 12D*

Coordination 4D: *Missile weapons 5D, thrown weapons 5D (spear +2D)*

Physique 2D: *Leap 7D, running 5D*

Knowledge 2D

Perception 2D: *Hide 9D, search 6D, shadowing 8D, streetwise (Skartaris) 6D, surveillance 8D, survival 6D, tracking 8D*

Presence 1D: *Animal handling 2D (cats +5D), charm 4D, persuasion 4D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Ally (Warlord) -8D, Animal Friendship (cats) -2D, Attractive Appearance -2D; Dark Secret (origin) +1D, Phobia (water) +4D, Shady Background +2D, Secret Identity +3D.

SPEED: 30

PDV: 5

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 11

VILLAIN POINTS: 1

CHARACTER POINTS: 90

BODY POINTS: 28

NATURAL ABILITIES: Can transform into a black cat, retaining her human intelligence; it is unknown if she is a cat who can turn into a human or vice versa.

Cat Form: *Reflexes 3D, acrobatics 10D, brawling 6D, climbing 5D, dodge 8D, sneak 11D, Coordination 1D, Physique 1D, 6D, running 4D (all Knowledge, Perception, and Presence attributes and skills remain the same).* Speed: 70. PDV: 4. Unarmed BDV: 4D. P/L Bonus: 0. Body Points: 14. Natural Abilities: claws (BDV 1D), teeth (BDV 1D).

EQUIPMENT: Spear (BDV 4D).

Jennifer Morgan

OCCUPATION: Supreme sorceress

BASE OF OPERATIONS: Skartaris

HEIGHT: 5'6"

WEIGHT: 122 pounds

EYES: Blue **HAIR:** White

RACE: Human

TECH LEVEL: Modern (1)

After Jennifer's mother died when Jennifer was eight, her father, Lieutenant Colonel Travis Morgan, determined that life on Air Force bases was not the life he wanted for his daughter. So, he sent young Jennifer to live with her Aunt Marie. When she learned that her father had died in a plane crash, she was heartbroken.

Travis Morgan had actually plunged through a dimensional rift into the savage land known as Skartaris. Years later, her father briefly returned. It was through Professor George Lakely, who had encountered Travis Morgan then, that she learned of Skartaris and her father's life there as the Warlord. Using what money she had, Jennifer launched an expedition to the hidden land and was reunited with her father. During her return voyage, her ship was wrecked and she was found by the Warlord's longtime foe Deimos, who turned her into a blank slate.

After Deimos's death at the Warlord's hands, his former ally Ashiya restored Jennifer's memories and tricked her into teaching the witch how to use the Atlantean computers. Deimos had once commanded in exchange for teaching Jennifer magic. Jennifer eventually discovered Ashiya's ruse and used her newfound powers to defeat her tutor. Jennifer has since chosen to remain at Deimos's old stronghold and aids her father whenever he has need of her skills.

STRATEGY & TACTICS: Jennifer has displayed an innate talent for magic. She is capable of projecting bolts of magical force, transporting people through time and space, and conjuring up visions of past events.

Jennifer Morgan

Reflexes 2D: *Brawling 4D, dodge 4D, melee weapons 4D, riding 4D*

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

Physique 2D: *Swimming 3D*

Knowledge 3D: *Arcane lore 7D, computer ops 5D, research 6D, scholar 6D*

Perception 3D: *Know-how (Wizardry) 9D, spellbind 6D, survival 5D*

Presence 2D: *Charm 4D, command 4D, persuasion 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Ally (Warlord) -7D, Attractive Appearance -2D, Magically Adept -5D, Preparedness -4D, Renown -1D; Enemy (Ashiya) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 9

VILLAIN POINTS: 1

CHARACTER POINTS: 82

BODY POINTS: 26

POWERS: Wizardry 13D.

Deimos

OCCUPATION: High priest, conqueror

BASE OF OPERATIONS: Skartaris

HEIGHT: 6'1" **WEIGHT:** 193 pounds

EYES: Black **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

Deimos was the high priest of the city-state of Thera in the land of Skartaris and the mightiest sorcerer in the land. His ambition craved more.

Using the legendary Scrolls of Blood, he seized the throne of Thera and launch a campaign to conquer all of Skartaris. However, his plans where

thwarted at every turn by a rebel army led by one-time U.S. Air Force Lieutenant Colonel Travis Morgan, now known as the Warlord. In his first concerted effort to stop the Warlord, Deimos kidnapped Morgan's mate, Tara, and used her as a bargaining chip. This only led to the high priest's death at the Warlord's blade.

Some months later, the witch Ashiya used the Mask of Life to resurrect Deimos, a process that gave him true magical powers, as well as keeping him alive so long as he remained in the darkness of the Terminator and drank human blood.

The Warlord and Deimos clashed several more times over the years, and Deimos even went so far as to use a clone of Morgan's infant son as a pawn in his plans. During one of their final conflicts, Deimos made a pact with an entity known as the Evil One, who restored Deimos to true life but took the sorcerous powers given to him by the Mask of Life in exchange. The Warlord then destroyed Deimos' body, though the priest's head lived on. Ultimately, it was fed to a pack of wolves, presumably bringing the threat of Deimos to an end.

STRATEGY & TACTICS: At first, people believed Deimos had true magical power, when in fact he was using an ancient Atlantean computer housed below Thera, for which the so-called Scrolls of Blood were the technical manuals. The true dark powers he gained after being brought back by the Mask of Life allowed him to summon demons from an unknown dimension, as well as transform himself into a serpent or dragon. Only an average hand-to-hand combatant, Deimos preferred to rely on his sinister intellect and either the powers granted by his computer or the Mask of Life.

Deimos

Reflexes 2D: *Brawling 3D, dodge 4D, melee weapons 3D (sword +1D), riding 4D, sneak 6D*

Coordination 2D: *Marksmanship 4D (spells +4D), missile weapons 4D*

Physique 3D

Knowledge 4D: *Arcane lore 10D, computer ops (ancient Atlantean) 7D, research 6D, scholar 7D (Scrolls of Blood +2D)*

Perception 3D: *Hide 5D, know-how (powers) 8D each, repair 4D, streetwise (Skartaris) 5D*

Presence 3D: *Bluff 5D, charm 4D, command 7D, interrogation 6D, intimidation 6D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Gifted in Learning -4D, Intimidating Grin -2D, Leadership Ability -2D, Self-Healing -4D, Technologically Advanced -20D; Dark Secret (resurrected by the Mask of Life) +1D, Delusions of Grandeur +3D, Enemy (Warlord) +2D, Fanatic +3D, Fugitive +2D, Medical Problem (must drink human blood and remain in complete darkness, or else he begins to decompose) +6D, Obsessive Tendencies +2D, Sworn Enemy (Warlord) +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 129

BODY POINTS: 27

POWERS: Vampirism: Blood (human) 10D (Enhancement: Mastery -6D [does not need to attack a human; what he does not convert to Body Points, Deimos may add as months to his life]; Limitation: Weakness (light) -8D [begins to age rapidly if exposed to light]), Longevity 2D (Limitation: Linked to Vampirism), Shapechanging (serpent, dragon) 8D each, Size Manipulation 4D (Limitation: Linked to Shapechanging), Summoning (demons) 18D.

NOTE: The characteristics are for just after Deimos was resurrected by the Mask of Life.



Using Packages

To be one of the magical beings described here, the character must have at least the skills listed at the additional value above the base attribute score; the values given are included in the total package cost. Individual characters may have skills that are higher than what is listed or have skills that are not listed. With the bonuses for skills, powers, and natural abilities listed in each part of the package, all die codes are cumulative.

Any minimum and maximum base attributes do not include any bonuses received from the Superattributes power or from natural abilities provided by this package. For packages with base attribute maximums greater than 5D, the cost of including attributes in a character is 2D from the Dice Pool for 1D in an attribute up to 5D; 3D for 1D for attributes of 6D to 10D; and 4D for 1D for attributes of 11D and up. Attributes may not be increased after character creation except through powers. Agents of Lords of Order and Chaos, Homo magi, werewolves, genie masters, true Djinni, and possibly other species of genies may take the Young Disadvantage and increase their attributes according to that Disadvantage (see pages 122–123 of the *JLA Sourcebook* for details).

Powers and natural abilities described as powers that are gained with a package are not restricted by the Power Level used to create the character. At hero creation, powers (but not natural abilities) may be increased at a rate of 1D from the dice pool for 1D in the power (since the base cost was already paid). Natural abilities may only be improved by taking powers, with the exception of ghosts and vampires. Ghosts may add to their Astral Forms' values like any other power during and after hero creation. Vampires may extend the values of their natural abilities like any other power during hero creation, but they must purchase powers after hero creation. Individual characters may have more powers than what are listed, but they may not have additional natural abilities without an excellent reason and the Narrator's approval.

Some parts of each package have an OR clause in them. At hero creation, the player decides which version best fits her character concept. The hero may not have both versions of the feature in question.

Disadvantages gained with this package do not count toward the maximum number of Disadvantages a character can have at a given creation Power Level. Individual characters may have more Disadvantages or Advantages than what are listed. The total value of additional Disadvantages may not exceed the maximum set by the creation Power Level or the Narrator.

Feel free to be inspired by these packages to create your own magical beings. For some direction on deciding whether an extrahuman ability is a natural ability or a power, see page 10 of the *Directive on Superpowers*.

sions. True Djinni (the plural of Djinn) are one specific type of genie. They are spiritual beings originally created from smokeless fire (some say by the Presence, while other maintain it was Iblis, a fallen angel). They are below the level of angels but above humans. They reproduce their kind, just as humans do. Most common in Egypt, Syria, Iran, Turkey, and North Africa, a rare Djinn, or perhaps a distant relative, can be found in other parts of the world, often transplanted there by a master.

Unlike demons, who also can be summoned to perform deeds for a magic user, genies require no special supervision or wards of protection for the summoner. Genies have no choice but to perform the bidding of their master, as dictated by the genie's particular "contract." The terms of this contract are always very specific but the execution is usually up to the specific genie's interpretation. For example, a genie's contract requires him to grant his master three wishes. If the master asked for one million dollars and was unspecific in the request, the genie could decide to fulfill the wish in raining pennies.

Though a genie's power can be amazingly vast, it does have its restrictions. Most genies can never have the same master twice in a row, and any extensions to their contracts, such as wishing for more wishes, is forbidden.

A genie's bondage also goes even beyond their enslavement to a particular master's whims. Most are usually tied to a particular mystical artifact (such as a lamp ring, amulet, or bottle) that serves as their prison in between masters. In such cases, once a genie has

fulfilled her obligation, she automatically returns to her prison until such time as her new master performs the necessary ritual to release her, which can sometimes be as simple as opening the bottle or rubbing the item.

Regardless of where genies go once they have lived up to their end of their contract, few have any kind of true free will or independence. In fact, unless their master wishes them free or performs a similar kind of ritual, a genie's life

GENIES

Genies are mystical beings who have been put into a form of servitude that bonds them to a particular item and thus a "master" until a specified obligation is fulfilled by the genie. They might be sentient air or fire elementals, magically gifted spirits, transformed humans or other sentient beings, or ethereal sentient beings from other dimen-

of moving from master to master is an eternal one. Hence, most genies are extremely bitter, sardonic, and prone to tormenting their masters (particularly those who are unkind or greedy) with literal interpretations of their wishes.

How a genie is created or bonded to an item is up to the player and Narrator. It may involve summoning a spirit or elemental or altering a sentient being (possibly won in a contest or bet). The spell should be complex and involve infusing the being with appropriate powers, if necessary, as well as binding the being to an item. The stricter the contract, the more difficult the spell. (Players might look to the Enchant spell for inspiration in creating their own genie-binding rite.)

GENIE PACKAGE

Unlike other heroes, the player designs two characters when choosing a genie: the genie and her current master. Masters are usually normal humans, with the true power of such pairs residing with the genie.

The player must also come up with the terms of the genie's contract. Some examples include fulfilling the first three wishes the master makes, three wishes in exchange for becoming the genie's possession, fulfilling the master's greatest wish, carrying out the wishes of whomever owns the bottle, creating physical items only for whomever calls upon the genie, genie loses powers if doesn't have master, and so on. Some of these contracts may dictate additional Limitations on Reality Manipulation or an increase in the Employed Disadvantage.

To be a genie, the character must have at least the skills listed at the additional value above the base attribute score; the values given are included in the total package cost. Individual characters may have skills that are higher than what is listed or have skills that are not listed. With the bonuses for skills and powers listed in each part of the package, all die codes are cumulative.

At no cost, the genie may have any appearance—tall, short, pointed ears, tattoos, half-human/half-mist, any hair or skin color, any style of clothes, and so on. Without the Shapechanging power, however, the genie may never alter her form (even with a spell).

The physical appearance of a genie can often reveal her disposition. If the character gets Attractive Appearance, he must also take Moral Code (do good) of at least +2D. If the character takes Unattractive Appearance, he must have Moral Code (do harm) of at least +2D. Taking Unattractive Appearance gives the character 2D reduction in the package cost, while including Attractive Appearance does not affect the cost.

Other popular powers for genies include Superattributes (especially *Physique*), Telepathy (with master), Invulnerabil-

ity, Size Manipulation (self-only), Shapechanging (with Self-Only Limitation), Air Manipulation (flight), Fire Manipulation (flight), and Speed Manipulation (supermobility and/or superactions).

Some other power Limitations that can reduce the package cost include taking Self-Only at -2D for Dimensional Travel, Limited Ability (limited area of effect limited to the 10 times the die code in cubit feet) at -4D, or Side Effect (items disappear after number of hours equal to the die code of the power) at -3D for Reality Manipulation. (A character could have all these Limitations and more.)

Please note, as this package is extraordinarily powerful, such characters should only be created with the Narrator's permission and supervision.

Base Package

Package Cost: 50D

Master

Creation Die Pool: 50D (regardless of Power Level)

Minimum/Maximum Base Attributes: determined by species (for example, 1D/5D for humans).

Minimum Skills: None.

Advantages: Follower (genie) -8D.

Disadvantages: Maximum of 5D in any combination of Disadvantages.

Genie

Creation Die Pool: Dice Pool dictated by Power Level minus 50D.

Minimum Skills: Arcane lore 3D, scholar 3D, know-how (Reality Manipulation) 12D.

Disadvantages: Employed +4D, Owes Favor (bound to master until contract fulfilled) +6D.

Powers: Longevity 1D, Dimensional Travel (to and from bonded item) 2D [Limitations: Side Effect (turns to smoke or mist) -2D, Singularity (Reality Manipulation) -2D], Reality Manipulation 15D [Limitations: Conditional (use must follow rules of contract and fulfill generalities of master's request) -3D, Others-Only -4D, Singularity (Dimensional Travel) -2D; Enhancement: Magically Empowered +8D].

True Djinn Upgrade

As true Djinni are spiritual beings, they sometimes can overhear the conversations of angels. Some Djinni choose to reveal what they heard to their masters, if they bothered to do any eavesdropping at all.

A Djinn in his natural form appears as a human-like or pillar-like shape of translucent air or of smokeless flame. He uses his Shapechanging to take on other appearances.

Upgrade Cost: 20D

Minimum/Maximum Base Attributes: 1D/unlimited.

Disadvantages: Arrogance +3D.

Powers: Shapechanging 7D (typical forms include humanoid, jackal, wolf, lion, scorpion, and snake, sometimes partially air or flame, sometimes not), Dimensional Travel (between Heaven and Earth) 2D [Limitation: Singularity (Reality Manipulation) -2D].

Free-Genie Upgrade

Genies who have been often have unpleasant temperaments, undoubtedly due to the years or centuries of imprisonment. Free genies often harass anyone who invades their homes or territories (which can include abandoned houses, ruins, and caves.)

Instead of the features described in genie portion of the basic package, use the characteristics listed here. Additionally, since the genie has no master, the player does not use that portion of the basic package.

After hero creation, the character must pay 170 Character Points to get the free-genie upgrade. For these points, the genie loses the Employed and Owes Favor Disadvantages; the Conditional, Others-Only, and Singularity (Dimensional Travel) Limitations on Reality Manipulation; the Dimensional Travel (to and from bonded item) power. She also gains the Self-Only Limitation on Reality Manipulation. If she hasn't taken the Limited Ability (limited area of effect) discussed earlier, the player can reduce the after-creation cost by 20 points by taking it for Reality Manipulation. The character keeps anything else the player has added to the base package. Or, the additional Character Points can buy them off (see pages 25–26 of the *Narrator's Book* for details on gaining and losing Advantages and Disadvantages and page 13 of the *Directive on Superpowers* for gaining and losing Limitations and Enhancements).

Upgrade Cost: 65D

Minimum Skills: Arcane lore 3D, scholar 3D, know-how (Reality Manipulation) 12D.

Powers: Longevity 1D, Reality Manipulation 15D (Limitations: Self-Only -2D; Enhancement: Magically Empowered +8D).

GHOSTS

Ghosts are spirits of the dead who have been prevented from passing on to the afterlife either by an external force or some bit of personal business left undone in their mortal life. Once so bound, ghosts can only leave this plane by either performing some service for the power that summoned them

(such as Deadman acting as an agent for the elemental force Rama Kushna) or resolving their unfinished issues.

Since ghosts are intangible spirits, they are unable to interact with the mortal world. They are invisible to all save those attuned to the spirit realm or those whom they were especially close to in life. They have no way of interacting with the physical realm except through what powers they may develop.

The Narrator should also be sure to craft conditions under which the ghost can resolve what has bound them to this mortal coil and claim their final reward, should the character want to.

GHOST PACKAGE

A character who is a ghost essentially has Astral Form with the Duration Change: Permanent Limitation. As an ethereal being, she has all kinds of restrictions and bonuses. She can pass through any substance not made proof against noncorporeal entities or expressly forbidden by the Narrator. She can't be seen or heard except by someone in Astral Form or with the ability to sense spirits and other noncorporeal beings (such as through Astral Manipulation or Spirit Manipulation). She faces great challenges when trying to act on the physical realm, but she can readily communicate and interact with other noncorporeal entities. The player may add one-half the die code in Astral Form, rounded up, to all attempts to influence the physical world.

A ghostly hero has 0D in *Physique*, using the *Presence* attribute as the base attribute for *Physique* skills that might still be applicable (such as *flying*, *running*, or *swimming*). A ghost may use *flying*, *running*, and *swimming* interchangeably in the physical realm. *Lifting* only comes into play when hefting astral objects or working with Telekinesis (which can be used on physical or astral objects or beings). *Resistance* is no longer relevant. *Presence* or *lifting* also determines the *Physique/lifting* bonus, which only applies to attacks made on other noncorporeal beings and objects. The base Speed remains 30, unless the hero has some other power to enable her to move faster (such as Flight or Speed Manipulation).

The *Presence* attribute also determines the Body Points. If using the Mind Points option found in the "Mental Combat" sidebar on page 82 of the *Directive on Superpowers*, the hero's Mind Points are determined normally, and Body Points are ignored.

Reflexes, *Coordination*, *Knowledge*, *Perception*, and *Presence* are determined and used normally. However, the Narrator may wish to limit the *Reflexes* and *Coordination* skills available to a ghostly hero. No matter what, all attempts to use any skills on the physical realm increases dramatically.

The difficulty to interact with the physical world depends on the activities the hero wishes to undertake. (See page 69 in the *Directive on Superpowers* for some suggested difficulties. Note that the base difficulty for the activities listed is 2.)

All powers purchased for noncorporeal characters function normally. Even so, the Narrator may want to restrict the Physical and Protection powers available to the hero, particularly those that require a corporeal form to be activated (such as Natural Weapons or Invulnerability). Alternatively, the Narrator may allow these powers, but they may only be employed against other ethereal beings.

A hero who can create Manipulation constructs (see the Manipulation powers chapter in the *Directive on Superpowers* for details) can use a construct as a “body” by taking a +2D Additional Effect for both powers. The hero then has a *Physique* equal to the *Physique* of the elemental form, and can take physical actions normally. An elemental “body” has no time limit. The Manipulation power is a power, not a natural ability.

Package Cost: -1D to -5D (extra dice gained from this package may only be used to improve the Astral Form power)

Minimum/Maximum Base Attributes: 0D for *Physique*; other minimum and maximum base attribute values are determined by species when alive (for example, 1D/5D for humans).

Natural Abilities: Noncorporeal form (Astral Form 1D [Limitation: Duration Change: Permanent]; see description above), all natural abilities of species when alive.

Disadvantages: Dark Secret (whatever personal issue or trauma keeps the ghost bound to the physical plane) +2D OR Employed (a person or power that has bound them) +4D, Physically Limited (noncorporeal; incapable of affecting or interacting with the material world) +7D (note: This Disadvantage is lowered to +5D if the ghost has a power that allows her to act on the physical world in some way, such as Possession or Telekinesis).

LORDS OF ORDER & CHAOS

When the universe was born, so too was created Order and Chaos—forces that are neither inherently good nor inherently evil. Those that serve these elemental forces are called the Lords of Order and Light and the Lords of Chaos and Darkness. They have been locked in an eternal struggle since the dawn of creation, with victory or defeat being decided in battles that are resolved over the course of eons.

Though for the most part the Lords of Order and Chaos are removed from mortal affairs, a few have built close ties to humanity.

One such Lord of Order was Nabu the Wise, who chose to become incarnate so that he could battle the agents of Chaos already loose on Earth. In so doing, Nabu initiated the Legacy of Doctor Fate.

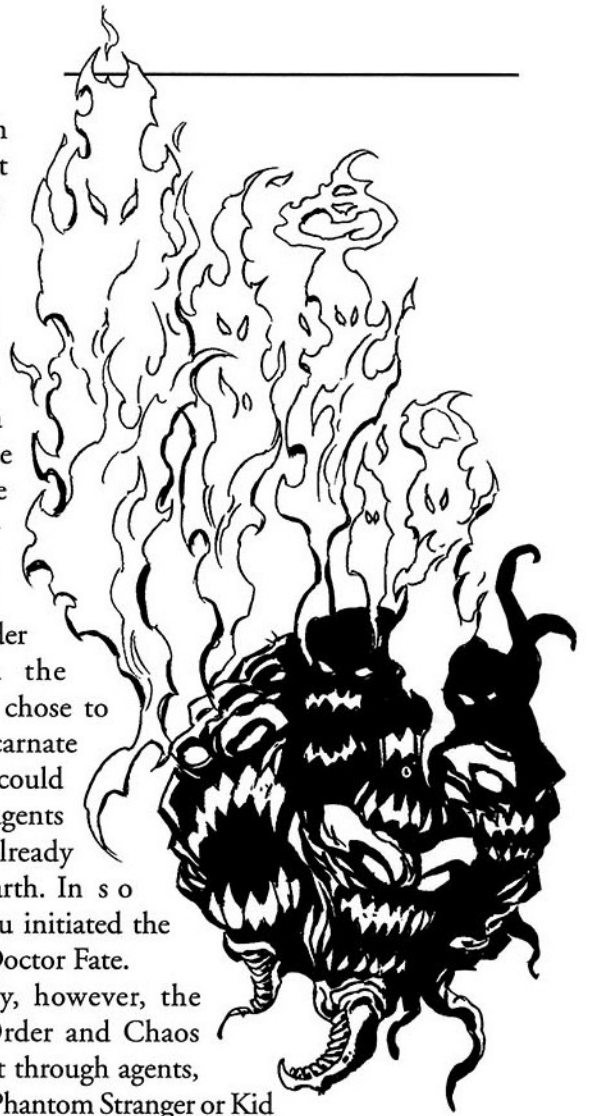
Primarily, however, the Lords of Order and Chaos prefer to act through agents, such as the Phantom Stranger or Kid Eternity. Perhaps the most unique agents were the heroes Hawk and Dove, who carried the spirits of T’Charr, a Lord of Chaos, and Terataya, a Lord of Order. The lords fell in love and sought to use this pair of agents to prove that Order and Chaos could work together as one.

AGENT OF THE LORDS OF ORDER OR LORDS OF CHAOS PACKAGE

Agents of the Lords of Order and Chaos are highly potent individuals. Such heroes should only be created under the direct supervision of the Narrator.

The player should also give his character or the special equipment the Magically Adept Advantage (which costs 5D). Additional levels of this Advantage may be purchased, and it may be given to both the character and the equipment. However, each instance of Magically Adept associated with this particular agent costs 5D.

The object of the Patron Advantage may not be the same as the objects of Enemy and Sworn Enemy Disadvantages. The Enemy and Sworn Enemy Disadvantages must have the same object.



Base Package

Package Cost: 2D

Minimum/Maximum Base Attributes: determined by species (for example, 1D/5D for humans).

Minimum Skills: *arcane lore* +3D, *know-how* (chosen *Magic Manipulation power*) +2D, *command* +1D, *willpower* +3D.

Advantages: Patron (Lord of Order OR Lord of Chaos) -6D.

Disadvantages: Enemy (Lords of Order OR Lords of Chaos) +6D, Sworn Enemy (Lords of Order OR Lords of Chaos) +6D.

Magical Ability Upgrade

Upgrade Cost: 29D

Powers: Wizardry 5D OR Sorcery 5D*.

Talisman Upgrade

Many of the Lords of Order and Chaos gave their agents mystical talismans (such as the Helm of Nabu and the Amulet of Anubis) for safekeeping or to enhance their magical abilities. Such talismans are naturally quite powerful and are only granted at the Narrator's discretion and created under her supervision.

If the player wishes to give the talisman other features (such as damage or Armor Value), these cost extra. See Chapter 5 of the *Metropolis Sourcebook* for details on the prices associated with various characteristics of equipment.

Upgrade Cost: 29D (with -3D Limitation) or 30D (with -2D Limitation)

Equipment: Talisman (Body Points 1000; Wizardry 5D OR Sorcery 5D* with Limitation: Removable [only those who the lord designates may use the talisman] -2D OR [anyone can use the talisman] -3D).

Magical Ability with Talisman Upgrade

Upgrade Cost: 26D (with -3D Limitation) or 27D (with -2D Limitation) plus 4D or more to the character's power, the talisman's power, or both.

Powers: Wizardry 1D OR Sorcery 1D*.

Equipment: Talisman (Body Points 1000; Wizardry 1D OR Sorcery 1D* with Limitation: Removable [only those who the lord designates may use the talisman] -2D OR [anyone can use the talisman] -3D).

*Note

Instead of Sorcery or Wizardry, a player may select any power or powers that he has added the Magically Empowered Enhancement to; however, this alters the upgrade cost. If the player decides to go with a different Magically Empowered power, subtract 29D from the base cost of the upgrade. This 29D may only be used to add Magically

Empowered powers and their related skills to the character or the talisman, though the player may allocate more dice than this 29D to these powers and skills if he so desires.

When taking the Magical Ability with Talisman upgrade and an alternate power, subtract 26D from the upgrade cost and use that to select Magically Empowered powers and their related skills. These can be given to the character, the talisman, or both.

HOMO MAGI

According to noted expert Sir Hugo Holcraft of the Royal Archaeological Society, Homo magi are one of two branches of the human race. Likewise, some believe them to be the founders of Atlantis. While Homo sapiens struggled to bend nature to their will through crude physical means, Homo magi could manipulate the forces of magic to accomplish the same ends. Homo magi soon became masters of their world and would have ruled the entire globe had it not been for a single weakness—whenever a pureblood Homo magi met a Homo sapiens of the opposite gender, the two were instantly attracted to one another. While any child produced of a union between Homo magi and Homo sapiens inherited the magical parent's powers, any mystical skill was lost in subsequent generations. This species-threatening genetic weakness prompted an isolationist policy among the Homo magi, which eventually led to a stagnation of their overall culture dating back to the time of the Roman Empire.

Afraid that their race would be eventually absorbed into the Homo sapiens population, the Homo magi fled the known world, creating a refuge called the Hidden City for themselves in Northern Turkey. They hid the place behind a magical barrier that veiled their city from Homo sapiens eyes. The last time the Homo magi had any contact with the outside world was when the JLA invaded their city at the behest of Zatara, father of the JLA member Zatanna, to save Sindella, his wife and Zatanna's mother. Since then, no one has seen or heard from this lost branch of the human family tree.

HOMO MAGI PACKAGE

As a pureblood Homo magi, or even a Homo magi/Homo sapiens half-breed generally with a great deal of magical ability, a hero can only be created using this package with the Narrator's permission. Since pureblood Homo magi shun contact with the outside world, the player needs to create a careful explanation as to either why this hero left the Hidden City (if she is pure Homo magi) or how her parents met (if she is half Homo magi). (This may mani-

fest as a Dark Secret, the value of which does not count toward the Disadvantage maximum.) Remember, so far no descendant past the first generation of a Homo sapiens/Homo magi coupling has had any magical gifts.

To use this package, the player selects whether she wants the half Homo magi upgrade or the pureblood Homo magi upgrade. She then adds it to the base package cost to get the total cost of the player's desired version of the package.

At character creation only, the hero may optionally take Dark Secret (location of the Hidden City) and lower the package cost by 2D. To reveal this secret may cause incredible harm to Homo magi population. The cost of this Disadvantage does not count toward the maximum Disadvantage total specified by the creation Power Level or the Narrator.

Angels & Demons

For angel and demon packages, see the appropriate sections of the "Mystical Locations" chapter.

vampires outgrow this superstitious fear as they "mature."

Perhaps the vampire's greatest weapon is secrecy. While most of the world's populace believes them to be myths, there are a few who either suspect or know for a fact that vampires

exist and make it their lives' work to hunt every last one of them down.

While vampires are indeed the masters of the night, they are quite tragic beings as well. Some do not adjust well to their new life as one of the undead and go mad. Others fall victim to their more feral instincts and become mindless hunters, always searching for their next kill. A few do overcome their base desires and become heroes in spite of their inherent evil nature.

Base Package

Package Cost: 30D

Minimum/Maximum Base Attributes: 1D/5D.

Minimum Skills: arcane lore +2D, languages (Homo magi) +4D, know-how (Wizardry OR Sorcery) +2D.

Powers: Wizardry 1D OR Sorcery 1D.

Half Homo Magi Upgrade

Upgrade Cost: 10D

Natural Abilities: Magically Adept (Advantage -10D).

Pureblood Homo Magi Upgrade

Upgrade Cost: 8D

Natural Abilities: Magically Adept (Advantage -15D).

Disadvantages: Paranoia (distrust of Homo sapiens, which Homo magi call "misfits") +3D, Psychological Disorder (innate attraction to Homo sapiens of the opposite gender) +4D.

VAMPIRES

Vampires are undead creatures who live by ingesting the blood of living things. They can only be created by one of their own who nearly kills a victim, then allows the vampire-to-be to drink of his blood, becoming the sire of the neophyte vampire. True vampires are very powerful creatures, possessing enhanced strength and stamina; the ability to transform into a bat, wolf or mist, immortality, and no weaknesses save a stake through the heart or direct sunlight. Neophyte vampires can be turned and even injured by holy relics, but many

Vampiric Shapechanging

Here are base characteristics for three common forms a vampire may take. Body Points, the *Knowledge* attribute, and skills remain the same as in human form. When using Shapechanging, the dice allocated to *Reflexes*, *Coordination*, *Physique*, *Perception*, and *Presence* are added together and redistributed in the new form among these attributes and natural abilities. To receive the indicated stats, the character pays the Base Form Cost out of the pooled attributes. Leftover dice from the pooled attributes may then be further distributed among the new form's characteristics. At hero creation, it's recommended that the player set down the stats for the new form, for easy reference later.

Note that the character may not use human skills that are inappropriate for his animal or mist form.

Bat. *Reflexes* 3D, *Coordination* 1D, *Physique* 1D, *Perception* 2D, *Presence* 1D. Natural abilities: wings allow the bat to fly for a few hundred miles [Flight (wings) 1D], claws (BDV 3D), sonar [Sonar Sense 1D (Enhancement: Mastery -6D)]. Base Form Cost: 11D.

Wolf. *Reflexes* 3D, *Coordination* 2D, *Physique* 4D, *Perception* 3D, *Presence* 2D. Natural abilities: teeth (BDV 3D), claws (BDV 3D), thick fur (protects against extreme cold; AV 3). Base Form Cost: 17D.

Mist. The character retains his dice in all attributes except *Physique*, which drops to zero, though the die code in *running* or *flying* remains the same. In mist form, he may not use any *Reflexes*, *Coordination*, or *Physique* skills, except *dodge*, *piloting* (self), and *flying* or *running* (to move faster). He can flow through any crack, no matter how small. He may also float upward. He does not leave any tracks, and only energy-based and mental attacks harm this form. Base Form Cost: *Physique* dice.

VAMPIRE PACKAGE

See the "Using Packages" sidebar at the beginning of this chapter for more information about increasing natural abilities.

In addition to other bonuses provided by the power, for every additional 1D in Longevity the character purchases, he receives +1D to *scholar* and *know-how* (*vampiric natural abilities*) +1D.

When taking powers not listed here, they all must receive the Vulnerability (sunlight) Limitation at -10D.

Package Cost: 10D

Minimum/Maximum Base Attributes: determined by species when alive (for example, 1D/5D for humans).

Minimum Skills: *sneak* +2D, *resistance* +2D, *arcane lore* +1D, *scholar* +2D, *hide* +2D, *know-how* (*vampiric natural abilities*) +2D, *willpower* +2D.

Natural Abilities: Superattributes: Physique 1D [Limitation: Singularity (cannot be used with Shapechanging) -2D]; Speed Manipulation (supermobility, superactions) 3D each [Limitation: Singularity (cannot be used with Shapechanging) -2D]; Vampirism: Blood 8D, Longevity 1D (Limitation: Linked to Vampirism); Shapechanging (bat, wolf, mist) 5D each [Limitations: Singularity (cannot be used with Superattributes: Physique or Speed Manipulation powers) -4D, Specialist -3D]; Healing (vampires) 6D [Limitation: Ineffectiveness (wounds caused by holy water, blessed objects, stake through the heart, beheading, fire, or sunlight) -5D, Self-Only -2D]; Size Manipulation (only decrease and return to normal size) -2D (Limitation: Linked to Shapechanging). All natural abilities have the Limitation Vulnerability (sunlight) -10D (takes 4D damage for each round of exposure).

Advantages: Fast Reactions -4D, Hardiness -4D, Intimidating Grin -2D, Self-Healing -4D.

Disadvantages: Enemy (vampire hunters) +4D, Phobia (fear of holy symbols) +5D, Secret Identity (as a vampire) +3D.

WEREWOLVES

Like vampires, werewolves—people who transform into half-human, half-wolf hybrids during the nights lit by a full moon—are believed by most to be creatures of myth and legend. Also like their dark "cousins," werewolves are supernatural creatures driven more by the feral instincts of the beasts they become than the humans they are by day. Some werewolves are unaware of their dual existence, hav-

ing no memory of any of the atrocities they might commit while under the influence of the full moon. Others manage to gain some form of control over their other self, retaining some of their humanity but losing much of their former morality in the process. A few not only tame the beast within, but also use it for a purpose far greater than the dark destiny that created it. Such heroes not only do battle with the forces of darkness on an almost daily basis, but with themselves as well.

WEREWOLF PACKAGE

When a player adds powers to her werewolf character, she may opt to allow only the character to use them while in werewolf form. If this is the case, the player should include the Limitations Super Hero Form and Conditional (night of full moon) to each power.

If the character can change into a werewolf at will, the player should design the hero using the Shapechanging (werewolf) power with the Specialist and Super Hero Form Limitations.

Other popular Disadvantages associated with this form include: Blackout (the character remembers nothing when a werewolf), Extremely Competitive, and Fugitive or Shady Background (if the character has killed or seriously injured someone as a werewolf).

Package Cost: 15D

Minimum/Maximum Base Attributes: determined by species (for example, 1D/5D for humans).

Minimum Skills: *sneak* +2D, *hide* +2D, *surveillance* +2D, *survival* +1D, *tracking* +2D, *intimidation* +2D.

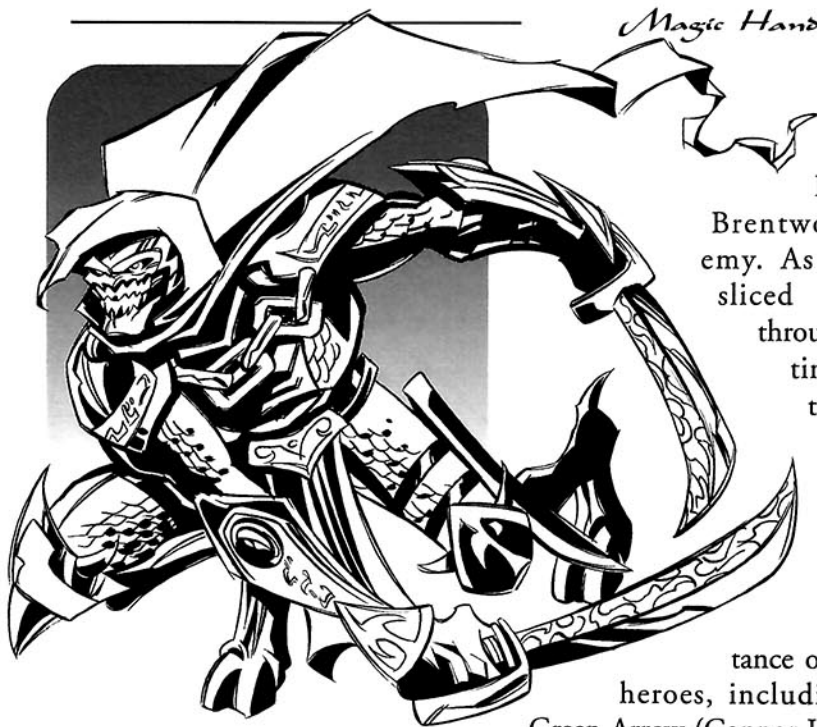
Natural Abilities: Transforms into a wolf/human hybrid each night of the full moon: While transformed, she gains two feet in height, along with the appropriate mass; +3D to *Physique* and *Presence* and their related skills; claws (BDV 4D); teeth (BDV 6D); enhanced senses (Supersenses 4D), and Healing (werewolves) 6D [Limitation: Ineffectiveness (wounds caused by sharp silver objects) -3D, Self-Only -2D]. All natural abilities have the Limitations: Super Hero Form -3D and Conditional (night of full moon) -3D.

Advantages: (in human form): Acute Senses (all five) -10D, Animal Friendship -2D.

Advantages: (in werewolf form): Acute Senses (all five) -10D, Animal Friendship -2D, Hardiness -4D.

Disadvantages: Secret Identity (werewolf form) +3D.





Arrakhat

OCCUPATION: Vengeful demon
BASE OF OPERATIONS: The O'salla Ben Duuram (The Oasis of the Damned)
HEIGHT: Unknown
WEIGHT: Variable
EYES: Flaming red
HAIR: None
RACE: Djinn
TECH LEVEL: Modern (1)

Arrakhat is thought to be an ancient Dhabari genie from Quraci mythology who occupies his own circle in Hades. The alleged demon can be beckoned with a drop of blood into the vast pit of the *O'salla Ben Duuram*, meaning "Oasis of the Damned." It can be found in the Bed'Dar Plains of Dhabar, which house the ruins of an ancient temple buried under thousands of years of sand.

Recently, the Arghulian summoned Arrakhat to take the soul of his enemy, the Grand Rahfi Ali Ben Khadir, with whom he had instigated a jihad for the rightful leadership of the disputed lands of Dhabar. Searching for the teenaged ruler,

Arrakhat tracked down the Rahfi to Brentwood Academy. As the genie sliced his way through two victims with his twin scimitars to find the boy, he didn't count on Ali having the assistance of a cadre of

heroes, including Robin, Green Arrow (Connor Hawke), and Eddie Fyers.

In their bout, Arrakhat defeated the heroes but unexpectedly found that Ali carried the *S'nih O'rhalid*, the Signet of the Spared, which the young ruler had inherited from his father. The Grand Rahfi was startled to learn from Arrakhat that the prior Rahfi had summoned the assassin demon many times during his rule and had made a pact with him. Nonetheless, someone must die in the place of the spared Grand Rahfi, so Ali chose his enemy, the Arghulian, whom the manslayer made his third victim and returned to *O'salla Ben Duuram*.

STRATEGY & TACTICS: Arrakhat grants three murders instead of three wishes as a boon to the one who has beckoned him. The bloodthirsty demon does not return to the healing flames of the underworld until he has killed three persons. He prefers to use his massive scimitars to complete his task and cleave his victims into shreds. The armored Arrakhat is inhumanly fast for a creature of his giant stature, although he has demonstrated that he is a living creature that bleeds. Whether he is a demonic genie or possibly something not so mythological is unclear.

Arrakhat

Reflexes 5D (6D): *Acrobatics* 7D (8D), *brawling* 12D (13D), *climbing* 8D (9D), *dodge* 10D (11D), *melee weapons* 9D (10D) (*scimitar* +3D), *sneak* 7D (8D)

Coordination 5D (6D)

Physique 5D (10D): *Leap* 6D (11D), *resistance* 7D (12D), *running* 6D (11D)

Knowledge 2D: *Arcane lore* 3D (*ancient Quraci prehistory* +7D), *languages* (*Arabic, Dhabari*) 6D each

Perception 3D: *Hide* 7D, *search* 10D, *shadowing* 9D, *survival* 10D, *tracking* 10D

Presence 4D: *Command* 5D, *intimidation* 10D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Acute Balance* -3D, *Acute Sense of Direction* -2D, *Courage* -2D, *Fast Reaction* -4D, *Hardiness* -2D (*Superattributes bonus*), *Intimidating Grin* -2D, *Obscure Knowledge* -2D, *Speed Draw* (*scimitars*) -1D (*Superattributes bonus*); *Dark Secret* (*origins*) +3D, *Fanatic* (*fulfilling his orders*) +3D, *Hideous Appearance* +4D, *Moral Code* (*will only kill three people once called*) +6D, *Owes Favor* (*three deaths to the one calling him*) +6D.

SPEED: 30

PDV: 5 (6)

UNARMED BDV: 6D

P/L BONUS: +2 (+5)

HERO POINTS: 0

VILLAIN POINTS: 13

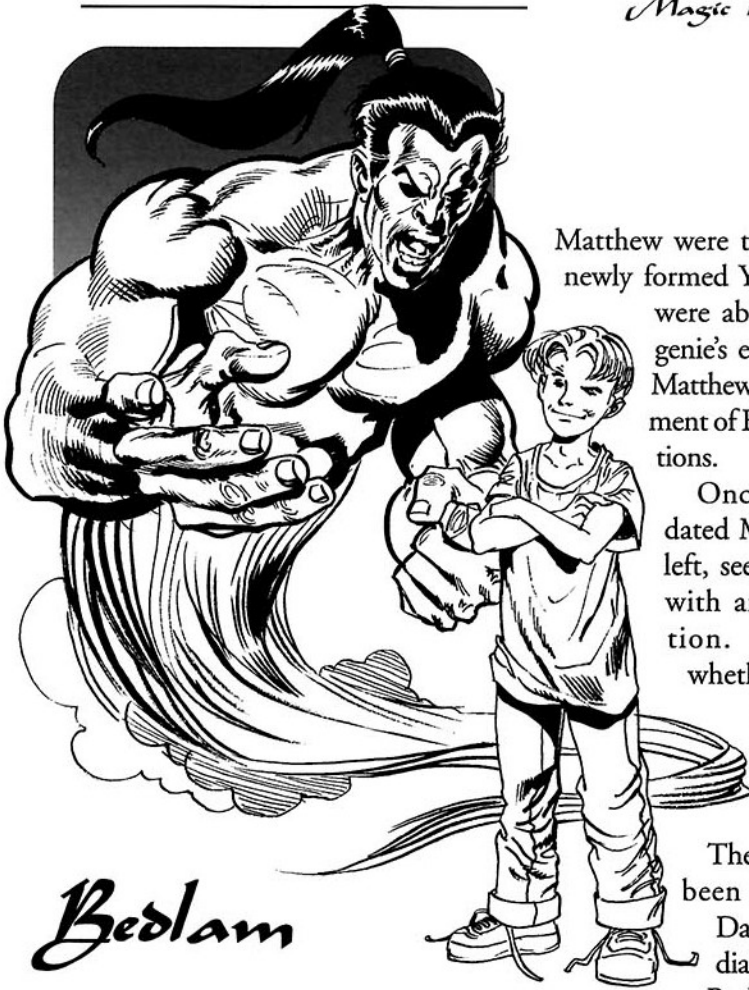
CHARACTER POINTS: 104

BODY POINTS: 73

NATURAL ABILITIES: *Claws* (BDV 6D), *hooves* (BDV 3D).

POWERS: *Superattributes:* *Reflexes*, *Coordination* 1D each (*bonus: reduced scale modifiers*), *Superattributes:* *Physique* 5D (*bonuses: increased damage to inanimate objects*), *Speed Manipulation* (*superactions, supermobility*) 1D each, *Healing* 6D [*Limitation: Rechargeable* (Arrakhat must return to the Oasis of the Damned's healing flames to recharge this power after each time he is called) -2D].

EQUIPMENT: *Twin scimitar swords* (BDV 15D edge/9D flat), *battle armor* (AV 20; 200 Body Points).



Bedlam

REAL NAME: Matthew Stuart
OCCUPATION: Currently in D.E.O. custody
BASE OF OPERATIONS: Classified
HEIGHT: 5'1"
WEIGHT: 100 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

On his thirteenth birthday, Matthew Stuart's father brought him a unique artifact that he had acquired during a recent dig. At first, Matthew was less than impressed with the gift, but he soon discovered it contained a nearly immortal, genie-like spirit—one that had once been in the service of Garn Daanuth and Arion of ancient Atlantis. Matthew released the "genie," which then possessed the youth, thus bestowing on him the power to make his every wish reality. Matthew's first act was to create a "world without grown-ups." The genie and

Matthew were then defeated by a newly formed Young Justice, who were able to dissipate the genie's energies and turned Matthew over to the Department of Extranormal Operations.

Once the D.E.O. sedated Matthew, the genie left, seeking another host with an active imagination. It is unknown whether Bedlam retains any of the abilities that he could tap into because of the genie.

The genie, which had been formed by Garn Daanuth from primordial energy, soon found Red Tornado and inhabited him for a short time. Meanwhile, he discovered the thoughts and emotions of Young Justice, who provided him with many stories. The genie became so powerful that he could have changed reality and eliminated "fickle" humans. Nonetheless, he was moved by Red Tornado's longing to become human and to disappear with his family. Because of that overwhelming desire, the genie wished to become human, too. The genie is now a human baby boy with no memories of his past. Presumably, Red Tornado and Young Justice have placed the baby with a good family. Whether the genie's power and memories resurface remains to be seen.

STRATEGY & TACTICS: Bedlam's ability to turn thought into reality was governed by his resentment of authority figures and general bad attitude, a state of mind Bedlam's genie did its best to sustain.

Bedlam

Reflexes 2D: *Athletics 3D, dodge 3D, sneak 3D*

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

Physique 2D: *Running 3D*

Knowledge 2D

Perception 2D

Presence 1D: *Charm 2D, intimidation 3D, willpower 3D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D; Age (Young: 12-17) +1D, Argumentative +1D, Center of Conversation +2D, Delusions of Grandeur +3D, Enemy (Young Justice) +5D, Impulsiveness +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

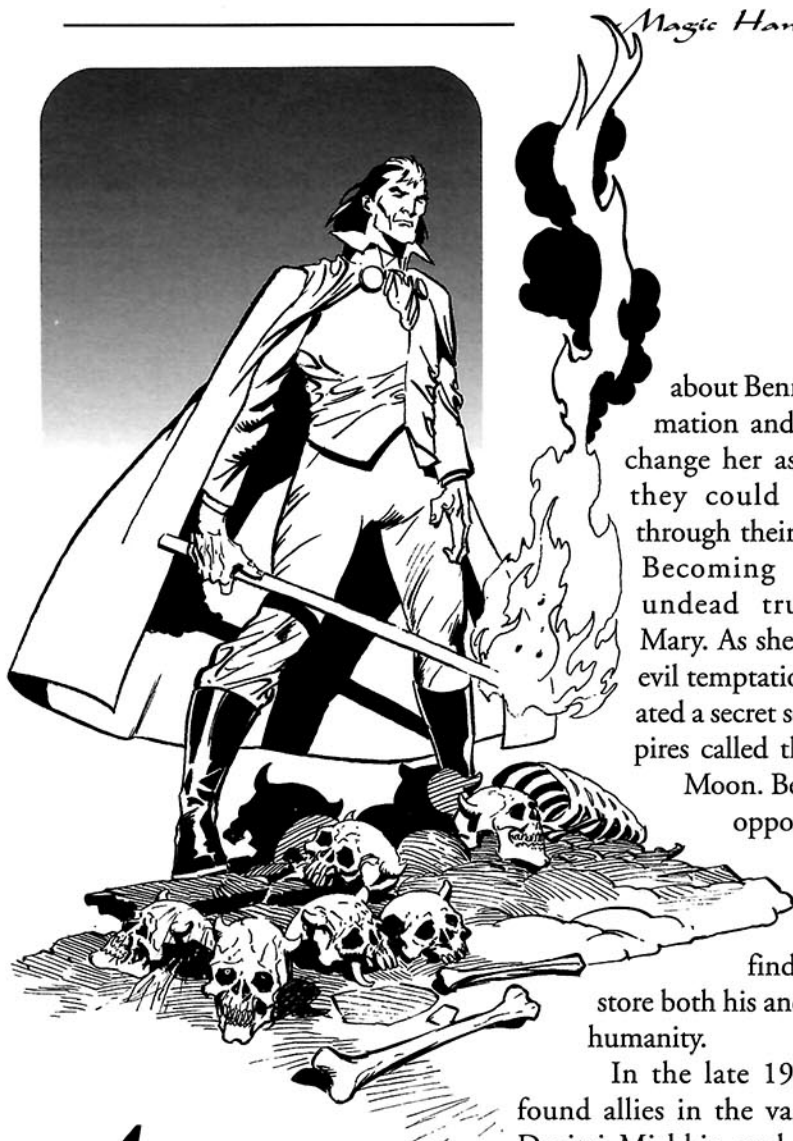
HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 15

BODY POINTS: 12

POWERS: When the genie possessed Matthew, Bedlam had *know-how (Reality Manipulation)* 25D and Reality Manipulation 25D [Limitation: Limited Ability (relies on others' imaginations to use power) -2D; Enhancements: Magically Empowered +8D, Mastery (powers increase with more imagination to feed on) +12D].



Andrew Bennett

OCCUPATION: Wanderer
 BASE OF OPERATIONS: Mobile
 HEIGHT: 6'3"
 WEIGHT: 180 pounds
 EYES: Red
 HAIR: Black with white streak
 RACE: Vampire
 TECH LEVEL: Modern (1)

Over 400 years ago, Lord Andrew Bennett was a favored nobleman of Queen Elizabeth and in love with one of her handmaidens, Mary Seward. One night, Bennett was attacked by a vampire and transformed into one of the dark breed. Mary soon found out

about Bennett's transformation and bade him to change her as well so that they could be reunited through their shared curse. Becoming one of the undead truly changed Mary. As she gave into her evil temptations, Mary created a secret society of vampires called the Blood Red Moon. Bennett actively opposed Mary and her cult, always desperate to find a way to restore both his and his beloved's humanity.

In the late 1980s, Bennett found allies in the vampire hunter Dmitri Mishkin and his assistant, Deborah Dancer. Mishkin eventually sacrificed his life to prevent the Blood Red Moon from succeeding in their goals, but Bennett and Dancer were able to stop the Blood Red Moon forever, as well as put a stake through the heart of Mary Seward. Though it seemed Bennett claimed his final reward at the end of that conflict, his vampiric curse, coupled with an experimental serum he had ingested in order to keep it from being used by the Blood Red Moon, refused to let him rest.

The serum, which was designed to bestow the powers of a vampire without their limitations on normal humans, caused his body to turn to dust. His curse combined with the serum to resurrect him some months

later, now seemingly immortal. Bennett made a pact with the Lords of Order, but eventually split from them and now walks the earth seeking a new purpose for his life.

STRATEGY & TACTICS: Andrew Bennett was one of the rare few among vampires who was able to overcome the evil taint at the heart of his curse. It was this innate heroism that allowed him to continually combat his beloved Mary and her allies in the Blood Red Moon. However, with that conflict now over, perhaps he will finally succumb to his dark desires, possibly pursue any avenue to bring a final end to his immortal life, or even take up a new quest against evil.

Andrew Bennett

Reflexes 3D: *Brawling 7D, climbing 4D, dodge 7D, melee weapons 5D, riding 4D, sneak 8D*

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

Physique 3D (6D): *Leap 6D (9D), lifting 7D (10D), resistance 6D (9D)*

Knowledge 3D: *Arcane lore 6D, languages 4D, scholar 7D*

Perception 3D: *Hide 6D, know-how (powers) 10D, search 6D, shadowing 6D, streetwise 5D, tracking 4D*

Presence 3D: *Charm 5D, command 6D, intimidation 8D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (Deborah Dancer) -10D each, Charismatic -3D, Courage -2D, Fast Reactions -4D, Hardiness -4D, Intimidating Grin -2D, Self-Healing -4D; Enemy (vampire hunters) +4D, Hides Emotions +1D, Secret Identity (as a vampire) +3D, Phobia (fear of holy symbols) +5D, Secret Identity (as a vam-



pire) +3D, Sworn Enemy (Blood Red Moon) +4D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3 (+5)

HERO POINTS: 6

VILLAIN POINTS: 2

CHARACTER POINTS: 65

BODY POINTS: 57

NATURAL ABILITIES: Superattributes: Physique 3D [Limitation: Singularity (cannot be used with Shapechanging) -2D]; Speed Manipulation (super-mobility, superactions) 3D each [Limitation: Singularity (cannot be used with Shapechanging) -2D]; Vampirism: Blood 8D, Longevity 1D (Limitation: Linked to Vampirism); Shapechanging (bat, wolf, mist) 5D each [Limitations: Singularity (cannot be used with Superattributes: Physique or Speed Manipulation powers) -4D, Specialist -3D]; Healing (vampires) 6D [Limitation: Ineffectiveness (wounds caused by holy water, blessed objects, stake through the heart, beheading, fire, or sunlight) -5D, Self-Only -2D]; Size Manipulation (only decrease and return to normal size) -2D (Limitation: Linked to Shapechanging). All natural abilities have the Limitation Vulnerability (sunlight) -10D (takes 4D damage for each round of exposure).

POWERS: Resurrection 40D.

EQUIPMENT: Andrew and Mary once possessed a pair of ancient Egyptian mystic rings that enabled them to travel through time when the phrase, "Pelogri etea telbn," was spoken aloud.

Blue Devil

REAL NAME: Daniel Patrick Cassidy
OCCUPATION: Exorcist (former stuntman/special effects artist)
BASE OF OPERATIONS: Mobile
MARITAL STATUS: Single
HEIGHT: 6'8" (7'0" with horns)
WEIGHT: 365 pounds
EYES: Red
HAIR: Black
RACE: Demon (formerly human)
TECH LEVEL: Modern (1)

Stuntman Dan Cassidy was one of Hollywood's greatest movie magicians. He was especially proud of a special effects costume for Marla Bloom's film "*The Blue Devil*." While filming on location, he got inside the mechanized suit, enabling him to execute outstanding feats of strength and gave the illusion to the camera that he was a hell-spawned demon.

Dan's girlfriend, actress Sharon Scott, accidentally unleashed the cap-

tive demon Nebiros as she explored the ruins near the filming site with her co-star, Wayne Tarrant. As the real demon attacked the film crew and destroyed a large section of the set, Cassidy used his mechanized suit to attack the giant monster. Confused, Nebiros was tricked into believing Cassidy was a brother demon and blasted the stuntman with mystic energies. Cassidy successfully re-imprisoned the demon but his life would forever be altered.

Returning to his trailer, Dan Cassidy was learned with horror that the blast by the demon had permanently sealed the special effects suit he was wearing with his body. The first step of his evolution was underway as Dan Cassidy was transformed virtually into the Blue Devil movie character. At first, he spent his time on a quest to rid himself of the suit. Eventually, he accepted the inevitable with a laugh. He found himself falling into the role of a fun-loving super hero surrounded by weird situations with even weirder entities. Along the journey, he picked up an on-again-off-again sidekick who called himself the Kid Devil. The kid was actually Marla Bloom's nephew, Gopher, who did it for kicks and to annoy his parents.

Events grew darker in the second phase of the Blue Devil's life. It began when he attacked Neron, demanding retribution for being tricked into selling his soul and inadvertently taking the life of Marla. In response, the demon lord trans-

formed Cassidy's artificially sealed "devil's body" into a real demonic form during the battle.

Looking for hope of a better life, the Blue Devil accepted membership with the newly formed Justice League: Europe that was launching in France. While in Paris, the team accepted an assignment to safeguard a Markovian treasure but was duped by one of the Starman's foes, the Mist. This daughter of the original Mist killed the members of the team one by one and then murdered the Blue Devil by tricking him into using his trident to shoot fire into the enclosed room that triggered the sprinkler system filled with holy water. Because the Blue Devil was part demon, it was a shower of death that left nothing but his bones and his spirit behind.

Secretly, the spellcaster Faust bought a bag in Paris that held the bones of the dead Blue Devil. Faust resurrected the Blue Devil to assist him in battling Nebiros as the heroes who had entered Hell during the Day of Judgment reignited the fires. Cassidy swiped the Trident of Lucifer that Nebiros has been safeguarding and now the Blue Devil wields a weapon of unimaginable power.

Returned to life, the Blue Devil's mission became the capture of the legion of demons released into the world by Asmodel's failed uprising. The reborn Cassidy has joined the Sentinels of Magic, who gathered to safeguard the Spear of Destiny and keep tabs on the Spectre. The Blue Devil has even been seen at a recruitment drive in Los Angeles for a possible formation of the Titans L.A.

STRATEGY & TACTICS: In his earlier days as the Blue Devil, Dan Cassidy approached life with more of a care-free and fun attitude. The climate changed after transformation of his body, and the Blue Devil took a more serious tone. Using his close combat skills, might and a wry sense of humor, the Blue Devil uses his trident as his weapon to combat evil forces as a one-man cleanup crew. He is a good man trapped in the massive body of a demon.

Blue Devil

Reflexes 4D: *Acrobatics 6D (prehensile tail +1D), brawling 9D, climbing 5D, dodge 6D, melee weapons 5D*

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

Physique 9D: *Resistance 11D*

Knowledge 3D: *Arcane lore 4D (Hell +1D), demolitions 5D, criminology 4D, research 5D, scholar 4D (movie special effects +9D), science 4D (movie special effects +4D)*

Perception 3D: *Artist 4D (actor +1D, make-up special effects +10D), invent 4D (movie special effects +6D), know-how 4D (Wizardry +1D, Trident of Lucifer +2D), search 5D, shadowing 5D, streetwise 5D*

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

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Allies (Faust, Kid Devil) -6D each, Ally (Firestorm) -8D, Allies (Sentinels of Magic) -19D, Charismatic -2D, Hardiness -4D, Intimidating Grin -2D, Renown -4D; Dark Secret (sold his soul to Neron) +2D, Enemy (Neron, Nebiros) +3D each, Sworn Enemies (Mist, Neron,

Nebiros) +3D each, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 5D

P/L BONUS: +4

HERO POINTS: 17

VILLAIN POINTS: 1

CHARACTER POINTS: 140

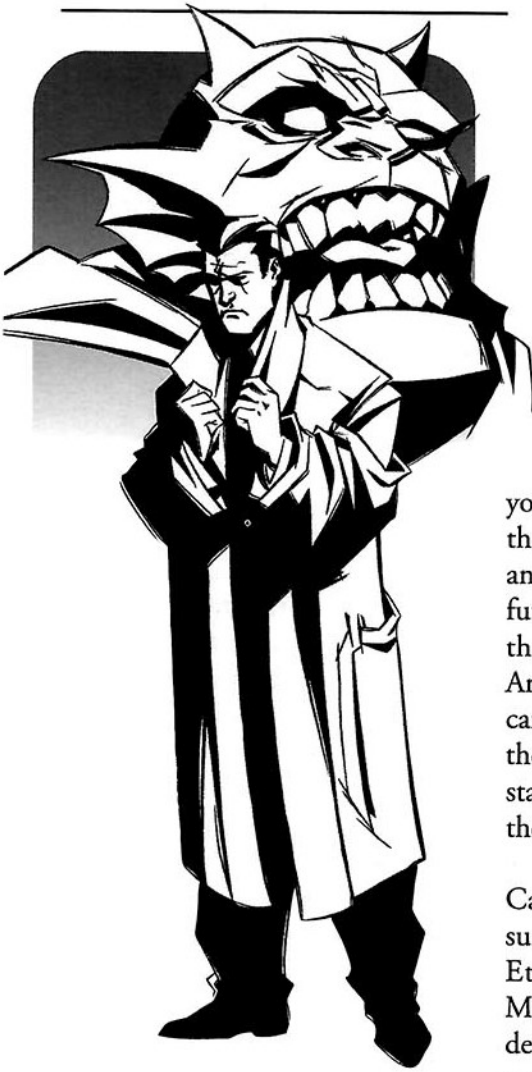
BODY POINTS: 67

EQUIPMENT: Trident of Lucifer [BDV 6D; burns the skin off the bones of any mortals touching it, causing them 10D in damage each round they are in contact with it; Body Points 1000; Enhancement Modifiers: *Know-how (Sorcery) +4D, Presence +2D. Powers:* Energy Projection: Hellfire 13D, Dimension Travel (Hell) 18D (Limitation: Limited Ability: Only affects demons who has escaped from Hell -4D). All powers have the following Limitations: Removable (when let go by the user, it transforms into a tattoo on his arm) -2D].

The Trident of Lucifer is the Prince of Evil's symbolic instrument of rule in the underworld. The gold-pointed trident with a mysterious red jewel on the embedded on the base of the tip is capable of leading its owner to stray earthbound demons and enables him to send them back to the bowels of Hell.

Blue Devil has found that when the trident is not in his grasp, it reverts to a tattoo on his arm. The trident is capable of wicked blasts of fire and if any mortal touches it, it burns the skin from their bones.

NOTE: These characteristics represent Blue Devil after he made his deal with Neron and was changed into a real demon.



Jason Blood

REAL NAME: Jason (possibly Iason Blaise)
ALTER EGO: Bound (at times) to the Demon Etrigan
OCCUPATION: Demonologist and lecturer
BASE OF OPERATIONS: Gotham City and London
HEIGHT: 6'0"
WEIGHT: 182 pounds
EYES: Red
HAIR: Red with white streak
RACE: Human
TECH LEVEL: Modern (1)

There are conflicting accounts about the past of the man now known as Jason Blood. One chronicle states

that when Merlin the Magician was studying wizardry under the arch-mage Blaise, he became blood brothers to Blaise's son, a young squire named Iason. Reportedly, the two engaged in bold adventures and swore allegiance to the once and future king of Camelot. Merlin was then said to grow to become King Arthur's trusted vizier while Iason became a knight of the Round Table in the legendary court. Another report states that Jason was a mere peasant in the kingdom of Camelot.

Regardless of his origin, the night Camelot fell, Merlin the Magician summoned his demon half-brother, Etrigan, to battle the forces of Morgaine Le Fey. To control his half-demon sibling, the wizard bound him to Iason, who was the only human capable of caging the Demon. Etrigan was thus unleashed to fight the legions of darkness. The merging drove both insane, resulting in a rampage that caused him to be known as "Jason-of-the-blood" or Jason Blood.

Jason gained certain limited magical powers from the bond, while Etrigan, when the demon controls the merger, took Jason Blood's freedom and memories. Moreover, Jason found the binding had made him immortal.

With Camelot's demise, Blood, his memories of the demon bonded to him erased, traveled the world for centuries on adventures. He carried with him the Philosopher's Stone, which contained most of Merlin's mystical might, and a portion of Merlin's Eternity Book. Generation after generation he traveled, passing himself off as his own

descendants and gaining a fortune in the process.

Fascinated by demonology and mystic lore, Blood became a lecturer in Gotham City in the latter half of the twentieth century. While there, he was summoned to travel to Merlin's crypt where he read an inscription that unleashed the Demon Etrigan. A struggle between the two for dominance mounted, resulting in both the Demon and Jason Blood's personalities influencing the other.

Aided by psychic friends, the somber Blood has battled for his freedom of Etrigan. Etrigan was separated from Blood and assisted the fallen angel, Asmodel, during his coup against Lord Neron. Morgaine Le Fey had separated Etrigan it seems, in an attempt to gain the Philosopher's Stone from Blood. Thwarted by the Martian Manhunter, Blood and Etrigan were once again bonded, but for how long is unknown.

STRATEGY & TACTICS: Blood is an intelligent brave soul. Often somber with his striking looks, the immortal looks for ways to retain his personality and win the battle for his soul with the treacherous Etrigan.

Jason Blood

Reflexes 2D: *Brawling 4D, climbing 3D, dodge 4D, driving 3D, melee weapons 4D, riding 4D, sneak 5D*

Coordination 2D: *Catch 3D, thievery 3D*

Physique 3D: *Resistance 5D*

Knowledge 2D: *Arcane lore 8D (cults, demonology +5D each), languages (Arabic, Chinese, French) 6D each, research 7D, scholar 8D*



Captain Triumph

Perception 2D: *Know-how (Sorcery) 4D, search 5D, shadowing 5D, spellbind 4D, survival 4D*

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

ADVANTAGES/DISADVANTAGES: Contact (Etrigan, Merlin) -4D each, Obscure Knowledge -2D, Courage -2D, Tainted -3D, Wealth -6D; Dark Secret (bonded to Etrigan) +3D, Enemy (Etrigan) +2D, Enemy (Morgaine Le Fey) +3D, Hides Emotions +1D, Psychological Disorder (loses memories when bonded to Etrigan and demon is in control) +2D, Secret Identity +3D, Shady Background +2D, Sworn Enemy (Morgaine Le Fey) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 15

VILLAIN POINTS: 4

CHARACTER POINTS: 152

BODY POINTS: 40

POWERS: Immortality (Jason Blood does not age, but it is unknown whether or not he can be killed), Precognition 4D (Limitation: Others-Only -4D), Sorcery 4D.

NOTE: When the mortal Jason Blood was bonded to the Demon Etrigan, he had the Magical Transformation Limitation at -7D. For Jason Blood to change to Etrigan, he or someone in his presence had to chant: "Change! Change! Transmogrify! Free the might from fleshy mire! Boil the blood in heart of fire! Gone, gone the form of man! Rise the Demon Etrigan!" For Etrigan to turn back to Jason Blood, he or someone in his presence had to chant: "Return, thou wretched man!"

REAL NAME: Lance and Michael Gallant

OCCUPATION: Investigator (Lance) and former pilot (Michael)

BASE OF OPERATIONS: An unnamed city

HEIGHT: 6'1"

WEIGHT: 198 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Identical twins Lance and Michael Gallant were born in 1919, each possessing an odd T-shaped birthmark on their left wrists. The twins were virtually inseparable until Michael chose to join the U.S. Army Air Corps. Then, on the twins' twenty-third birthday in 1942, Michael was killed as a result of a suspicious explosion and fire in an aircraft hanger. Lance swore to find his brother's

killers and was surprised to find that Michael's ghost intended to help him. He was even more surprised when Michael prompted him to rub his birthmark, merging the pair into the hero soon known as Captain Triumph.

As Captain Triumph, the brothers brought Michael's killers (Baron von Bragg and his henchman, Otto Rotter) to justice. They continued to fight the home front battle, both on their own and as part of the All-Star Squadron. Lance eventually shared his secret with Michael's fiancée, Kim Meredith, and his friend Biff, both of whom became allies in Captain Triumph's crusade. Captain Triumph was last heard of in 1949. His final fate is unknown.

STRATEGY & TACTICS: Lance and Michael's usual mode of operation was to have Lance do the legwork while Michael would do any advance spying. Then, once they had the goods on the bad guy, Lance would rub his birthmark, merging with Michael's ghost to become Captain Triumph and bust up the criminal operation.

Captain Triumph

Reflexes 2D (3D): *Athletics 4D (5D), brawling 4D (7D), dodge 5D (6D), piloting 3D (6D) (self +2D), sneak 5D (6D)*

Coordination 2D (3D): *Marksanship 4D (5D)*

Physique 2D (7D): *Flying (9D), lifting 3D (8D)*

Knowledge 2D: *Criminology 4D, research 5D*

THE LEGACY OF DR. FATE

Perception 2D: *Hide* 5D, *know-how* (Spirit Channeling) 8D, *search* 5D, *shadowing* 5D, *streetwise* 5D, *surveillance* 5D

Presence 2D (3D): *Charm* 3D (5D), *intimidation* 3D (5D), *persuasion* 4D (6D), *willpower* 5D (7D)

ADVANTAGES/DISADVANTAGES: Ally (Biff) -8D, Ally (All-Star Squadron) -23D, Charismatic -3D, Courage -2D, Hardiness (as Captain Triumph) -4D; Dark Secret (Lance's link to his ghostly twin) +1D, Dependant (Kim Meredith) +1D, Secret Identity +3D

SPEED: 30

PDV: 3

UNARMED BDV: 3D (4D)

P/L BONUS: +1 (+4)

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 78

BODY POINTS: 30 (58)

POWERS: Spirit Channeling (Michael Gallant) 10D [Limitation: Magical Transformation (Lance must rub T-shaped birthmark to merge with Michael) -3D].

Spirit of Michael Gallant: *Brawling* 2D, *piloting* 2D (self +2D), *flying* 2D, *charm* 1D, *intimidation* 1D, *persuasion* 1D, *willpower* 1D. Mind Points: 70. Powers: Superattributes: Reflexes, Coordination, Presence 1D each, Superattributes: Physique 5D, Flight 8D, Invulnerability 8D, Invisibility 10D. (All powers have the Enhancement/Limitation: Magically Empowered +8D; Linked to Spirit Gestalt.).

NOTE: The characteristics in parentheses are those of Captain Triumph.

Ages ago, a Lord of Order named Nabu the Wise shunned the attitude of inaction shared by his fellow lords in their unending war with the Lords of Chaos. He came to Earth, taking human form to battle the agents of Chaos already in place in the lands of Sumeria and Egypt. One such conflict was with Khalis in which Nabu recovered the Amulet of Anubis—a powerful talisman that would become part of legacy handed down to his acolyte, Dr. Fate.

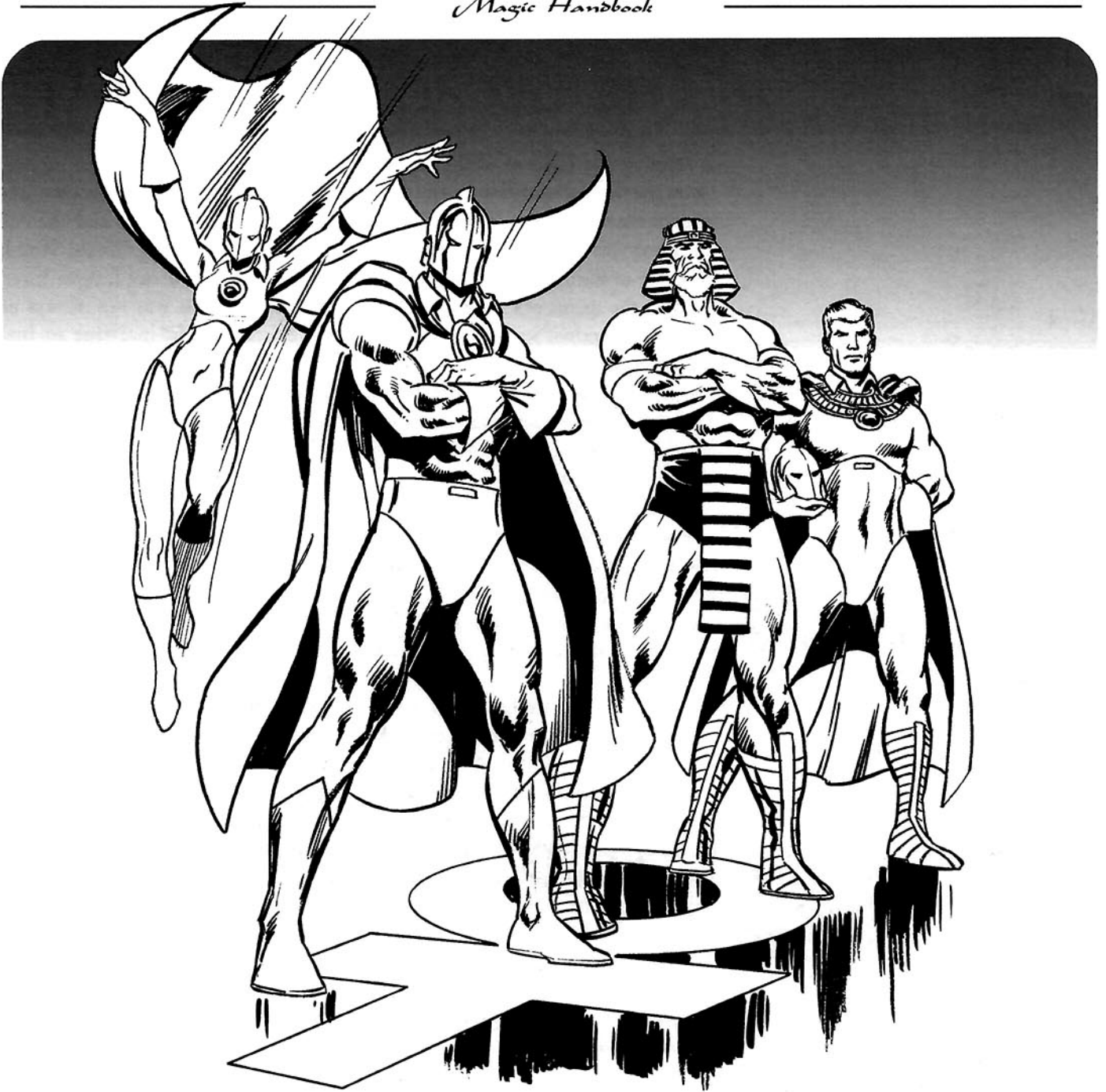
After nearly three millennia of constant battle, Nabu's human form was exhausted to the point of discorporation. He then placed himself in suspended animation, awaiting the day when he would awake to choose and train his successor.

In the year 1940, young Kent Nelson was on an archaeological dig with his father, Sven, in the Valley of Ur in Mesopotamia where Nabu slept. It was Kent who found Nabu's tomb, releasing both the slumbering Lord of Order and a toxic gas that killed Kent's father instantly. The twelve-year-old Kent nearly went mad from the trauma, but Nabu banished the grief and guilt from the boy's mind and filled it with the art of magic. After turning Kent into an adult, Nabu began to school his apprentice in the ways of sorcery. Once Kent's training was complete, the Lord of Order gave up his mortal form and imbued his essence into a golden helmet. When worn, the helm would allow his disciple to merge with Nabu, helping the lord to continue his eternal struggle. With the Helm of Nabu, along with the Amulet of Anubis and a mystic cloak, Kent Nelson returned to the outside world to battle Chaos as the first Dr. Fate.

Kent continued as Dr. Fate for over 40 years, acting both on his own and as a member of the JSA and the All-Star Squadron during World War II and as an ally of Justice League International. But, his was not always an easy existence. His marriage to Inza Cramer Nelson was a troubled one, as Inza harbored a deep hatred of both Nabu and Dr. Fate. Kent was often disturbed by the amount of influence Nabu had over him, so much so that for a time he refused to wear the Helm of Nabu. Eventually, Nabu's control over his disciple was so absolute that his mind supplanted Kent's whenever the helm was donned.

Late in the twentieth century, signs heralding the Kali Yuga, the fourth Age of Man and a time the Lords of Order felt would be one ruled by Chaos, began to appear. Kent Nelson, his body finally showing his advanced age, was worn out from his time as Dr. Fate and distraught over the death of Inza some years before. Nabu, however, refused to give up and sought out a new host, a child named Eric Strauss, who was cared for by his stepmother Linda. Nabu transformed the infant Eric into an adult and infused him with the mystic knowledge necessary to become Dr. Fate. But, before Eric could fully assume the mantle of Fate, Dr. Benjamin Stoner, an agent of Typhon (a Lord of Chaos), kidnapped him. Stoner was finally defeated when Eric and Linda fulfilled the ultimate destiny of Fate and merged to form the new Dr. Fate, the first to have a consciousness independent of Nabu.

In the wake of the second Dr. Fate's victory over Dr. Stoner and Typhon, Nabu sent the spirits of Kent and Inza to a world locked within the Amulet of Anubis and took his former host's



body as his own. This permitted him to remain on Earth and mentor the new Dr. Fate as he/she attempted to halt the impending Kali Yuga. In the end, the struggle claimed the lives of both Eric and Linda, but their spirits were saved and placed into new bodies, giving them a second chance at a more normal life. Nabu, meanwhile, summoned back Kent and Inza Nelson from their home within the amulet, creating new bodies for them that were

identical to the ones they had before. Nabu's human body then crumbled to dust, leaving Kent and Inza to once more take up the legacy of Dr. Fate.

The Nelsons resettled into the Dr. Fate's mystic tower located in Salem, Massachusetts. They then connect, via a mystic doorway, the tower with a building Kent owned in New York City. Finally, for the first time, they truly merged to create Dr. Fate, as they were always meant to do. However, the couple soon

discovered that Kent had lost the ability to become Dr. Fate anymore, leaving Inza to act alone as the third Dr. Fate.

Since Inza was neither bound to the spirit of Nabu, nor truly a part of the conflict between the Lords of Order and Chaos, her time spent as Dr. Fate was more grounded on Earth. She even became so involved in the affairs of mortals that she was brought before a senate oversight committee to answer for her actions.

Eventually, Kent overcame whatever limitations were preventing him from joining with Inza to become Dr. Fate, and the Nelsons again became the male gestalt Dr. Fate. This all came to an end, however, during the Zero Hour crisis when the Nelsons were forcibly separated from the talismans of Fate by Extant, who also turned their physical bodies into dust. Their disincorporated spirits again took up residence inside the pocket dimension housed within the Amulet of Anubis.

For a brief while, the talismans were in the custody of Jared Stevens, an adventurer who was known simply as Fate. Stevens was killed by the Dark Lord Mordru. Mordru sought to claim the talismans as his own and kill the infant Fate child, who was preordained to be the new inheritor of the legacy. Mordru was stopped in his quest by the new JSA, and the Fate child was able to claim his destiny. The child turned out to be Hector Hall, the son of the Golden Age Hawkman and Hawkgirl, who had been reincarnated as the Fate child after his death at the hands of one of his father's oldest foes, the Egyptian high priest Hath-Set.

Hector Hall has recently left the service of the new JSA, whom he joined directly after his reincarnation, to better learn of his duties as Dr. Fate and to find his wife, Lyta, who has been missing since his death years ago.

Nabu

OCCUPATION: Lord of Order

BASE OF OPERATIONS: Ancient Egypt and Sumeria

HEIGHT: 6'3"

WEIGHT: 230 pounds

EYES: Blue

HAIR: White

RACE: Lord of Order incarnate

TECH LEVEL: Primitive (0)

STRATEGY & TACTICS: Like many Lords of Order who take an active role in the battle with the Lords of Chaos, the conflict is Nabu's sole concern. He will do whatever is necessary, using whatever tools or persons at his disposal, caring little for what impact his manipulations could have on those he recruits.

Nabu

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

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

Physique 3D: *Lifting* 4D

Knowledge 5D (8D): *Arcane lore* 15D (18D), *research* 15D (18D), *scholar* 15D (18D)

Perception 3D: *Know-how (Wizardry)* 18D, *search* 5D, *spellbind* 20D, *survival* 5D, *tracking* 5D

Presence 4D: *Command* 7D, *intimidation* 7D, *persuasion* 5D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Hardiness -4D, Leadership Ability -2D, Magically Adept -25D, Magic Resistance -10D, Preparedness -4D, Renown -6D, Arrogance +3D, Dark Secret (rebel Lord of Order) +2D, Enemy (agents of Chaos) +6D, Fanatic (war against Chaos) +3D, Hides Emotions +1D, Secret Identity (as Lord of Order) +3D, Sworn Enemy (agents of Chaos, Lords of Chaos) +6D each.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 24

VILLAIN POINTS: 1

CHARACTER POINTS: 202

BODY POINTS: 38

NATURAL ABILITIES: Extended lifespan (Longevity 30D), Immunity 12D, enhanced intellect (+3D Knowledge), Wizardry 25D.

Dr. Fate 1

REAL NAME: Dr. Kent Nelson (later Kent and Inza Nelson)

OCCUPATION: Archaeologist, Agent of Order

BASE OF OPERATIONS: A tower just outside Salem, Massachusetts

HEIGHT: 6'2"

WEIGHT: 197 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

STRATEGY & TACTICS: Once Kent dons the Helm of Nabu, becoming Dr. Fate, he ceases to be simply human and becomes something much more. He is capable of wielding magical forces no mortal man could normally dream of, able to perform any feat imaginable—but at the cost of his humanity. While he wears the Helm, Dr. Fate is more Nabu than Kent, with the Lord of Order's sense of cosmic priorities. These can sometimes place him at odds with both Kent's wife Inza and Fate's human allies.

Dr. Fate 1

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

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

Physique 3D (6D): *Flying* 5D (9D), *resistance* 4D (8D)

Knowledge 3D: *Arcane lore* 10D [15D], *medicine* 6D, *research* 8D, *scholar* 6D [11D] (*Egypt, archaeology* +1D each)

Perception 3D: *Shadowing* 4D, *know-how (Wizardry)* 10D [15D]

Presence 2D [4D]: *Command* 4D [6D], *intimidation* 6D [8D], *persuasion* 8D [10D], *willpower* 9D [11D]

ADVANTAGES/DISADVANTAGES: Ally (JSA) -20D, Ally (Justice League) -19D, Magically Adept -5D [-15D], [Magic Resistance -10D], Sixth Sense -2D, Special Equipment (see Equipment below),

Wealth -2D, Youthful Appearance -2D; Dark Secret (the influence Nabu exerts over him) +2D, Dependant (Inza Nelson) +1D, Enemy (Wotan, Typhon) +3D each, Enemy (Lords of Chaos) +6D, Hides Emotions +1D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1 (+3)

HERO POINTS: 26

VILLAIN POINTS: 0

CHARACTER POINTS: 208

BODY POINTS: 46

POWERS: Superattributes: Physique 3D, Immunity 4D, [Longevity 1D], Invulnerability 5D, Wizardry 3D [23D; Enhancement: Mastery +6D].

EQUIPMENT: The Helm of Nabu and the Amulet of Anubis (see pages 120 and 122). All characteristics in brackets are those Kent has when wearing the Helm of Nabu and the Amulet of Anubis.

Dr. Fate 2

REAL NAME: Eric and Linda Strauss

OCCUPATION: Sorcerer

BASE OF OPERATIONS: New York City

HEIGHT: 5'11" (Eric), 5'5" (Linda), 6'2" (Fate)

WEIGHT: 180 pounds (Eric), 115 pounds (Linda), 197 pounds (Fate)

EYES: Brown (Eric), Blue (Linda), Unrevealed (Fate)

HAIR: Dark Brown (Eric), Blonde (Linda)

RACE: Human

TECH LEVEL: Modern (1)

STRATEGY & TACTICS: Unlike their predecessor, Eric and Linda Strauss physi-

cally merge to create the gestalt Dr. Fate. His helmet, amulet, and cape have no independent existence and manifest themselves when Fate is formed. Though this Dr. Fate has much of the mystic power of the first, his/her ability to use it is limited at this point.

Eric Strauss

Reflexes 2D, *brawling* 3D, *dodge* 4D, *sneak* 3D, *Coordination* 2D, *Physique* 2D, *Knowledge* 2D, *arcane lore* 3D, *scholar* 3D, *Presence* 1D, *willpower* 6D. Advantages/Disadvantages: Ally (Nabu) -12D, Courage -2D; Dark Secret (former mental patient) +1D, Enemy (Lords of Chaos) +6D, Magical Ineptitude +1D, Secret Identity +3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. P/L Bonus: +1. Hero Points: 3. Villain Points: 0. Character Points: 22. Body Points: 28.

Linda Strauss

Reflexes 2D, *brawling* 3D, *dodge* 4D, *Coordination* 2D, *Physique* 2D, *Knowledge* 3D, *scholar* 4D, *Perception* 3D, *Presence* 2D, *charm* 3D, *persuasion* 3D (Eric Strauss +1D), *willpower* 6D. Advantages/Disadvantages: Ally (Nabu) -12D, Courage -2D; Dark Secret (in love with Eric) +1D, Enemy (Lords of Chaos) +6D, Magical Ineptitude +1D, Secret Identity +3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. P/L Bonus: +1. Hero Points: 3. Villain Points: 0. Character Points: 24. Body Points: 28.

Dr. Fate II

Reflexes 2D: *Brawling* 4D, *dodge* 4D, *piloting (self)* 3D

Coordination 2D: *Marksmanship (spells)* 4D

Physique 2D: *Flying* 4D, *resistance* 4D

Knowledge 3D: *Arcane lore* 8D, *scholar* 8D

Perception 2D: *Know-how (Wizardry)* 8D

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

ADVANTAGES/DISADVANTAGES: Ally (JLI) -19D, Ally (Nabu) -12D, Courage -2D, Hardiness -4D, Magic Resistance -5D, Renown -5D; Dark Secret (Dr. Fate is a merged entity) +1D, Enemy (Lords of Chaos) +6D, Magical Ineptitude +1D, Secret Identity +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 0

CHARACTER POINTS: 50

BODY POINTS: 30

POWERS: Longevity 1D, Wizardry 16D [Limitation: Magical Transformation (Eric and Linda must physically merge) -7D].

Dr. Fate 3

REAL NAME: Inza Cramer Nelson

OCCUPATION: Sorcerer

BASE OF OPERATIONS: New York City and an extradimensional tower located just outside Salem, Massachusetts

HEIGHT: 5'7"

WEIGHT: 125 pounds

EYES: Green

HAIR: Reddish blonde

RACE: Human

TECH LEVEL: Modern (1)

STRATEGY & TACTICS: Much like Dr. Fate II, Inza becomes Fate through an act of will, with Fate's helm, amulet, and cape appearing as she transforms. As she is new to the manipulation of magical forces, Inza generally visual-

izes what she wants to happen, rather than using rituals or gestures to cast actual spells. Her manifestations can take on the form of anything from a medieval shield to a cage to literally turning a person into a newt.

Dr. Fate III

Reflexes 2D: *Brawling 3D, dodge 5D, piloting (self) 4D, sneak 3D*

Coordination 2D: *Marksmanship (spells) 5D*

Physique 2D: *Resistance 6D*

Knowledge 3D: *Arcane lore 5D, research 6D, scholar 5D*

Perception 2D: *Know-how (Wizardry) 7D, streetwise 4D*

Presence 2D: *Charm 4D, command 4D, intimidation 3D, persuasion 4D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Courage -2D, [Renown -5D], Youthful Appearance -2D; Dark Secret (dislikes Dr. Fate and Nabu) +1D, Dependant (Kent Nelson) +1D, [Enemy (Lords of Chaos) +6D], Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 82

BODY POINTS: 28

POWERS: Longevity 1D (Enhancement: Magically Empowered +8D), [Wizardry 14D (Limitation: Magical Transformation: Simple concentration -2D)].

NOTE: The characteristics in brackets are for Dr. Fate when Inza was using the power alone.

To represent Inza and Kent combined as Dr. Fate, use the stats of whoever initiates the merger and add the other's *arcane lore, scholar, and know-how* (Wizardry) skills to them (use the bracketed stats for Kent). The merged Dr. Fate has Wizardry 5D plus all of the bonuses from the helm and amulet. If Kent initiates the merger, Dr. Fate looks male, but if Inza does it, Dr. Fate has a female form.

Dr. Fate 4

REAL NAME: Hector Hall

FORMER ALIASES: Silver Scarab

OCCUPATION: Agent of Order

BASE OF OPERATIONS: Fate's Tower just outside Salem, Massachusetts

HEIGHT: 6'0"

WEIGHT: 184 pounds

EYES: Blue

HAIR: Platinum blond

RACE: Human

TECH LEVEL: Modern (1)

STRATEGY & TACTICS: Less aloof than any of the prior incarnations of Dr. Fate, Hector is settling well into the role destiny has chosen for him. He has become quite adept at magic, intuitively sensing the best application of the forces at his command. Hector is the first to truly wear the Helm of Nabu since Kent Nelson, but unlike Kent, he still remains in control of his faculties while Dr. Fate. Even so, he must listen to incessant whisperings that issue from within the Helm, though they also offer him information on spells to cast.

Dr. Fate IV

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 5D], navigation 8D, scholar 6D [11D]*

Perception 2D: *Invent 5D, know-how ("Nth Metal") 7D, [know-how (Wizardry) 5D]*

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)]. All powers have the Limitations: Removable (only usable by Nabu's chosen successor may use helm and amulet) -1D, Side Effect (helm continually whispers to wearer) -2D].

EQUIPMENT: The Helm of Nabu and the Amulet of Anubis (see pages 120 and 122). All characteristics in brackets are those Kent has when wearing the Helm of Nabu and the Amulet of Anubis.



Dr. Mist

REAL NAME: Maltis
ALIASES: Samson, Mister Mystery, Korathma, Joab, Ashos, and others
OCCUPATION: Global guardian
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4"
WEIGHT: 220 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Much of the foggy background of Dr. Mist has become the stuff of legend and the subject of his hazy memories. Mist's true name is Maltis (which means "keeper" in his native tongue) and he has gone by many other pseudonyms during his many lifetimes.

Maltis was the Nommo, wizard-king, of an African empire named Kôr,

which existed some 7,000 years ago. He was also the first to master the mystical Flame of Life. In the wake of a horrific battle with the sorcerer Felix Faust (in which Maltis had to draw the Flame of Life into himself) he found himself to be immortal—a condition Maltis quickly came to look upon as a curse. As time went on, he found himself adrift and alone, desperate for companionship and some glimpse of the life he'd once known.

To this end, he used the Flame of Life to create a number of mystical jewel, which he christened the Stones of Life. These he then gave to 10 handpicked members of the evolutionary human offshoot known as Homo magi. Over time, these chosen few became the first Leymen, sworn protectors of Earth.

Maltis remained a key figure throughout history, serving as advisor and inspiration to kings, artisans, and heroes. As Dr. Mist, he formed the Global Guardians—a consortium of international heroes for the modern times to protect Earth in times of crisis. The Guardians operated from their European headquarters called the Dome.

Eventually, Dr. Mist returned to his Leymen origins and formed a new group of protectors who came to be known as Primal Force. Maltis disappeared shortly after forming this new team, following their confrontation with the Leymen's ancestral enemies, the August, a secret society whose aims and motives were the antithesis of the Leymen's.

STRATEGY & TACTICS: Dr. Mist was a natural leader commanding respect

from those around him, yet he was highly prone to arrogance and high-handedness with his allies. He was likewise not above lying or coercion to bend his followers to his way of thinking.

Dr. Mist

Reflexes 3D: *Brawling* 5D, *dodge* 5D, *melee weapons* 4D, *riding* 5D, *sneak* 5D

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

Physique 3D: *Resistance* 6D

Knowledge 4D: *Arcane lore* 10D (*legends of the Kôrrian Empire* +3D), *criminology* 5D, *languages* 6D, *research* 6D, *scholar* 8D

Perception 3D: *Hide* 5D, *know-how (Wizardry)* 6D, *know-how (Flame of Life)* 10D, *search* 5D, *shadowing* 5D

Presence 3D: *Charm* 4D, *command* 6D (*Global Guardians*, *Primal Force* +3D each), *disguise* 6D, *intimidation* 8D, *persuasion* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Ally (*Global Guardians*) -20D, Ally (*Primal Force*) -15D, Charismatic -3D, Contact (magical community) -4D, Followers (the Leymen) -12D, Hardiness -4D, Leadership Ability -2D, Magically Adept -5D, Obscure Knowledge -2D, Observant -2D, Renown -2D, Youthful Appearance -2D; Argumentative +1D, Arrogance +3D, Enemy (Felix Faust) +3D, Enemy (the August) +5D, Fanatic (protecting Earth) +3D, Secret Identity +3D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 11

VILLAIN POINTS: 0

CHARACTER POINTS: 78

BODY POINTS: 38

POWERS: Longevity 8D [Limitation: Conditional (Stones of Life) -3D], Wizardry 4D.

EQUIPMENT: Stones of Life (see pages 123-124).

EARTHBORN ANGELS

(SUPERGIRL, COMET, BLITHE)

REAL NAME: Linda Danvers, Andrea "Andy" Martinez, unknown

ALIASES: Matrix, Mae (Supergirl); Andy Jones (Comet)

OCCUPATION: Sculptor (Linda), Comedian (Andy), Earthborn Angels

BASE OF OPERATIONS: Leesburg (Linda/Supergirl), mobile (others)

HEIGHT: 5'7" (Linda), 5'11" (Supergirl); 5'9" (Andy), 7'5" (Comet); 5'9" (Blithe)

WEIGHT: 140 pounds (Linda/Supergirl); 144 pounds (Andy), 320 pounds (Comet); 145 pounds (Blithe)

EYES: Blue (Linda/Supergirl); Brown (Andy), Black (Comet); Brown (Blithe)

HAIR: Brown (Linda), Blonde (Supergirl); Black (Andy), White (Comet); Black with white streaks (Blithe)

RACE: Earthborn Angel

TECH LEVEL: Modern (1)

It took the Presence six days to create the universe, and so it took six individuals to create the three Earthborn angels—light, love, and fire. Only these three at one time can be on Earth. Of both the seraphim (the highest order of angels) and guardian angel orders, the earthborn or Earth angels are derived from the Schechina, or female aspect of the Presence, which gives it its mercy and love. Where angels are created by the Presence, the Earthborn are actually *of* the Presence. Earthborn angels are created when one person selflessly gives his or her life for another who is beyond hope in every way. And so it was for the three newest of the Earthborn.

Originally an artificial life form named Matrix, Supergirl was created in an alternate dimension by Lex Luthor to combat evil villains who came from Krypton. Coming to an-

other universe to enlist the aid of Superman, Supergirl was able to get the Man of Steel's help in defeating the evil Kryptonians, but at the cost of her own world. After traveling back to Superman's dimension with him, Supergirl had a personality crisis. She believed herself to be Superman for a time before settling on the identity of Supergirl.

Linda Danvers was a young woman from Leesburg caught in the midst of a crisis of her faith when a demonic creature known as Buzz led her astray. Seeking to use her as a sacrifice in his ritual to Lord Chakat, he stabbed her with a knife in a converted warehouse.

Arriving on the scene, Supergirl attempted to gather up the dying Linda in her arms when her artificial form broke down and merged with Linda's, creating the Earthborn Angel of Fire. After a period of growth and study of her physical and spiritual nature, Supergirl finally realized her full potential as an Earthborn and willingly serves the Presence.

Andrew Jones was one of the best professional jockeys in the business until disaster struck. He was leading the pack in the biggest race of his career when his horse collapsed, thrown him to the ground in the path of the oncoming horses. Trampled, Jones had his body nearly destroyed with the physicians telling him he would never move again. At the end of his rope, a representative of a Mr. Carl Carnivean approached Jones. Carnivean and his company, Atlas Corp., used genetic crossbreeding to combine Jones's form with that of the horses he once loved. Now known as Zed One, Jones was forced to work for Carnivean's group of agents collectively known as the Stable.

Andrea Martinez couldn't figure out what she wanted out of life. The only thing she knew was that she was not

happy with any of it. She tried to commit suicide several times, got married, and shortly thereafter ran away. She eventually bottomed out, falling prey to drugs and other worse activities before transferring her reckless attitude towards life into becoming a daredevil. Her greatest achievement, so she thought, would be to climb Mt. Everest on her own. However, on her way up, she fell, breaking her leg and slowly succumbing to the elements. Zed One happened to be nearby, and flew in to save her, only to have his own armor short out due to the extreme temperature. Finding Martinez anyway, Zed One threw himself across her in an attempt to protect her from an avalanche. Trapped together under the snow, Zed One's genetically engineered form broke down and merged with that of Martinez, joining the two together as the Earthborn Angel of Love, Comet—a male being in angelic form and female in her normal one.

Taking the name Andy Jones in thanks to her savior, Martinez became a popular stand-up comedian before crossing paths with Supergirl and realizing her true potential as an angel.

Little is known about the Earthborn Angel of Light, other than her apparent name of Blithe. It appears that she was in the service of Mr. Carnivean for some time and had even fallen in love with him. Although duality is the nature of the Earthborn, Blithe has never been seen in anything other than her angelic form. It is unknown whether her other form is male or female.

After a series of events set up by Carnivean, Supergirl found that he had secretly kidnapped Comet and apparently battered Andy physically and mentally until she eventually gave in to his wishes. Now more with a centaur form and wings of ice, Comet confronted



an attack against the Carnivore. A fearsome battle ensued, only ending when Supergirl forgave the Carnivore for his sins and embraced him. A massive explosion then rocked the Carnivore's domain, sending the power of the Presence back to its rightful owner and the three Earthborn back to Earth.

STRATEGY & TACTICS: Although once a brawler relying on her strength to get her out of most jams, Supergirl has become well acquainted with her new angelic powers and uses them with great skill. Comet is still getting used to him/her fully realized angelic self and because of this, still uses only the most direct aspects of his/her powers, such as icy eye beams, ice flechettes from his/her wings, and incredible strength. Blithe seems the most adept of the three at using her abilities. Unlike the others, she has shown that she can completely change her physical form into that of her angelic domain, light. She tends to rely on her angelic powers above all else in combat and only physically engages her opponent if necessary.

NOTE: The following stats are for the three Earthborn Angels just prior to their battle with the Carnivore.

Supergirl

Reflexes 2D [4D]: *Brawling 4D [6D (knockout +1D)], dodge 5D [7D], melee weapons 3D [5D (wings +2D)], [piloting (self) 7D]*

Coordination 3D [4D]: *Catch 4D [5D], [marksmanship (flame vision) 6D], thrown weapons 4D [5D]*

Physique 2D [4D]: *[Flying 7D], lifting 3D [5D (15D with Telekinesis)], [resistance 6D]*

Knowledge 3D: *Arcane lore 7D, research 4D, scholar 4D*

Supergirl and attempted to get her to join forces with Carnivean. Comet was joined by Blithe (who had apparently been brainwashed by Carnivean long before) in a pitched battle that ended with Blithe being trapped under an avalanche and seriously injured.

Carnivean was actually the Carnivore, an ancient demonic entity hell-bent on usurping the power of the Presence. Having corrupted two of the Earthborn, he set into motion a chain of events that ended with Supergirl

unintentionally costing a man his life and resulting in her being imprisoned within the Carnivore's domain. Now possessing the power of the Schechina through the three Earthborn, Carnivore challenged the Presence to give him all of its power or he would destroy the three chosen by it and therefore its merciful and loving side as well.

Allowing the Carnivore to take its power, the Presence guided the three fallen angels in regaining their faith, focus, and strength enough to mount

Perception 2D: *Artist (sculpting)* 7D, *know-how (powers)* 8D each, *streetwise* 3D

Presence 2D [5D]: *Bluff* 3D [6D], *charm* 3D [6D], *command* 3D [6D], *intimidation* 4D [7D], *persuasion* 4D [7D], *willpower* 6D [9D]

ADVANTAGES/DISADVANTAGES: Ally (Superman) -9D, Ally (Comet & Blithe) -11D, [Attractive Appearance -2D (Superattributes bonus)], Charismatic -3D, [Contact (Team Superman) -6D], Courage -2D; Enemy (forces of evil) +6D, Owes Favor (powers are a gift from the Presence) +12D, Secret Identity +3D.

SPEED: 30

PDV: 3 [4 (8 with Speed Manipulation)]
UNARMED BDV: 3D [4D]

P/L BONUS: +1 [+2 (+7)]

HERO POINTS: 10 **VILLAIN POINTS:** 1

CHARACTER POINTS: 80

BODY POINTS: 22 [40]

POWERS: Superattributes: Coordination 1D (bonus: improved catching ability), Superattributes: Reflexes 2D (bonus: *brawling* specialization), Superattributes: Physique 2D (bonus: increased inanimate object damage), Superattributes: Presence 3D, Psychic Blast 10D, Telekinesis 10D (improves *lifting* skill—use Superhuman column of “*Lifting Difficulties & Modifiers*” chart), Dimension Travel 10D (Limitation: Linked to Fire Manipulation; Enhancement: Magically Empowered +8D), Flight 4D (Limitation: Linked to Telekinesis), Teleportation 10D (Limitation: Linked to Fire Manipulation; Enhancement: Magically Empowered +8D), Healing 8D, Invulnerability 8D, Fire Manipulation 13D [Limitation/Enhancement: Ineffectiveness (will not hurt those who are convinced of the rightness of their cause); Magically Empowered +8D], Speed Manipulation (supermobility) 4D. All powers have the Limitation: Magical Transformation (deep thought) -2D.

NOTE: All characteristics in brackets are those of Supergirl in angelic form.

Comet

Reflexes 3D [5D]: *Athletics* 4D [6D], *boating* 4D [6D], *brawling* 5D [7D (*knockout* +1D)], *climbing* 4D [6D], *dodge*

6D [8D], *driving* 4D [6D], [*piloting (self)* 9D], *riding* 5D

Coordination 3D [4D]: [*Marksmanship (ice vision, wing icicles)* 5D each]

Physique 3D [15D]: [*Flying* 16D], *running* 4D, *swimming* 4D

Knowledge 2D: *Arcane lore* 5D, *navigation* 3D, *scholar (horses)* 4D

Perception 2D: *Artist (stand-up comedy)* 4D, *know-how (powers)* 5D each, *repair* 3D, *streetwise* 4D, *survival* 4D, *tracking* 4D

Presence 2D [5D]: *Bluff* 3D [6D], *charm* 5D [8D], *intimidation* 3D [6D], *persuasion* 3D [6D], *willpower* 5D [8D]

ADVANTAGES/DISADVANTAGES: [Attractive Appearance -2D (Superattributes bonus)], Ally (Supergirl & Blithe) -11D, Charismatic -3D, Courage -2D, [Hardiness -4D (Superattributes bonus)]; Enemy (Forces of evil) +6D, Owes Favor (powers are a gift from the Presence) +12D, Secret Identity +3D.

SPEED: 30

PDV: 2 [4 (12 with Speed Manipulation)]
UNARMED BDV: 3D [4D]

P/L BONUS: +1 [+7]

HERO POINTS: 4 **VILLAIN POINTS:** 1

CHARACTER POINTS: 40

BODY POINTS: 28 [87]

POWERS: Shapechanging (from her human female form to her male centaur angelic form) 5D, Superattributes: Coordination 1D (bonus: improved catching ability), Superattributes: Reflexes 2D (bonus: *brawling* specialization), Superattributes: Presence 3D, Superattributes: Physique 12D (bonuses: increased inanimate object damage, lift objects without collapsing them), Flight 8D, Empathy (love) 10D (Enhancement: Magically Empowered +8D), Invulnerability 8D, Ice Manipulation 13D (Enhancement: Magically Empowered +8D), Speed Manipulation (supermobility) 8D. All powers have the Limitation: Magical Transformation (deep thought) -2D.

EQUIPMENT: Armor [as Comet; AV 24; contains sensors that can pick up radio signals and aid in tracking (+2 to related skill rolls)].

NOTE: All characteristics in brackets are those of Comet in angelic form.

Blithe

Reflexes 2D [4D]: *Brawling* 4D [6D (*knockout* +1D)], *dodge* 3D [5D], [*piloting (self)* 6D]

Coordination 2D [3D]: [*Marksmanship (light blasts)* 10D]

Physique 2D [10D]

Knowledge 2D: *Arcane lore* 3D, *scholar* 3D

Perception 2D: *Know-how (powers)* 10D, *streetwise* 5D, *survival* 4D

Presence 1D [4D]: *Bluff* 2D [5D], *command* 3D [6D], *interrogation* 4D [7D], *intimidation* 4D [7D], *persuasion* 3D [5D], *willpower* 7D [10D]

ADVANTAGES/DISADVANTAGES: Ally (Supergirl & Comet) -11D, Courage -2D, [Intimidating Grin -2D (Superattributes bonus)]; Dark Secret (was follower of Carnivore) +2D, Enemy (Forces of evil) +6D, Extremely Competitive +2D, Medical Problem (smokes) +6D, Owes Favor (powers are a gift from the Presence) +12D, Secret Identity +3D.

SPEED: 30

PDV: 2 [3 (5 with Speed Manipulation)]
UNARMED BDV: 3D [4D]

P/L BONUS: +1 [+5]

HERO POINTS: 2 **VILLAIN POINTS:** 2

CHARACTER POINTS: 30

BODY POINTS: 24 [63]

POWERS: Superattributes: Coordination 1D (bonus: improved catching ability), Superattributes: Reflexes 2D (bonus: *brawling* specialization), Superattributes: Presence 3D, Superattributes: Physique 8D (bonuses: increased inanimate object damage, increased throwing range), Flight 4D, Telepathy 10D (Enhancement: Magically Empowered +8D), Healing (others only) 8D (Limitation/Enhancement: Linked to Light Manipulation; Magically Empowered +8D), Invulnerability 4D, Light Manipulation 15D (Enhancement: Magically Empowered +8D), Speed Manipulation (supermobility) 2D. All powers have the Limitation: Magical Transformation (deep thought) -2D.

NOTE: All characteristics in brackets are those of Blithe in angelic form.



Eclipso

OCCUPATION: God of Vengeance
BASE OF OPERATIONS: Palace on the dark side of the moon
HEIGHT: 6'2"
WEIGHT: 484 pounds
EYES: Red
HAIR: None
RACE: Unknown
TECH LEVEL: Modern (1)

Eclipso is the fallen God of Vengeance, the predecessor to the Spectre, who is the current manifestation of the Wrath of God. Eclipso was banished from Earth aeons ago, his essence trapped within a giant black diamond called the Heart of Darkness. In 1891, the gem was found in the African Congo and stolen by a small-time thief. The thief was influenced by the evil presence within to have it cut by a jeweler into 1,000 identical smaller gems, which were then scattered across the globe. One such gem ended up in the possession of a tribal shaman named Mophir on the South Pacific island of Diabolo.

Some years ago, physicist Bruce Gordon came to Diabolo to photograph a rare solar eclipse, only to be warned by Mophir against "capturing the sun god's image." Gordon dismissed Mophir's superstitious ramblings, only to be attacked by the shaman during the eclipse. Temporarily disoriented by the eclipse, Mophir plummeted to his death from the precarious ledge Gordon was standing on, but not before scratching Gordon with his black diamond. The local tribesmen presented Gordon with Mophir's colorful costume and black diamond as trophies, souvenirs he promptly forgot upon his return to the United States. However, the scratch he had gotten from the diamond had infected him with Eclipso's corrupting presence.

Gordon soon began a series of Jeekyll-and-Hyde-like transformations during any eclipse of the sun. He changed from a mild scientist to the living embodiment of the God of Vengeance, wearing the shaman's costume and brandishing his fragment of the Heart of Darkness. It took some time, but Dr. Gordon finally freed himself of his affliction. It was only then that he and the heroes of Earth truly discovered Eclipso's true nature and vast influence.

After Eclipso nearly possessed and warped all of the planet's metahuman population, Gordon assembled a small team, whose sole purpose was thwarting Eclipso's plans on Earth. His team apparently succeeded a little over a year ago, but at the cost of many of their lives. Eclipso was later judged, once more imprisoned

within a fully reassembled Heart of Darkness, and then destroyed by the Spectre. But, as Eclipso himself has said, he lurks within the pit of all humanity, so as to whether he is truly gone, only time will tell.

STRATEGY & TACTICS: Eclipso can only fully manifest himself by possessing a host body through one of the black diamonds cut from the Heart of Darkness. The possession is triggered by anger or aggression within the host. It can only be stopped by physically taking the diamond away from the host or by exposing the host to sunlight. Once Eclipso is made manifest, the host takes on Eclipso's aspect (pointed ears, glowing red eyes, and an eclipse blemish on his or her face) and will act out any revenge fantasies the host has to horrific extremes. There is no limit to the number of hosts Eclipso can command, and his consciousness dwells simultaneously within each. He is at his most powerful in his fortress on the moon, which is actually a representation of Eclipso's mind. Here he can take over a host's body without a black diamond being present.

Eclipso

Reflexes 3D: *Brawling 6D, dodge 6D, melee weapons 8D, piloting (self) 4D, sneak 9D*

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

Physique 15D: *Flying 16D, lifting 18D*

Knowledge 4D: *Arcane lore 10D, languages 6D, scholar 8D*

Perception 3D: *Know-how (powers) 14D each, shadowing 6D, surveillance 8D*



The Enchantress

Presence 4D: *Command* 6D (*Eclipso* hosts +8D), *interrogation* 10D, *intimidation* 9D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Hardiness* -4D, *Infamy* -5D, *Intimidating Grin* -2D, *Magic Resistance* -10D, *Preparedness* -4D; *Argumentative* +2D, *Arrogance* +3D, *Delusions of Grandeur* +3D, *Enemy (the Spectre)* +3D, *Enemy (Bruce Gordon)* +2D, *Fanatic (plunging the Earth into darkness)* +3D, *Fugitive* +3D, *Hideous Appearance* +3D, *Sworn Enemy (the Spectre)* +3D, *Sworn Enemy (Bruce Gordon)* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +9

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 141

BODY POINTS: 101

NATURAL ABILITIES: Immortality, simultaneous inhabitation of his Eclipso hosts (*Telepathy* 40D, *Mind Control* 40D [both powers have the Limitations: Component: Heart of Darkness fragment -4D and Conditional: host must have feelings of rage or revenge -1D], *Telekinesis* (levitation) 4D, *Invulnerability* 8D. All powers have the Limitation: *Vulnerability* (sunlight) -10D (breaks control over all hosts and causes Eclipso to take 4D in damage each round).

EQUIPMENT: The Heart of Darkness (see page 121).

REAL NAME: June Moone

OCCUPATION: Former freelance artist and super hero, now professional criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 5'6"

WEIGHT: 126 pounds

EYES: Blue (June), Green (Enchantress)

HAIR: Blonde (June), Black (Enchantress)

RACE: Human

TECH LEVEL: Modern (1)

Artist June Moone was at a party at the decrepit Terror Castle when she stumbled through a hidden passageway. She found herself in the presence of a creature named Dzamor, who told Moone that fate had brought her to him to accept a grander destiny. She then learned that by speaking the words "the

Enchantress," she would be changed into a sorceress possessing great magical ability. As the Enchantress, Moone was an effective force against the hosts of evil, until she was prevented from tapping into a unique alignment of stars and planets that would grant her enough power to end all evil on Earth. Now bitter and resentful, the Enchantress decided to turn her powers on a world that had seemingly spurned her, a breakdown that was more than likely triggered by a latent mental illness or the disruption of the cosmic event. Soon this reversal penetrated June's psyche, creating a personality split. June wanted nothing more than to destroy the conniving Enchantress, while the Enchantress wanted to be free of June and able to use her powers for her own gain.

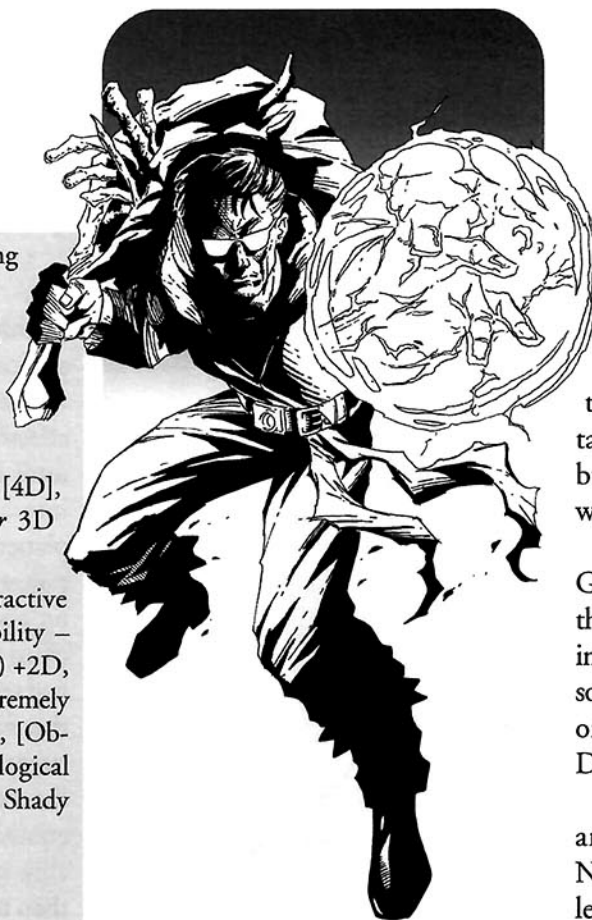
Moone even went so far as to join the government-sanctioned Task Force X, also known as the Suicide Squad in her search for a cure. Recently, June Moone's curse apparently came to an end during the "Day of Judgment" crisis, when Faust sacrificed her Enchantress persona in order to re-ignite the flames of Hell.

STRATEGY & TACTICS: The Enchantress's vast array of mystical skills included the ability to fly, to pass through solid objects, and the power to alter and control inanimate objects.

The Enchantress

Reflexes 2D: [*Brawling* 4D], [*dodge* 5D], [*driving* 3D], [*piloting (self)* 7D], [*sneak* 6D]

Coordination 2D: [*Marksmanship (spells)* 7D]



Physique 2D: [*Flying* 4D], [*lifting* 4D]

Knowledge 2D: [*Arcane lore* 4D], *scholar* 3D

Perception 2D: *Artist* 6D, [*know-how* (*powers*) 7D each]

Presence 2D: [*Bluff* 4D], *charm* 3D [4D], [*intimidation* 6D], *willpower* 3D [7D]

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, [*Leadership Ability* -2D]; Dark Secret (split personality) +2D, [*Delusions of Grandeur* +3D], [*Extremely Competitive* +2D], [*Fanatic* +3D], [*Obsessive Tendencies* +2D], Psychological Disorder (split personality) +2D, Shady Background +2D.

SPEED: 30

PDV: 1 [3]

UNARMED BDV: 1D [3D]

P/L BONUS: +1 [+2]

HERO POINTS: 5

VILLAIN POINTS: 11

CHARACTER POINTS: 122

BODY POINTS: 24

POWERS: Animation 10D, Illusion (changing her own appearance) 8D, Flight 7D, Density Manipulation (intangibility) 8D, Matter Manipulation (alter inanimate objects) 6D. All powers have the Limitation: Magical Transformation (she must concentrate for one round and speak the words "the Enchantress") -4D; and Enhancement: Magically Empowered +4D.

EQUIPMENT: Witch's hat (Wizardry 5D).

NOTE: The characteristics in brackets are those of the Enchantress.

Faust

REAL NAME: Faust

OCCUPATION: Reluctant mage

BASE OF OPERATIONS: Detroit

HEIGHT: 5'9"

WEIGHT: 160 pounds

EYES: Black

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

In the earliest days of the formation of the original Justice League of America, the villain Felix Faust bargained away his own son's soul to a demon in Hell named Nebiros. It proved a worthless attempt to enhance his own magical powers. Faust's son was instead inadvertently infused with the supernatural abilities, much to his father's dismay.

The adept soulless sorcerer has struggled to step out of his father's evil

legacy and prove to those around him who distrust his attempts at becoming a hero. With that struggle, Faust walks a fine line between good and evil. He uses incantations that delve into darker magic, but the price may be greater than it is worth.

Faust joined the Outsiders, led by Geo-Force, for a short-lived stint. He then continued his aimless journey, finding and paying a Paris barter house handsomely for a mysterious bag of bones that once belonged to the deceased Blue Devil.

Recently, the fallen angel Asmodel and Etrigan planned to overthrow Neron and extinguish Hell's fire, releasing a horde of demons upon Earth. In an attempt to re-ignite the flames of Hell, Faust resurrected the Blue Devil (using the bag of bones he had purchased) to fight Nebiros. When Nebiros was destroyed, Faust's soul was returned to him—but this was to be fleeting. The heroes proved incapable of re-igniting Hell's flame because, unknown to all save Faust and the Enchantress, they needed a sacrifice.

Realizing what must be done Faust sacrificed the Enchantress, and in doing so, he also sacrificed his own soul. He became once again a living empty vessel with nothing to corrupt.

STRATEGY & TACTICS: Faust is often clad in black leather garbs and wears dark sunglasses that hide his soulless gaze. He is a bit cynical and is not afraid to spout his opinion. Because of his association with his infamous father, many of the super-hero community are wary of trusting him. He is a maverick of sorts who often uses artifacts in his incantations.

Faust

Reflexes 3D: *Brawling 4D, climbing 4D, dodge 5D, melee weapons 4D, sneak 5D*

Coordination 3D: *Catch 4D, sleight of hand 4D, thievery 5D*

Physique 2D: *Resistance 4D*

Knowledge 3D: *Arcane lore 8D, demolitions 5D, research 5D, scholar 4D*

Perception 2D: *Hide 5D, know-how (Sorcery) 7D, search 5D, shadowing 4D, streetwise 6D*

Presence 1D: *Bluff 4D, intimidation 5D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Acute Manual Dexterity -2D, Ally (Sentinels of Magic) -17D, Infamy -2D, Tainted -3D; Argumentative +1D, Dark Secret (has no soul) +3D, Enemy (Felix Faust, Nebiros) +3D each, Hides Emotions +1D, Sworn Enemy (Nebiros) +3D, Unattractive Appearance (soulless eyes) +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 7

VILLAIN POINTS: 4

CHARACTER POINTS: 84

BODY POINTS: 29

POWERS: Sorcery 8D.

EQUIPMENT: Magical pouches [Enhancement Modifier: *know-how (Sorcery)* +4D; Dimensional Travel (dimensional pocket) 8D].

Faust wears a utility belt of sorts for a sorcerer. His leather belt is outfitted with four canvas pouches that are entirely handmade of unique materials. The mysterious belt holds more artifacts and surprises pouches should fit inside. (When in doubt about whether Faust has something, roll a Wild Die. If any kind of success is rolled, Faust finds the item in one of the pouches.)



Felix Faust

OCCUPATION: Sorcerer

BASE OF OPERATIONS: Mobile

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

EYES: Brown **HAIR:** Brown

RACE: Human

TECH LEVEL: Modern (1)

Felix Faust's origin is shrouded in legend. He first reportedly appeared before the people of Kôr some 7,000 years ago. He desired the Flame of Life (a mystical fire that provided everything for the kingdom) and fought the wizard-king Nommo for it. In the ensuing mystical battle, Nommo was forced to absorb the flame into his own body and gained immortality in doing so. Now filled with the flame's powerful magic, Nommo hurled Faust into another dimension, imprisoning him for what he thought would be eternity.

Faust remained trapped in the dimension until an insane minor sorcerer

named Dekan Drache mistakenly opened a portal into the dimension in which he was imprisoned. Faust repaid the man's mistake by destroying his soul and inhabiting his body. Faust was free once again, but at a great cost—his sorcery powers were now greatly reduced. He soon learned that his old enemy Nommo was still alive in the present and now operated as Dr. Mist. Faust sought revenge for his imprisonment several times over, but he was defeated each time.

Traveling the world, Felix Faust researched ancient texts and forgotten tomes and discovered the three-time cursed book, the *Necronomicon*. From this book of back magic, he learned of three demons named Abnegazar, Rath, and Ghost who had been imprisoned beneath the earth's surface for timeless aeons. Using additional powers granted by the three entrapped demons, Faust enchanted the newly formed Justice League of America to release the Demons Three. Faust needed three mystical items (the Green Bell of Uthool, the Red Jar

of Calythos, and the Silver Wheel of Wyorlath) to free the demons, but these too had been buried deep within the earth. Faust commanded the Justice League members to retrieve these items for him, but the League members tricked him and he was defeated.

After spending time in prison getting psychiatric help, Faust was paroled, being deemed fit to re-enter society. He moved to Star City and became curator of the Special Literature Section in its library. While studying the scriptures of an ancient tome, Faust was possessed by the spirit of Nostromus. The Justice League again fought their old foe and defeated him with the help of Green Arrow. This incident left Faust once again corrupted with wickedness, and he returned to his old ways of crime and lust for power.

Felix Faust has also sired two children, a son named Faust and a daughter named Fauna. Searching to increase his magical powers, Faust traded his son's soul to a demon named Nebiros in a fruitless endeavor to enhance his own magical powers. To his father's horror, his son received the supernatural abilities, rather than Felix.

Recently, Faust sought immortality by resurrecting a long-dead wizard named Hermes Trismegistus in an attempt to cheat Hell out of getting him. Instead of immortality, the wizard possessed Faust. The resurrected wizard had once created a magical item known as the Emerald Tablet. With this tablet, he could destroy the universe and return to the endless rest he craved—this time without the chance of it being interrupted. With Trismegistus controlling Faust's body, he contacted the JLA and had them retrieve the tablet for him. He then attempted to use the tablet, but he was defeated by the Justice League, who caused the tablet to explode from within.

In the ensuing explosion, Faust regained control of his body, but Trismegistus was not destroyed. Faust gained his immortality at a

price. His mind now imprisons the ancient and powerless wizard, who scream—endlessly.

STRATEGY & TACTICS: Felix Faust often comes within a hair's breadth of success on most of his schemes for power but usually ends up sabotaging himself. He is obsessed with self-importance and looks for ways to circumvent problems. He is a mid-level sorcerer who relies on spell books to focus his power, though he is capable of minor manipulations of magic.

Felix Faust

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

Coordination 2D: *Marksmanship* 3D, *sleight of hand* 6D, *thievery* 4D

Physique 2D: *Resistance* 4D

Knowledge 4D: *Arcane lore* 10D, *computer ops* 5D, *languages* 7D, *research* 8D, *scholar* 9D (*alchemy, demonology* +2D each)

Perception 3D: *Hide* 4D, *know-how* (*Sorcery*) 11D, *search* 5D, *shadowing* 4D, *spellbind* 7D, *streetwise* 5D, *survival* 4D

Presence 2D: *Bluff* 4D, *charm* 3D, *intimidation* 5D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Contact* (Nicholas Flammel) -2D, *Contact* (Vandal Savage) -4D, *Infamy* -6D, *Obscure Knowledge* -2D, *Tainted* -6D; *Arrogance* +3D, *Delusions of Grandeur* +3D, *Enemy* (Dr. Mist) +2D, *Enemy* (JLA) +6D, *Infamy* +4D, *Narcissistic* +3D, *Psychological Disorder* (Trismegistus trapped inside his mind) +4D, *Shady Background* +2D.

SPEED: 30 **PDV:** 2

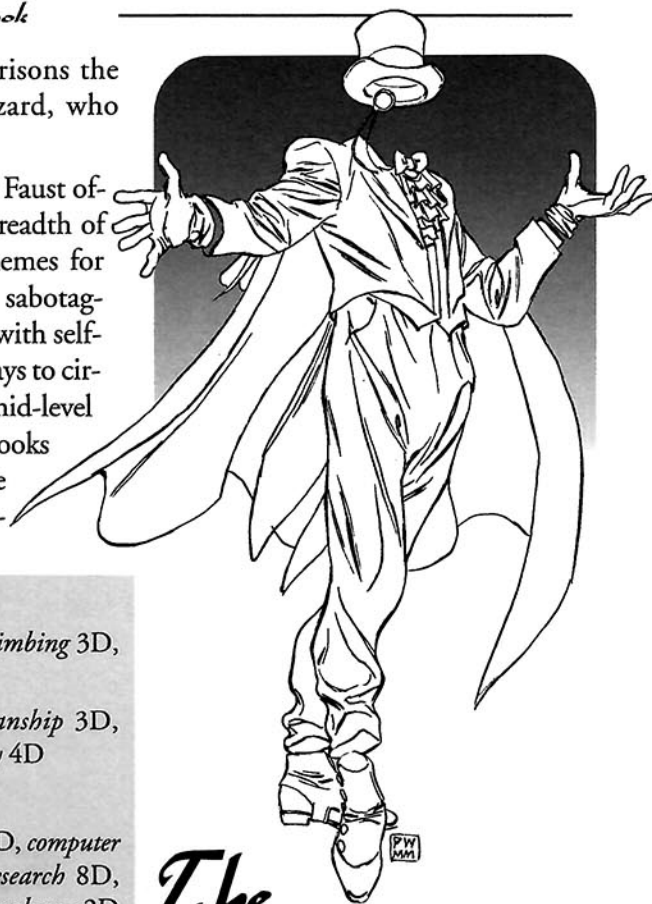
UNARMED BDV: 3D **P/L BONUS:** +1

HERO POINTS: 0 **VILLAIN POINTS:** 24

CHARACTER POINTS: 190

BODY POINTS: 34

POWERS: *Immortality* (Faust recently gained immortality. It is assumed that he will never age, but whether or not he can be killed is unknown.), *Sorcery* 12D, *Spirit Manipulation* 9D. All powers except *Immortality* have the *Limitations: Incantations* -6D, *Components* (ancient tomes and scrolls) -4D.



The Gentleman Ghost

REAL NAME: James "Gentleman Jim" Craddock

OCCUPATION: Professional criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 174 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Though still a source of speculation, the Gentleman Ghost claims he is the spirit of the early 1800s English highwayman Gentleman Jim Craddock. Allegedly, Craddock swore at his public execution that he would come back to steal the treasures of those who had condemned him. He is said to have slipped through a portal that trans-

formed him into an intangible spirit and left him in the London of the 1940s. The crime spree that followed eventually drew the attention of Hawkman and Hawkgirl, who repeatedly clashed with the elusive bandit on and off for the next several years before vanishing.

Recently, the Gentleman Ghost resurfaced in the wake of the "Day of Judgment" crisis, coming up against Max Mercury and the Star-Spangled Kid (Courtney Whitmore). As he was apparently released from the Netherworld during the event, it does lend more credence to the theory that he is in fact the ghost of Gentleman Jim Craddock.

STRATEGY & TACTICS: The Gentleman Ghost is a master of misdirection and subterfuge. Though a rogue through and through, he is a gentleman and so never takes unfair advantage of his opponents and will even aid them if it serves his purposes.

Gentleman Ghost

Reflexes 3D: *Brawling 4D, dodge 5D, melee weapons 4D, piloting (self) 5D, sneak 7D*

Coordination 3D: *Lockpicking 4D, marksmanship 4D (flintlocks +2D), thievery 6D*

Physique 0D: *Flying 4D, lifting 4D (8D with Telekinesis)*

Knowledge 2D: *Arcane lore 4D, scholar 4D*

Perception 2D: *Hide 8D, search 4D, shadowing 6D, streetwise 4D, surveillance 6D*

Presence 3D: *Bluff 4D, charm 5D, intimidation 6D, persuasion 4D, willpower 5D (Astral Form +7D)*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Charismatic -3D, Observant -2D, Preparedness -4D; Center of Conversation +2D, Dark Secret (true nature) +3D, Enemy (Hawkman, Max Mercury) +3D each, Extremely Competitive +2D, Fugitive +1D, Long Winded +1D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D (astral beings & when using Telekinesis against physical targets)
P/L BONUS: +2 (astral beings) (+4 using Telekinesis against astral or physical targets)

HERO POINTS: 3

VILLAIN POINTS: 11

CHARACTER POINTS: 112

BODY POINTS: 33 (against energy, mental, or similar damage only)

POWERS: Astral Form 10D (Limitation: Duration Change: Permanent -2D), Telekinesis 4D (Limitation: Limited Range: Touch -3D).

EQUIPMENT: Walking stick (use Telekinesis for BDV).



The Gray Man

REAL NAME: Unknown

OCCUPATION: Collector of dream essence

BASE OF OPERATIONS: Earth

HEIGHT: 5'10" **WEIGHT:** 147 pounds

EYES: Gray **HAIR:** Gray

RACE: Human

TECH LEVEL: Modern (1)

Once the Gray Man was a mortal sorcerer who sought to break through the boundaries between dimensions. His one and only success propelled him into the realm of the Lords of Order, who rewarded him with the eternal duty of collecting the leftover dream essence from those about to die. The Gray Man, however, did not see this as an honor but rather an everlasting punishment.

Eventually, he began to steal the dream essences of the living, leaving them in comas. This brought him to the attention of Dr. Fate, the host of

the Lord of Order Nabu the Wise, and the Justice League. The league stopped the Gray Man, and he was brought before the Lords of Order, who granted his fondest wish and ended his life. A new Gray Man has since been chosen, though little is known of him.

STRATEGY & TACTICS: By using a vast army of duplicates, the Gray Man can extract dream essence from any person, living or dead. Once he has taken a living person's dream essence, he can then control their mind, turning them into yet another member of his army. This process, however, is unpredictable when applied to beings with magical abilities.

Gray Man

Reflexes 3D: Dodge 2D

Coordination 3D: Marksmanship (spells) 7D

Physique 2D

Knowledge 3D: Arcane lore 9D, languages 4D, scholar 5D (Lords of Order +2D)

Perception 3D: Hide 5D, know-how (powers) 8D, search 6D, shadowing 6D

Presence 2D: Intimidation 7D, willpower 9D

ADVANTAGES/DISADVANTAGES: Gifted in Learning -4D, Hardiness -4D, Intimidating Grin -2D, Observant -2D, Patron (Lords of Order) -4D, Renown -5D; Delusions of Grandeur +3D, Employed (agent of the Lords of Order) +4D, Hides Emotions +1D, Obsessive Tendencies +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

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

HERO POINTS: 7 **VILLAIN POINTS:** 7

CHARACTER POINTS: 216

BODY POINTS: 30

NATURAL ABILITIES: Immortality (the Gray Man does not age and apparently can only be killed by the Lords of Order), Multiplicity 50D (Enhancement: Mastery +6D), Vampirism (dream essence) 25D, Mind Control 10D (Limitation: Linked to Vampirism).

POWERS: Wizardry 8D.



Kid Eternity

REAL NAME: Unknown

OCCUPATION: Agent of Chaos

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: 164 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Kid Eternity spent years as a pawn. He had been plucked from the jaws of death by the Lords of Chaos and treated to an "afterlife vision." It came complete with a portly guardian named Mr. Keeper, who told the young man that he had been taken from life before his appointed time. The boy was renamed Kid Eternity and returned to Earth with Mr. Keeper to embark on a series of adventures. He fought side by side with famous figures from myth and history that he

could summon by speaking his magic word, "Eternity!" Eventually, the Kid learned that he had been duped by the Lords of Chaos, but continued to serve them, even in the face of learning the truth behind his existence.

Recently, Kid Eternity was one of several agents of Chaos and Order who were assassinated by the Dark Lord Mordru during his quest to gain the talismans of Fate. Whether or not the Lords of Chaos will choose another to take his place, or resurrect the Kid, has yet to be seen.

STRATEGY & TACTICS: Basically a rebel and a rabble-rouser at heart, Kid Eternity is happiest when he's causing chaos and disorder. His greatest gift is his ability to call forth heroes and legends from myth and history to either give him advice or actually fight his battles. Among those he's summoned are Perseus and the horse Pegasus, Alexander the Great, King Arthur, Lawrence of Arabia, and even Green Lantern Hal Jordan.

Kid Eternity

Reflexes 2D: Brawling 5D, dodge 5D, sneak 3D

Coordination 2D

Physique 2D

Knowledge 2D: Arcane lore 4D, scholar 4D (historical and mythological figures +4D)

Perception 2D: Hide 4D, know-how (powers) 8D each, search 5D, shadowing 4D, streetwise 5D, survival 3D

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



Klarion the Witchboy

ADVANTAGES/DISADVANTAGES: Ally (Mr. Keeper) -11D, Charismatic -3D, Infamy -3D, Obscure Knowledge -2D, Patron (Lords of Chaos) -4D, Youthful Appearance -2D; Argumentative +1D, Dark Secret (unwitting agent of the Lords of Chaos) +2D, Enemy (Lords of Order) +6D, Enemy (Schichiriron) +3D, Fugitive +1D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 6

CHARACTER POINTS: 74

BODY POINTS: 30

POWERS: Dimensional Travel 12D, Teleportation 12D, Density Manipulation (intangibility) 9D (Limitation: Self-Only -2D), Invisibility 9D (Limitation: Self-Only -2D), Summoning (historical or mythological characters) 20D. All of the above powers have the Limitation: Incantation (must speak the word, "Eternity!") -2D and the Enhancement: Magically Empowered +8D.

OCCUPATION: Warlock
BASE OF OPERATIONS: Mobile
HEIGHT: 5'1"
WEIGHT: 113 pounds
EYES: Black
HAIR: Black
RACE: Unknown
TECH LEVEL: Modern (1)

Klarion is a native of Witch-World, an other dimensional realm populated by powerful sorcerers. Using spells he learned in the forbidden *Book of Secrets*, Klarion fled Witch-World for Earth, where he immediately encountered Etrigan the Demon, who would become his arch-foe here on Earth.

Each time the two clashed, Etrigan usually could place the youthful warlock in some prison, which Klarion would eventually escape from. Of late,

he has tired of toying solely with Etrigan, and Klarion has gone in search of other heroes to torment.

Recently, Klarion was the one responsible for loosing the mystic spell that initiated the "Sins of Youth" incident, where Young Justice and other teen heroes were turned into adults, while their older counterparts became children. He was eventually forced to reverse the spell, much to his chagrin.

STRATEGY & TACTICS: Despite his great power, Klarion is, quite frankly, a child. An extremely petulant and destructive one at that. He is highly unpredictable and delights in using his sorcerous skill to cause any kind of mayhem he can imagine. His pet familiar, Teekl, is a cat who can, at will, shapechange into a conniving, half-human feral beast.

Klarion the Witchboy

Reflexes 2D: Dodge 5D, piloting (self) 6D, sneak 5D

Coordination 2D: Marksmanship (spells) 9D, thievery 4D

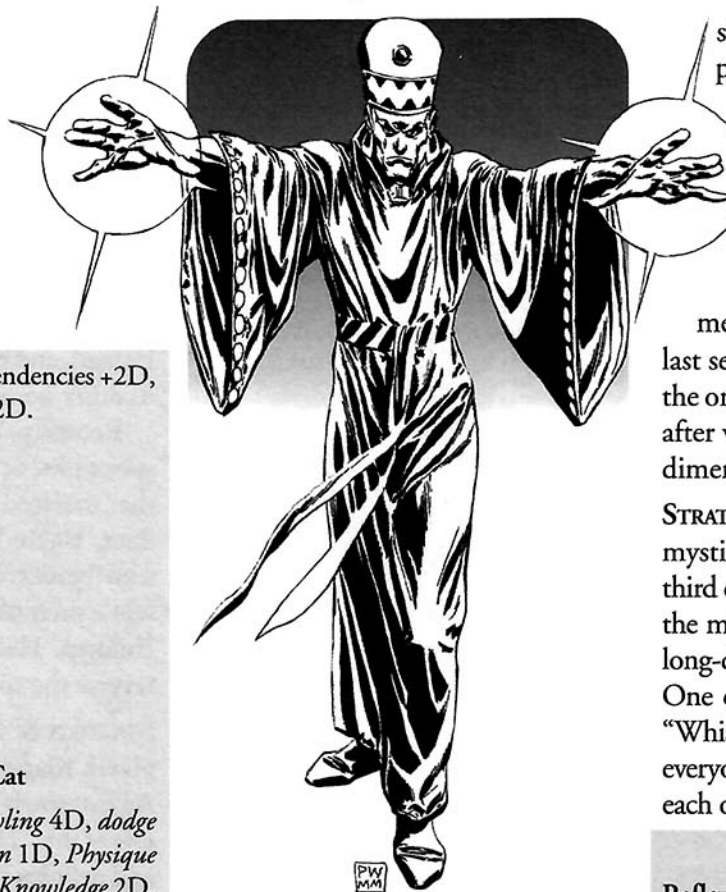
Physique 2D: Flying 3D

Knowledge 5D: Arcane lore 10D, languages (ancient) 7D, scholar 7D

Perception 3D: Hide 5D, know-how (powers) 10D, shadowing 4D

Presence 2D: Animal handling (Teekl) 9D, bluff 7D, charm 4D, intimidation 6D, willpower 9D

ADVANTAGES/DISADVANTAGES: Age -12D, Animal Friendship (Teekl) -2D, Charismatic -3D, Familiar (Teekl) -9D, Intimidating Grin -2D, Tainted -4D; Arrogance +3D, Center of Conversation +2D, Enemy (Etrigan) +2D, Extremely Competitive +2D, Impulsiveness +2D, Long



Winded +1D, Obsessive Tendencies +2D,
Sworn Enemy (Etrigan) +2D.

SPEED: 25

PDV: 3

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 15

CHARACTER POINTS: 117

BODY POINTS: 23

POWERS: Sorcery 16D.

Teekl the Cat

Cat form: Reflexes 3D, brawling 4D, dodge 5D, sneak 5D, Coordination 1D, Physique 1D, leap 4D, running 4D, Knowledge 2D, Perception 2D, search 4D, tracking 3D, Presence 3D, willpower 8D. Speed: 70. PDV: 3. Physique bonus: 0. Body Points: 15. Natural abilities: claws (BDV 1D), teeth (BDV 1D). Advantage: Patron (Klarion) -6D. Powers: Shapechanging (cat-girl form) 6D [Enhancement: Mastery +6D (in her cat-girl form, gains +1D to Reflexes, +2D to Physique, and can use hands)], Sorcery 3D (Limitation: Teekl cannot use Sorcery, but she can lend her power to Klarion).

Kulak

OCCUPATION: High priest of Brztal

BASE OF OPERATIONS: An unknown dimension

HEIGHT: Varies

WEIGHT: Varies

EYES: Blue

HAIR: Black

RACE: Unknown

TECH LEVEL: Modern (1)

For untold eons Kulak served as the high priest of the world of Brztal, using his sorcerous might to conquer countless other planets. He was eventually imprisoned in a tomb on Earth presumably by one of his adversaries. Kulak was awoken by archaeologists who unearthed the tomb. He would have conquered this world had it not been for the Spectre. He later enthralled the Spectre, but he was defeated this time by Dr. Fate. Before Kulak could be imprisoned again, he stole the Helm of Nabu for his own

sinister plots. However, when he put on the helm and tried to use his third eye to cast a spell, it was turned back on him, throwing him and the helm into an unknown dimension. Dr. Fate eventually recovered the helm through a means as yet unrevealed. Kulak was last seen battling the JSA shortly after the original team's return from Limbo, after which he was again sent into his dimensional prison.

STRATEGY & TACTICS: Most of Kulak's mystical powers centered around his third eye, which he could use to control the minds of others or to summon the long-dead armies of Brztal to do his will. One of his most potent spells was the "Whispering Death," which could cause everyone on a particular planet to hate each other.

Kulak

Reflexes 2D: Brawling 4D, dodge 5D, melee weapons 4D

Coordination 2D: Marksmanship (spells) 8D

Physique 3D

Knowledge 3D: Arcane lore 8D, scholar 7D

Perception 2D: Know-how (Sorcery) 9D

Presence 3D: Command 6D, intimidation 7D, willpower 7D

ADVANTAGES/DISADVANTAGES: Gifted in Learning -4D, Infamy -6D, Intimidating Grin -2D, Obscure Knowledge -2D, Tainted -6D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (the Spectre, Dr. Fate I) +3D each, Enemy (JSA) +5D, Long Winded +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 16

CHARACTER POINTS: 128

BODY POINTS: 40

POWERS: Sorcery 20D [Limitation: Component (third eye) -4D].



Madame Xanadu

REAL NAME: Unrevealed
OCCUPATION: Spiritual advisor
BASE OF OPERATIONS: New York City
HEIGHT: 5'9"
WEIGHT: 125 pounds
EYES: Green
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

The attractive Madame Xanadu is shrouded in mystery. What is whispered in certain circles about her origin is that the curious fortuneteller was a descendant of gypsies from the Old World. It is also said that the ageless beauty may have been granted immortality and other certain abilities by beating Death at cards.

Madame Xanadu is a psychic that turns ambiguous Tarot cards at her Christie Street storefront in Greenwich Village for an eclectic variety of clients. These include other known heroes and troubled individuals needing her mystical counsel. There is not a time in the neighborhood that anyone could remember her establishment not being there.

Her parlor consists of an exotic setting of archaic and mystical items on tables and shelves that bedazzle those who enter seeking illumination. Meanwhile, she sits calmly in her chair behind the central circular table in the room. Many items in the glass jars of her shop are reportedly objects somehow involved in each case that she has undertaken and in which are imprisoned a part of the evil forces that disturbed her clients.

Madame Xanadu often encountered the Spectre when it was bonded with Jim Corrigan. She served over the years as a friend and advisor. She was sometimes able to persuade him to her own agendas when needed.

Recently, following the "Day of Judgment" crisis, Madame Xanadu joined other heroes in separating the fallen angel Asmodel from the Spectre. Afterwards, with the coaxing of the Blue Devil, Madame Xanadu joined a group of mystic defenders named the Sentinels of Magic to protect Earth and watch over the new Spectre, who had merged with Hal Jordan.

STRATEGY & TACTICS: The full extent of Madame Xanadu's powers remains a mystery. She finds that her talents lie with her ability to foresee unknown future events with the aid of her deck of Tarot cards or her crystal ball. She uses these talismans as a focus to sense and interpret supernatural forces

through the art of scrying. At times, Madame Xanadu appears to foresee her customer's troubles even before they arrive for help. The fortuneteller is prohibited by mysterious powers from actively assisting her clients, other than giving them advice, until after they have personally taken action. Then she may actively intervene.

There is evidence that she also has secretive abilities to levitate items and banish demons.

Madame Xanadu

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

Coordination 2D: *Marksmanship (spells)* 5D, *sleight of hand* 4D

Physique 2D: *Resistance* 4D

Knowledge 4D: *Arcane lore* 10D, *languages* 6D, *research* 6D, *scholar* 5D

Perception 4D: *Artist (fortune telling)* 7D, *know-how (powers)* 6D, *streetwise* 5D, *surveillance* 7D

Presence 3D: *Bluff* 4D, *charm* 6D, *intimidation* 5D, *persuasion* 7D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Ally (Sentinels of Magic) -20D, Attractive Appearance -2D, Contact (Spectre) -4D, Courage -2D, Magically Adept -5D, Obscure Knowledge -2D, Renown -5D, Sixth Sense -2D, Youthful Appearance -2D; Dark Secret (immortality) +1D, Enemy (Asmodel) +3D, Hides Emotions +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 12

VILLAIN POINTS: 0

CHARACTER POINTS: 104

BODY POINTS: 28

POWERS: Longevity 1D, Wizardry 5D, Precognition 8D [Limitation: Components (tarot deck or crystal ball) -5D], Spirit Manipulation 7D, Telekinesis 3D. All powers have the Enhancement: Magically Empowered +8D.

EQUIPMENT: Tarot deck (see page 122), crystal ball (see page 122).



Merlin the Magician

REAL NAME: Myrddin Ambrosius

OCCUPATION: Wizard

BASE OF OPERATIONS: Mobile

HEIGHT: 6'0"

WEIGHT: 195 pounds

EYES: Gray

HAIR: White

RACE: Human-demon hybrid

TECH LEVEL: Modern (1)

Merlin is the son of Belial, arch-fiend of Hell, and a mortal witch-

woman, and the half-brother of Etrigan the Demon. Born solely as a means to control his half-brother, Merlin was trained by the enchanter Blaise in the arts of magic. He was eventually able control Etrigan and even used the Demon as a force for good when Merlin served in the court of King Arthur. When Morgan LeFay's forces brought about the end of Camelot, it was Merlin who bound Etrigan to the mortal later known as Jason Blood. Still alive centuries later, Merlin still strives to once more make his wily and destructive half-brother obey the rules.

Recently, Merlin recruited Wonder Woman's allies Artemis, Michael Schorr, Cassandra Sandsmark (Wonder Girl), and her mother (Helena Sandsmark) to go to the pits of Hell itself to free the Demon from the thrall of Etrigan and Merlin's long-time foe, Morgaine Le Fay. While their mission was ultimately successful and Etrigan was once more bound to Jason Blood, Merlin seemingly perished while fighting an evil doppelganger of himself.

STRATEGY & TACTICS: Ever wise, but ever mindful of his heritage and ultimate responsibility to keep Etrigan in check, Merlin has served as advisor and confidant to several kings and other leaders. Though his magical prowess is quite formidable, he prefers to allow mortals to be his primary agents, as it is ultimately their world that is at stake.

Merlin the Magician

Reflexes 2D: *Brawling 3D, dodge 4D, melee weapons 4D, riding 4D, sneak 5D*

Coordination 3D: *Sleight of hand 6D*

Physique 3D

Knowledge 5D: *Arcane lore 11D, medicine 6D, research 8D, scholar 10D*

Perception 3D: *Engineering 6D, know-how (Wizardry) 10D, spellbind 9D*

Presence 4D: *Bluff 6D, command 6D, intimidation 6D, persuasion 8D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Acute Manual Dexterity -2D, Charismatic -3D, Courage -2D, Gifted in Learning -4D, Hardiness -4D, Magically Adept -10D, Obscure Knowledge -2D, Preparedness -4D; Arrogance +3D, Dark Secret (Etrigan's half-brother) +2D, Enemy (Morgaine Le Fey) +3D, Hides Emotions +1D, Obsessive Tendencies +2D, Sworn Enemy (Morgaine Le Fey) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

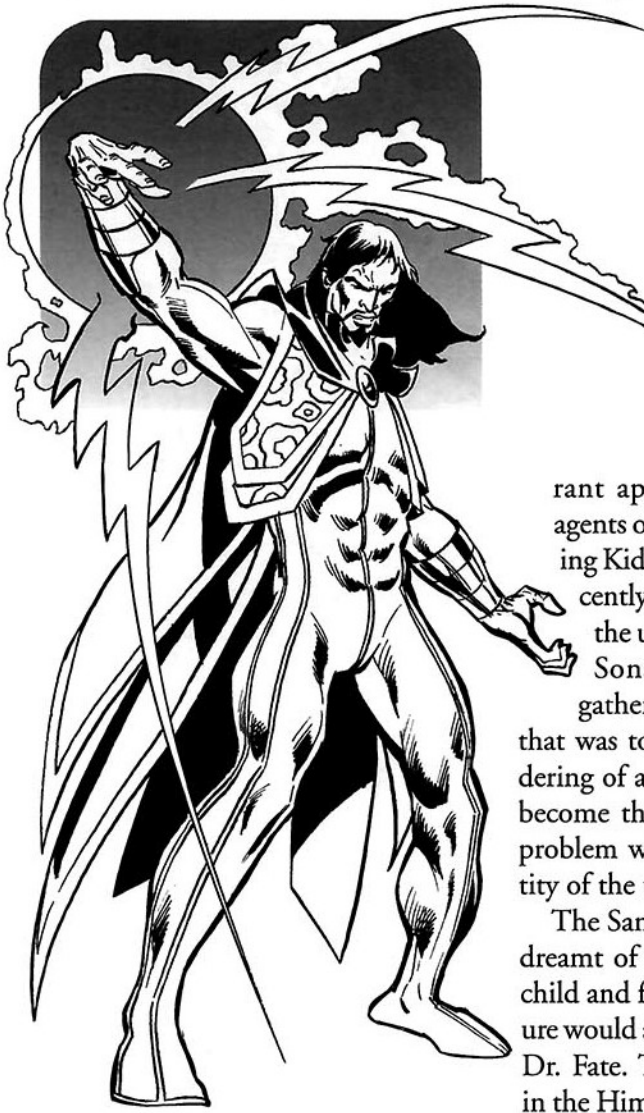
HERO POINTS: 28

VILLAIN POINTS: 4

CHARACTER POINTS: 245

BODY POINTS: 36

POWERS: Longevity 3D, Wizardry 14D.



Mordru 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)

The Dark Lord is Mordru, a seemingly immortal being with tremendous powers. The tyrant appeared on Earth, killing agents of Order and Chaos, including Kid Eternity and Fate. Most recently, he even allied himself with the undead cult members of the Sons of Anubis in order to gather mystical artifacts, a plan that was to culminate with the murdering of an orphan baby destined to become the new Dr. Fate. The only problem with his plan was the identity of the unborn child.

The Sandman, Wesley Dodds, had dreamt of the coming of a new Fate child and foresaw that a nebulous figure would attempt to threaten the new Dr. Fate. Traveling to Mount Kalish in the Himalayan Mountains with his old friend, Speed Saunders, Dodds summoned the Gray Man to learn the identity of the Fate child. The Gray Man confirmed that the new Dr. Fate was to be born and would come into existence in one of three different children scattered across the world. The one bearing the ankh symbol of Fate would be the Fate child.

Sensing that the Dark Lord was near, Wesley sent Speed to inform and assemble the Justice Society of America to protect the baby while he stayed to delay the sorcerer. Dodds confronted Mordru and, after using his sleep gas gun on him, sacrificed his own life to prevent the Dark Lord from prying the identity of the three children from his mind.

The newly formed JSA split up to find the three possible children. When

the Fate child was found, they were defeated by Mordru, who took the child. Mordru went to Dr. Fate's mystic tower in Salem, where he intended to use the Fate child to claim the vestments of Dr. Fate (the Helm of Nabu and Cape and Amulet of Anubis) as his own.

Just as he was about to claim victory, the JSA arrived, but they were soundly beaten by the sorcerer. Using the Chthonic forces within him to cast the final spell that would allow him to claim the vestments as his own, Mordru was surprised by the Star Spangled Kid, who used the Scarabaeus, the mystical device used by the Scarab, on the sorcerer and the Fate child. The mystical energies melded with that of Fate's vestments and a new, fully grown Dr. Fate was created.

The new Dr. Fate defeated the Dark Lord after a pitched magical battle that ended when Mordru attempted to put on the vestments of Fate, only to be sucked inside of the Amulet of Anubis. Dr. Fate entombed the defeated Mordru inside his amulet where the sorcerer remains powerless. He later entered the Amulet to consult with Mordru during a time of crisis while the Justice Society battled Extant, to gain the Dark Lord's advice on how to defeat a mutual threat to their agendas. Mordru cooperated but vowed to escape and destroy Fate for defeating and imprisoning him.

STRATEGY & TACTICS: Mordru is an extremely powerful being for which morality does not exist. He is powered by powerful chaotic forces and wields magical spells with cunning and precision, although he is not above using his physical might to defeat his opponents.

The 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, will-power 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: 67

POWERS: Superattributes: Physique 6D (bonus: increased inanimate object damage), Teleportation: Long Range 20D, Sorcery 24D.



Morgaine Le Fey

OCCUPATION: Sorceress

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 148 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Morgaine Le Fey was the half-sister of Arthur Pendragon, legendary king of Britain. Seeking to gain control of the Eternity Book (a tome that would preserve her life for all time), Morgaine's forces laid siege to Arthur's castle of Camelot. But the book's guardian, Merlin, gave an essential

page to Etrigan, his demon half-brother, whom Merlin had bound to his service, and bade him to flee Camelot. Then, with a single gesture, Merlin made Camelot disappear, leaving behind Morgaine and her forces. Though she was eventually able to find the Eternity Book centuries later, its magics could not completely halt her body's decay.

Morgaine and Etrigan have clashed on and off over the years. With each successive battle, her desire to enslave her foe only grows stronger.

After centuries of trying, Morgaine finally gained control of the demon Etrigan. In league with Neron, lord of Hell, Morgaine brought her new follower to Neron's realm where they prepared a final assault against the Demon's mortal allies. She was apparently slain by the demon killer Artemis, thence breaking her control of the Demon and allowing Merlin to once more bind Etrigan to his mortal cage, Jason Blood.

Morgaine has recently returned, separating Etrigan from Jason Blood in an attempt to distract her enemy long enough to steal his piece of the Philosopher's Stone in an attempt to regain her youthful appearance and immortality. She was prevented from doing so by the Martian Manhunter, J'onn J'onzz.

STRATEGY & TACTICS: An extremely powerful sorceress, Morgaine Le Fey is limited only by two things: her all-consuming wish to make the Demon her slave, and her mortal body's slow and steady decay—a process that is only held in check by the magical armor she wears.

Morgaine Le Fey

Reflexes 2D: *Brawling 3D, dodge 4D, sneak 5D*

Coordination 3D: *Marksmanship (spells) 8D, thievery 4D*

Physique 2D (1D)

Knowledge 4D: *Arcane lore 10D, scholar 6D, research (spells) 8D*

Perception 3D: *Hide 5D, know-how (Sorcery) 12D, shadowing 4D, spellbind 8D*

Presence 2D: *Charm 3D, command 7D, intimidation 7D, persuasion 4D, will-power 9D*

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D, Obscure Knowledge -2D, Observant -2D, Tainted -6D; Arrogance +3D, Center of Conversation +2D, Delusions of Grandeur +3D, Enemy (Etrigan, Merlin) +3D each, Fanatic +3D, Hideous Appearance +4D, Narcissistic +3D, Obsessive Tendencies +2D, Physically Limited (body is slowly decaying; -1D to *Physique* and all related skills) +4D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D **P/L BONUS:** +1 (0)

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

CHARACTER POINTS: 144

BODY POINTS: 28 (24)

POWERS: Longevity 1D [Limitation: Rechargeable (through casting a spell using Philosopher's Stone) -3D], Sorcery 18D.



Dr. Occult

REAL NAME: Unknown

ALIASES: Doc, Dr. 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)

On December 31, 1899, two infants were rescued from certain death on a cult's sacrificial table by a man

named Zator, a disciple of a group of mystics known as the Seven, who recognized the great potential within the two children. The Seven gave Zator permission to raise and train the two infants, whom he named Rose and Doc. When they grew to adulthood, the pair was sent out into the world to battle the forces of darkness. As the more adept of the two, Doc was given the mystical Symbol of the Seven. He went on to earn a real doctorate and assumed the name of "Richard Occult," while Rose became "Rose Psychic." While the two defeated several supernatural threats together,

they primarily worked separately. That all changed when Occult was grievously injured during the ceremony that summoned the soulless entity, Stalker, to this dimension. In order to save his life, Rose merged her life force with Occult's, turning the two into one. This union not only restored Occult, but it extended their lifespan, allowing them to continue facing mystical threats to this day.

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 become change to 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 5D, dodge 6D, driving 4D, melee weapons 4D, sneak 5D*

Coordination 2D: *Marksmanship 4D*

Physique 2D: *Resistance 4D*

Knowledge 4D: *Arcane lore 10D, criminology 7D, languages (ancient) 7D, research 6D, scholar 6D*

Perception 3D: *Hide 5D, know-how (powers) 10D, search 7D, shadowing 7D, streetwise 6D*

Presence 2D: *Intimidation 6D, persuasion 7D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Ally (All-Star Squadron)–24D (during WWII), Ally (Sentinels of Magic)–17D (during present day), Courage –2D, Hardiness –4D, Observant –2D, Patron (the Seven) –2D, Renown –5D, Special Equipment (the Symbol of Seven) –5D, Youthful Appearance –2D; Dark Secret (fused with Rose Psychic) +1D, Enemy (various mystical menaces) +6D, Hides Emotions +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 16

VILLAIN POINTS: 0

CHARACTER POINTS: 128

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 Seven (see its description on page 124).

Rose Psychic

Since her bonding with Dr. Occult, Rose Psychic no longer exists as an independent being. She can only appear if she "swaps places" with Dr. Occult, and even then under rare circumstances. When she does appear, Rose has the following attributes.

REAL NAME: Unknown

ALIASES: Rose, Rose Spiritus

HEIGHT: 5'9"

WEIGHT: 125 pounds

EYES: Gray

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling 3D, dodge 5D, driving 4D, melee weapons 6D, sneak 4D*

Coordination 2D

Physique 2D: *Resistance 4D*

Knowledge 4D: *Arcane lore 9D (faerie realms +3D), languages (ancient) 7D, research 8D, scholar 7D*

Perception 3D: *Hide 4D, search 4D, shadowing 4D*

Presence 2D: *Charm 6D, persuasion 6D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance –2D, Courage –4D, Observant –2D, Patron (the Seven) –2D, Renown –4D, Youthful Appearance –2D; Enemy (various supernatural menaces) +6D, Hides Emotions +1D, Physically Limited (permanently bonded to Dr. Occult; has no independent existence) +5D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 72

BODY POINTS: 28

POWERS: Longevity 1D, Wizardry 3D.



The Phantom Stranger

REAL NAME: Unknown

OCCUPATION: Protector of humankind and universal conscience

BASE OF OPERATIONS: Mobile

HEIGHT: 6'2"

WEIGHT: 185 pounds

EYES: White

HAIR: White

RACE: Undetermined, appears human

TECH LEVEL: Modern (1)

Though some have speculated that he is a fallen angel or the Wandering Jew, the true origins of the being known as the Phantom Stranger have long been lost to history. He always appears at times of crisis, both personal

and universal, either to offer sage counsel to those troubled or to marshal the forces necessary to overcome threats that no single person could face alone. He once derived his powers from the Lords of Order, but he has since broken with his former patrons and now draws his strength from that of the whole of humankind.

His mission is a solitary and lonely one. He has only twice formed any kind of lasting bond with those he aids. One was with a blind woman named Cassandra Craft, who helped the Stranger regain his powers when he had temporarily lost them. He has often come to the aid of the Justice League. In return, he has asked for their assistance from time to time.

STRATEGY & TACTICS: The Phantom Stranger's magical powers truly defy classification, though he does not cast spells in the traditional sense. His greatest ability seems to be his infinite capacity to bring out the best in those he aids, often giving them nothing more than the personal strength they need to help themselves.

Phantom Stranger

Reflexes 3D: *Brawling 7D, dodge 8D, melee weapons 5D, sneak 9D*

Coordination 3D: *Marksmanship (spells) 10D, sleight of hand 5D*

Physique 3D: *Resistance 5D*

Knowledge 5D: *Arcane lore 12D, languages 7D, research 8D, scholar 10D*

Perception 5D: *Hide 6D, know-how (powers) 12D each, search 9D, shadowing 9D, surveillance 9D*

Presence 4D: *Charm 6D, persuasion 15D, willpower 12D*

ADVANTAGES/DISADVANTAGES: Ally (JLA) -19D, Ally (the Quintessence) -16D, Charismatic -3D, Courage -2D, Hardiness -4D, Obscure Knowledge -2D, Observant -2D, Renown -7D, Self-Healing -4D; Dark Secret (origin) +1D, Dependant (Cassandra Craft) +1D, Enemy (Tala,

Tannarak) +2D each, Hides Emotions +1D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 34

VILLAIN POINTS: 0

CHARACTER POINTS: 272

BODY POINTS: 40

NATURAL ABILITIES: Immortality (the Phantom Stranger does not age, and it is uncertain whether he can ever truly perish), Immunity 8D.

POWERS: Teleportation: Long Range 20D (enhancement: Magically Empowered +8D), Wizardry 14D.

The Quintessence

Composed of the Phantom Stranger, Ganthet of the Guardians of Oa, Highfather of the New Gods, the Greek god Zeus, and the wizard Shazam, the Quintessence represents the greatest cosmic powers in the known universe. They serve as shepherds and guardians of humankind and its ultimate destiny, guided by a knowledge and morality that is beyond human comprehension. It was they who, in their arrogance, gave Minister William the foreknowledge of the future, transforming him into the vengeance-crazed Gog, the man who would kill thousands of alternate Supermen in his belief that the Man of Steel was an antichrist. (See the *Metropolis Sourcebook* pages 46-47 for more information on Gog.) Direct contact between the entire body of the Quintessence and any of the human race is a rare event indeed and one that usually portends for danger on a universal scale.



Ragman

REAL NAME: Rory Regan

OCCUPATION: Protector of the downtrodden

BASE OF OPERATIONS: Gotham City

HEIGHT: 5'11" **WEIGHT:** 165 pounds

EYES: Blue **HAIR:** Brown

RACE: Human

TECH LEVEL: Modern (1)

During the sixteenth century in the Prague Ghetto, Rabbi Loew created a defender of the Jews out of clay to fight their persecution. Using the Hebrew word from *the Kabala*, which translates as truth, he inscribed "Emet" onto the forehead of the clay creature known as a golem. Uncomfortable with the idea of being defended by a clay monster, the Council of Rabbis decided that a human agent should be used to replace the golem that had mysteriously disappeared.

Using rags instead of clay in their next enchantment, the Council of Rabbis generated a living uniform out of the tatters. Unlike the golem, the fabricated liv-

ing costume required the presence of a worthy person to animate it, and Ragman was born.

Centuries later, during World War II, the latest Ragman (Jerzy Reganiewicz) donned the living costume to stand up to the Nazis and give hope to the persecuted. He emigrated to the United States after the war, where he changed his name to Gerry Regan and established the *Rags 'n' Tatters Pawn Shop* in the slums of Gotham City.

Gerry attempted to keep the Ragman suit and the inheritance of the awesome responsibilities from his son, Rory. Unfortunately, Rory's father was brutally murdered by Gotham City criminals who wanted to push their drugs using his shop as a front. Rory, who suffered from postcombat stress syndrome from his military tour of duty in Southeast Asia, found the costume in an old suitcase and donned it, claiming his heritage as the new Ragman.

Rory realized that as violence increased in the Gotham ghetto, he could be the protector of those who needed defending by donning the rags and assumed the mantle. With the aid of his father's Rabbi, Rory mastered the living costume that endows him with superior strength, speed, and agility and the incredible means of floating on air currents.

Recently, following the Day of Judgment crisis, Ragman joined the Sentinels of Magic, a loose confederation of magic users brought together to safeguard the Spear of Destiny and keep tabs on the new Spectre.

STRATEGY & TACTICS: The tatters that Rory Regan wears may look like derelict rags but the patchwork is actually comprised of the living souls of evil individuals. The tattered patchwork seeks out sin, but it does not differentiate between severity. This task is left up to the Ragman, who claims new souls by incorporating the corrupt persons into rags forming new patches in the process. The living costume dissipates in a whirlwind-like

manner when a confrontation ceases as a safety measure built into it to prevent it from falling into the wrong hands. It can be beckoned back at the call of its worthy protector, who inspires hope to his people.

Ragman

Reflexes 3D (7D): *Acrobatics 4D (8D), brawling 4D (8D), dodge 5D (9D), piloting (self) 4D (8D), sneak 5D (9D)*

Coordination 2D (6D): *Marksmanship (rags) 3D (7D)*

Physique 3D (6D): *Leap 4D (7D), lifting 4D (7D)*

Knowledge 2D: *Arcane lore 3D (Jewish scriptures +2D), languages (Hebrew) 4D, research 3D, scholar 3D*

Perception 3D: *Hide 5D, know-how (Ragman suit) 7D, repair 4D, search 5D, shadowing 5D, streetwise (Gotham City) 6D, surveillance 4D, survival 5D*

Presence 3D: *Intimidation 5D, persuasion 5D, willpower 5D (trapping evil souls +5D)*

ADVANTAGES/DISADVANTAGES: Acute Balance -2D (Superattributes bonus), Ally (Sentinels of Magic) -17D, Contact (Batman) -3D, Fast Reactions -4D, Hardiness -4D (Superattributes bonus), Renown -2D; Paranoia +3D, Secret Identity +3D.

SPEED: 30 **PDV:** 3 (5)

UNARMED BDV: 3D (5D)

P/L BONUS: +1 (3)

HERO POINTS: 9 **VILLAIN POINTS:** 1

CHARACTER POINTS: 76

BODY POINTS: 32 (48)

EQUIPMENT: Ragman suit (powers: Superattributes: Reflexes 4D, Superattributes: Coordination 4D [bonus: improved catching ability], Superattributes: Physique 3D [Enhancement: Mastery: wearer of the suit gains additional Body Points], Flight (gliding only) 3D, Dimensional Travel (rags) 10D [Limitation: Others-Only -4D, Ineffectiveness: Evil souls only—Ragman can draw an evil soul into the suit, making it another patch of the costume; the soul is trapped there until it gives up its evil ways -3D]. All powers also have the Enhancement: Magically Empowered +8D).



Sargon the Sorcerer

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)

The famed archeologist Richard Biddle Sargent uncovered a flawless red ruby of astounding color and quality while exploring Aztec ruins in Mexico. He presented the gem to his fiancée, who wore it around her neck on an exquisite golden chain. Soon afterwards, the couple married and later became parents to John Sargent.

The first object the newborn child consciously saw and touched was the jewel around his mother's neck, which was the Ruby of Life, an enchanted gem of immense powers. Thus, he fulfilled the

first phase of a centuries-old prophecy. John accompanied his father years later on an expedition to the Temple of Asyareth, where he learned the secrets to the power of the Ruby of Life. Sargent gained the power to control through the Ruby of Life whatever he touched, making them bend to his will.

Apprehensive of the reaction to his powers from the mistrustful world around, Sargent took the advice of Zatara the Magician and undertook the guise of being a stage illusionist to make the audiences genuinely think his magical skills were mere stage tricks. John Sargent took the stage name of Sargon, after the high priest-king of the Tiparanes who had enchanted the Ruby with mystical powers over 4,000 years ago. The masquerade deceived the populace, and Sargon the Sorcerer was now able to pursue his magical studies.

Sargon became a crime fighter and joined Zatara in the All-Star Squadron with the onset of World War II. Fighting criminals and many mystic foes, such as the Blue Lama, the flamboyant Sargon dabbled with dark magic and took a wrong turn at the beginning of his career. Though he was able to return from his work in the dark arts and from the sinister side of the Ruby of Life's influence, he was distant and reserved to those around him. The experience left Sargon well-versed in the understandings of good and evil, though it seemed to have aged him and left him with an apathetic personality devoid of compassion or hate.

Sargon the Sorcerer continued to answer the call in times of crisis, joining other mystics in battles against evil. He played a pivotal role with the heroes of Earth in a battle against the Anti-Monitor taking him to the dawn of time. Sargon also joined a cabal of other mystics in a war against the Shadow Creature who threatened Heaven itself, sacrificing his own life to help defeat the creature.

STRATEGY & TACTICS: Sargon relied the magic of the Ruby of Life, which enabled him to control whatever he touched. The piercing eyes of the sorcerer also revealed a man hardened by his experiences and unable to let his emotions rise to the surface.

Sargon the Sorcerer

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

Coordination 3D: *Marksmanship (spells)* 5D, *sleight of hand* 8D

Physique 2D: *Resistance* 4D, *running* 4D

Knowledge 3D: *Arcane lore* 6D (*legends of the Tiparanes* +3D), *criminology* 4D, *languages (Spanish)* 5D, *research* 5D, *scholar* 4D (*archaeology* +2D)

Perception 2D: *Artist (stage magic)* 7D, *hide* 4D, *know-how (Wizardry)* 4D, *know-how (Ruby of Life)* 10D, *search* 5D, *shadowing* 5D, *streetwise* 5D

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

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Manual Dexterity -2D, Ally (All-Star Squadron) -24D, Ally (Zatara, Zatanna) -6D each, Contact (magical community) -5D, Contact (Maximillian O'Leary) -4D, Magically Adept -5D, Renown -4D; Enemy (Blue Lama) +2D, 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: 11

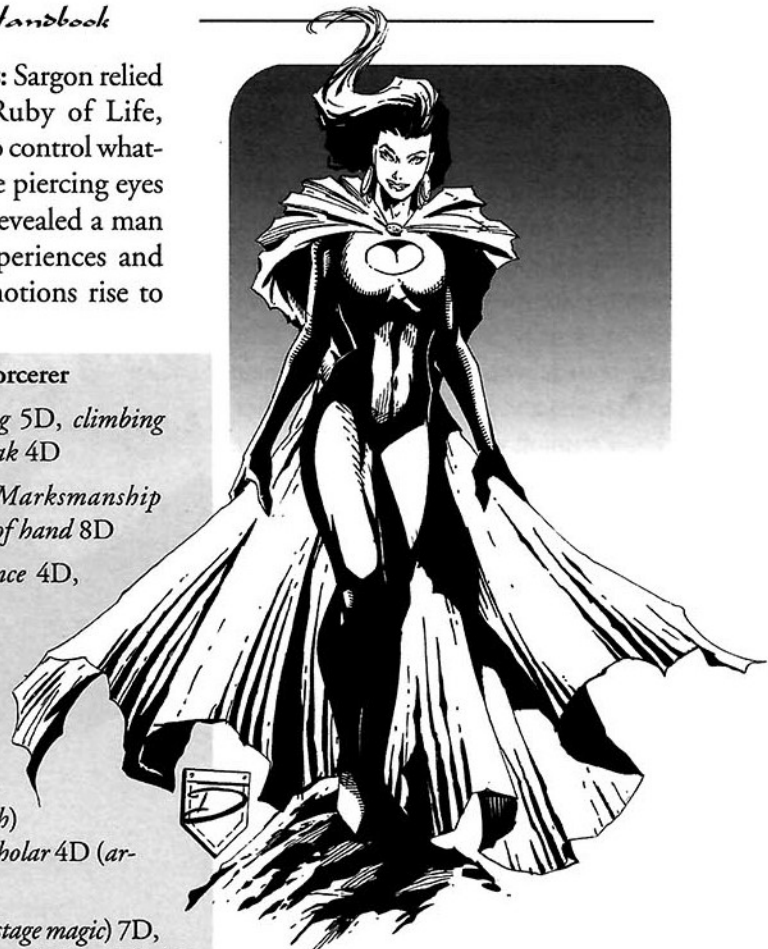
VILLAIN POINTS: 1

CHARACTER POINTS: 96

BODY POINTS: 30

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

EQUIPMENT: Ruby of Life (see pages 122-123).



Sindella

OCCUPATION: Mage

BASE OF OPERATIONS: The Hidden City, located in Northern Turkey

HEIGHT: 5'7" **WEIGHT:** 119 pounds

EYES: Blue **HAIR:** Blonde

RACE: Homo magi

TECH LEVEL: Modern (1)

Sindella was born a pureblood Homo magi and raised within their refuge, the Hidden City. Despite the teachings she had been indoctrinated with, Sindella's curiosity often led her to explore the world beyond the safety of the Hidden City's walls. It was during one such excursion that she came upon the adventurer Zatara, who had been wounded while battling with his foe King Inferno. The natural attraction between their two species took over, and the pair instantly fell in love. Sindella returned with Zatara to America and bore him a daughter, Zatanna. But their wedded bliss was

never meant to be eternal. Since Sindella was the only one in her generation whose brain possessed the unique Medulla Jewel, the power source for the Hidden City, she was forced to fake her death and return to her former home. Zatar searched for his wife fruitlessly for years. He eventually found the Hidden City and reunite with Sindella with the help of Zatanna and her Justice League allies. Their reunion was short-lived, however. Sindella sacrificed her life to save the JLA from the animated army the Homo magi had created, and to free her daughter, who also had the Medulla Jewel in her brain, from the potential bonds of servitude in the Hidden City.

STRATEGY & TACTICS: Like all Homo magi, Sindella was schooled from infancy in magic. Thus, she was adept in manipulating arcane energies. She was also a kind and nurturing individual, who willingly sacrificed her life to save that of her daughter and husband.

Sindella

Reflexes 2D: Dodge 4D, sneak 5D

Coordination 2D: Marksmanship (spells) 5D

Physique 2D

Knowledge 3D: Arcane lore 6D, languages (English) 5D (native tongue: Homo Magi), scholar 5D

Perception 2D: Hide 5D, know-how (Wizardry) 7D

Presence 2D: Charm 5D, persuasion 3D, willpower 7D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Courage -2D, Leadership Ability -2D, Magically Adept -15D; Dark Secret (was born with Medulla Jewel) +2D, Psychological Disorder (innate attraction to male Homo Sapiens) +4D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 31

BODY POINTS: 27

POWERS: Wizardry 15D

Tannarak

REAL NAME: Unknown

OCCUPATION: Sorcerer, alchemist, nightclub owner

BASE OF OPERATIONS: Bewitched, a transdimensional night club

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

EYES: Blue **HAIR:** Black

RACE: Human

TECH LEVEL: Modern (1)

Born over a century ago, Tannarak is completely obsessed with death and the means of avoiding his own demise. His quest led him to become a master of alchemy. It is through that arcane science that he has managed to keep himself alive as long as he has. Tannarak has been a constant foe to the Phantom Stranger, who opposes Tannarak's search for immortality at every turn. Though the Stranger has seemingly destroyed Tannarak on at least two occasions, he has returned to continue his quest.

Recently, Tannarak has become the owner and manager of a night club called Bewitched, a transdimensional bar and lounge with entry portals in several locales, including San Francisco, hometown of Zatanna. Tannarak claims to have turned to virtuosness, but his actions of late have belied his assurances.

STRATEGY & TACTICS: Tannarak's greatest goal is the extension of his own life. It is such an all-consuming purpose that he will anything and sacrifice anyone in order to achieve it. Once, he created a statue that he used to contain the aging factor he had removed from his body. Even then, he could only continue to survive if he stole the life essences of other people.

Tannarak

Reflexes 2D: Brawling 5D, dodge 6D, melee weapons 4D (sword cane +1D), sneak 5D

Coordination 2D: Marksmanship (spells) 6D, thievery 3D

Physique 2D

Knowledge 3D: Arcane lore 6D, scholar 6D, science (alchemy) 10D

Perception 2D: Hide 5D, know-how (Sorcery) 8D

Presence 2D: Charm 4D, persuasion 7D, willpower 8D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Infamy -3D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D; Arrogance +3D, Center of Conversation +2D, Delusions of Grandeur +3D, Employed (owner of Bewitched) +4D, Enemy (Phantom Stranger) +3D, Fanatic +3D, Long Winded +1D, Obsessive Tendencies +2D, Shady Background +2D.

SPEED: 30

PDV: 3

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

HERO POINTS: 1

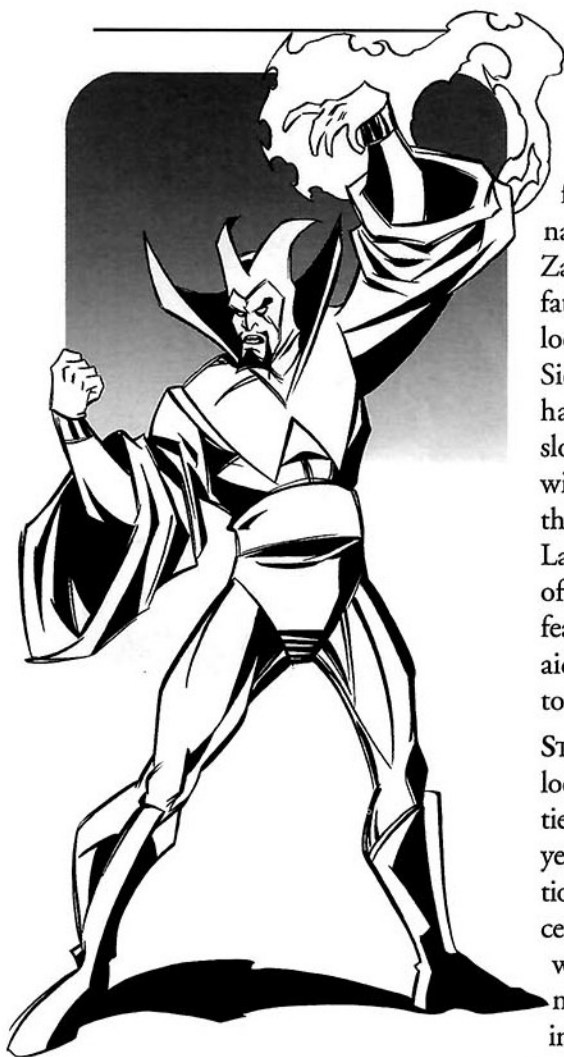
VILLAIN POINTS: 14

CHARACTER POINTS: 115

BODY POINTS: 29

POWERS: Longevity 2D, Sorcery 8D.

EQUIPMENT: Sword cane (BDV 3D edge/1D flat).



traveled to the new dimension through a portal named the Gate of the Blue Flame near the city of Ys, from which the Warlock took his name. Green Lantern Hal Jordan and Zatanna, while searching for Zatanna's father, Zatarra, encountered the Warlock and sent him back to the Other Side of the World, but not before he had performed one last spell that slowly caused his life energies to switch with those of Green Lantern. Soon, they exchanged places, leaving Green Lantern powerless in the Other Side of the World. Zatanna eventually defeated the Warlock yet again, with the aid of the JLA, and sent him back to where he belonged.

STRATEGY & TACTICS: If the Warlock of Ys is anything, he is patient. A master planner will wait years for a plan to come to fruition, he is perfectly content to use his sorcerous might to cause subtle effects that, while they have no apparent results now, will have dire consequences in the future.



Warlock of Ys

REAL NAME: Unknown
ALIASES: Lord Ys
OCCUPATION: Warlock
BASE OF OPERATIONS: The Other Side of the World
HEIGHT: 6'1/2" **WEIGHT:** 188 pounds
EYES: Red **HAIR:** Black
RACE: Unknown
TECH LEVEL: Modern (1)

The being known as the Warlock of Ys is a native of a dimensional universe called the Other Side of the World. Over time, he grew bored with his world and journeyed to Earth in search of new things to conquer. He

Warlock of Ys

Reflexes 2D: *Brawling 3D, dodge 5D*
Coordination 2D: *Marksmanship (spells) 9D*
Physique 2D
Knowledge 3D: *Arcane lore 6D, scholar 4D*
Perception 3D: *Hide 5D, know-how (Sorcery) 9D, shadowing 4D*
Presence 3D: *Command 5D, intimidation 6D, willpower 7D*
ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D, Preparedness -4D, Tainted -4D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (Zatanna) +3D, Enemy (JLA) +6D, Fugitive +1D, Sworn Enemy (Zatanna) +3D.
SPEED: 30 **PDV:** 3
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 11
CHARACTER POINTS: 87
BODY POINTS: 30
POWERS: Sorcery 12D.

Baron Winters

OCCUPATION: Supernatural investigator
BASE OF OPERATIONS: Georgetown, Washington, D.C.
HEIGHT: 6'3"
WEIGHT: 205 pounds
EYES: Steel-gray
HAIR: Gray
RACE: Human
TECH LEVEL: Modern (1)

Baron Winters's origins are the source of mystery and speculation. The only possible clue has come from his own lips: "I have been an advisor to an endless succession of emperors,

warriors, and barbarians. I've seen power used, abused, controlled, wielded, and manipulated by experts whose sadism would repulse DeSade himself." The veracity of this statement has yet to be proven. What is known is that Winters studied in another realm of reality, where he dared to break the rules of that society by falling in love with another student. A son named Gowon is the only product of their brief tryst, and he has no contact with his father, as he despises Winters's uncaringness. Winters eventually settled in Georgetown in a mansion whose doorways can serve as passageways into other centuries. He lives only with his pet leopard, Merlin. His only real contact with the outside world is through his work with a loose band of fellow specialists he forms from time to time called the Night Force.

STRATEGY & TACTICS: Baron Winters is the prototypical man of mystery. Few have grasped his true motives, even his "trusted" Night Force. He always seems to be in service of a "higher sense of morals" that only he can truly comprehend. While it is always a risk to ally with him, it is also folly to ignore his direction.

Baron Winters

Reflexes 2D: Brawling 4D, dodge 6D, melee weapons 5D, riding 4D, sneak 5D

Coordination 2D: Sleight of hand 4D

Physique 2D: Resistance 4D

Knowledge 5D: Arcane lore 14D, languages 6D, medicine 5D, research 9D, scholar 12D

Perception 3D: Hide 5D, search 5D, shadowing 5D, streetwise 4D, surveillance 4D

Presence 3D: Animal handling 4D (Merlin +3D), charm 4D, command 6D, intimidation 6D, persuasion 8D, willpower 10D

ADVANTAGES/DISADVANTAGES: Animal Friendship (Merlin) -2D, Charismatic -3D, Courage -2D, Followers (Night Force) -9D, Gifted in Learning -4D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D, Wealth -6D; Arrogance +3D, Dark Secret (his true agendas) +2D, Hides Emotions +1D, Obsessive Tendencies +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 15

VILLAIN POINTS: 3

CHARACTER POINTS: 142

BODY POINTS: 30

POWERS: Immunity 5D, Longevity 1D, Empathy 6D, ESP 6D, Precognition 6D.

Merlin the Leopard

Reflexes 4D, brawling 5D, dodge 5D, sneak 5D, Coordination 2D, Physique 4D, leap 5D, running 5D, Knowledge 2D, Perception 2D, search 3D, tracking 3D, Presence 2D, intimidation 5D, willpower 4D. Speed: 120. Body Points: 20. PDV: 3. Physique bonus: +2. Natural abilities: thick fur (Armor Value 1), claws (BDV 2D), teeth (BDV 2D). Note: Large cats can leap up to 30 feet horizontally or six feet vertically.



Wotan

REAL NAME: Unknown

OCCUPATION: Sorcerer, scientist, would-be conqueror

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10-1/2"

WEIGHT: 151 pounds

EYES: Black

HAIR: Green

RACE: Human

TECH LEVEL: Modern (1)

Long ago, the sorcerer known today as Wotan was a woman in a tribe that made its home in a forgotten wasteland. Raped almost to the point of death by the men in her tribe, this woman managed to escape her tormentors and take refuge with an ancient sorceress, who taught her the ways of magic. So powerful did the woman become that she was worshipped like a goddess. She helped perpetuate her own myth by learning how to transfer her soul into

other bodies, adopting different forms male and female over the course of millennia. At some point after settling on a male form and taking on the name "Wotan," his relentless quest for power eventually brought him into conflict with the first Dr. Fate, as well as the Shining Knight and the Spectre. In his most recent plot, Wotan discovered the last mortal body of a being he called the Avatar, the spiritual essence of God made flesh. It was Wotan's plan to absorb the Avatar's power and supplant God Himself. The second Dr. Fate with the Justice League attempted to stop him, but to no avail. However, when he emerged from the Avatar's resting place, he had been blinded and transformed spiritually by what he had seen within. Sensing that Wotan's threat was at an end, Dr. Fate left him there.

STRATEGY & TACTICS: Wotan was an extremely powerful sorcerer, mastering his craft over centuries. Using his dark powers, he could fly, change his shape, absorb souls, and transfer his spirit into another body to perpetuate his own life. Wotan was also a skilled scientist, but he preferred to rely on his magical talents.

Wotan

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

Coordination 3D: *Marksman* (spells) 10D

Physique 2D: *Resistance* 4D

Knowledge 4D: *Arcane lore* 12D, *languages (ancient)* 6D, *scholar* 8D, *science* 9D

Perception 4D: *Invent* 8D, *know-how (Sorcery)* 14D

Presence 3D: *Command* 5D, *intimidation* 7D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Gifted in Learning -4D, Infamy -6D, Preparedness -4D, Tainted -6D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (Dr. Fate) +2D, Enemy (the Spectre) +3D, Fanatic (becoming a god) +3D, Obsessive Tendencies +2D, Physically Limited (blind) +6D, Unattractive Appearance +2D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D

P/L BONUS: +1

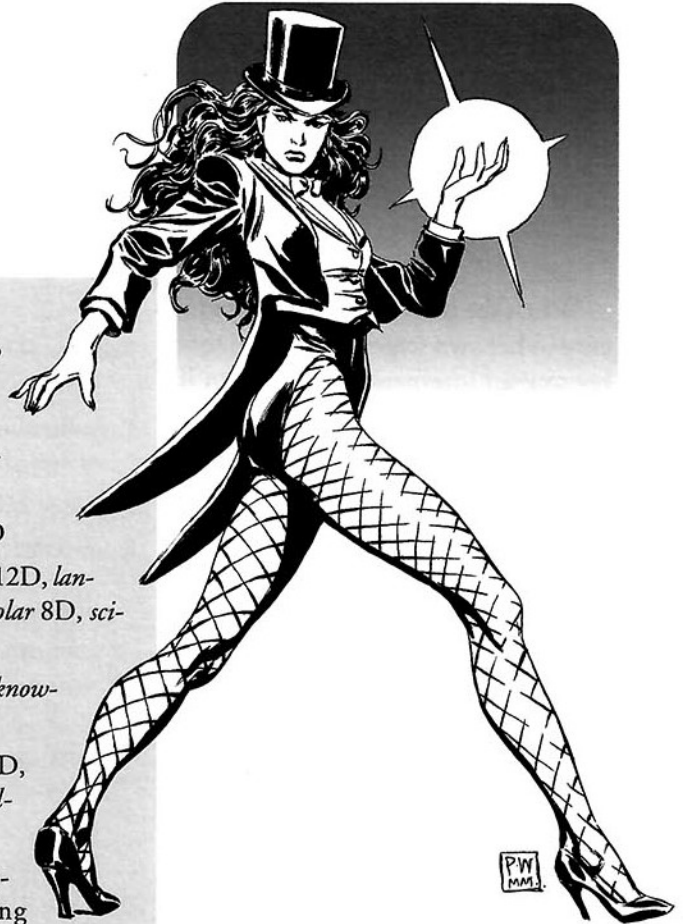
HERO POINTS: 0

VILLAIN POINTS: 22

CHARACTER POINTS: 176

BODY POINTS: 30

POWERS: Longevity 1D (Limitation: Linked to Sorcery), Sorcery 25D (Enhancement: Mastery +6D).



Zatanna

REAL NAME: Zatanna Zatara

OCCUPATION: Stage magician, adventurer

BASE OF OPERATIONS: San Francisco

HEIGHT: 5'7"

WEIGHT: 127 pounds

EYES: Blue

HAIR: Black

RACE: Human/Homo magi

TECH LEVEL: Modern (1)

Zatanna is the sole child of the famous magician John Zatara and his Homo magi bride, Sindella. Her mother was forced to fake her death and return to her people when Zatanna was still an infant. Convinced that Sindella still lived, Zatara scoured the planet and countless dimensions in search of her, leaving Zatanna to be raised by others.

When she was old enough, Zatanna created her own stage persona and soon became an international star as an illusionist. She used her celebrity status to contact various super heroes, whom she recruited in a quest to find her father. With the help of the JLA, she was at last successful. She was also invited to join the team, and was there that she also found her long-lost mother in the Hidden City of the Homo magi—a brief reunion that ended with Sindella sacrificing her life to save her daughter's.

Zatanna soon realized that the life of a super-heroic adventurer was not for her. She decided to settle down in San Francisco and resume her career as a stage magician. She still comes to the aid of her former JLA comrades though, and proved especially invaluable during such crises as the "Final Night" and "Day of Judgment."

STRATEGY & TACTICS: Zatanna's magical skill is only limited by her imagination and that she must speak her spells backwards. Her spells range from ritualistic phrases to create a complex effect to simple sentences, such as saying "Oy, Mrotserif!" to make Firestorm appear. A master showman, many of her spells are flamboyant and showboating, but nonetheless effective.

Zatanna

Reflexes 3D: *Brawling 5D, dodge 7D, escape artist 8D, sneak 5D*

Coordination 3D: *Lockpicking 8D, sleight of hand 10D, thievery 4D*

Physique 2D

Knowledge 3D: *Arcane lore 6D (Homo magi +2D), languages (Homo Magi) 7D, research 5D, scholar 5D (famous stage magicians & their illusions +3D), security 4D*

Perception 3D: *Artist (stage performer) 10D, engineering (stage illusions and escapes) 8D, hide 6D, invent (stage illusions and escapes) 8D, know-how (Wizardry, stage magic) 10D each*

Presence 3D: *Animal handling 5D, bluff 6D (stage illusions +2D), charm 8D, persuasion 6D, willpower 9D*

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Acute Manual Dexterity -2D, Ally (Sentinels of Magic) -17D, Attractive Appearance -2D, Charismatic -3D, Contact (JLA) -6D, Gifted in Learning -4D, Magically Adept -10D, Observant -2D, Preparedness -4D, Renown -5D, Wealth -4D; Employed (stage magician) +4D, Enemy (Warlock of Ys) +2D, Secret Identity +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 23

VILLAIN POINTS: 0

CHARACTER POINTS: 185

BODY POINTS: 29

POWERS: Wizardry 14D [Limitation: Incantation (must speak spell backwards) -4D].



Zatara

REAL NAME: Giovanni "John" Zatar

OCCUPATION: Stage magician/crime fighter

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 170 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Born Giovanni Zatar, the teenaged John Zatar followed in his famous grandfather's footsteps and launched a career as a stage magician. The adept youth quickly mastered many tricks

and sleight-of-hand techniques. Unsatisfied with the mere illusions, Zatara sought arcane knowledge and true magic. He learned that he was actually a direct descendant of the Renaissance master, Leonardo da Vinci, and was intrigued by da Vinci's system of writing backwards in his journals. Zatara was amazed to discover that speaking backwards allowed him to cast actual spells.

As his fame grew, Zatara added actual magic spells with his illusions. Realizing that he could use his talents for the greater good, Zatara embarked on a career as one of the first mystery men. The magician used his powers to fight crime and Nazi saboteurs after the World War II broke out, aligning himself with the All-Star Squadron when he could be of assistance.

Zatara returned to the stage after the war, but continued to fight evil sorcerers and other criminals. During a clash with King Inferno in Turkey, Zatara was nearly killed in an avalanche. Fortunately, he was rescued by Sindella, a member of the Hidden Ones, a bloodline of Homo magi. They would soon fall in love, get married, and conceive a daughter named Zatanna.

Called back to her people, Sindella faked her death. Not believing she was dead, Zatara went on a quest to find her,

leaving Zatanna behind to be raised by others with the promise that one day he would return.

While on his quest, Zatara was attacked by an elemental being named Allura, who cursed the father and daughter to never see each other again lest they perish. Years later, the JLA helped her and Zatara confront Allura and force her to undo the spell.

Reunited, Zatara and his daughter worked together on capers and finally found Sindella. This reunion was to be short lived, when Sindella was forced to sacrifice her life to save their daughter. Zatara retired and went into seclusion, only to come out at the bequest of his daughter. She asked him to join her and John Constantine in a war against the Shadow Creature who was menacing Heaven. Zatara fought valiantly, but just before it could consume and destroy his daughter, Zatara cast a spell to channel its wickedness into himself sacrificing his life to protect her.

STRATEGY & TACTICS: Zatara was a master stage magician. He spoke his spells backwards with an adventurous spirit and vigor in his youth. His strategy was to misdirect his audience and have them swept away in his illusions and mystique. As he matured, Zatara grew more confident in his powers and used them in more varied ways.

Zatara

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

Coordination 3D: *Catch 4D, sleight of hand 12D*

Physique 2D

Knowledge 3D: *Arcane lore 10D, criminology 4D, languages 4D (Italian, Homo Magi +1D each), research 5D, scholar 4D (stage magic +4D)*

Perception 4D: *Artist (stage magic) 10D, know-how (Wizardry) 9D, search 5D, streetwise 5D*

Presence 3D: *Bluff 6D, charm 6D, persuasion 8D, willpower 9D*

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

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 16

VILLAIN POINTS: 0

CHARACTER POINTS: 126

BODY POINTS: 29

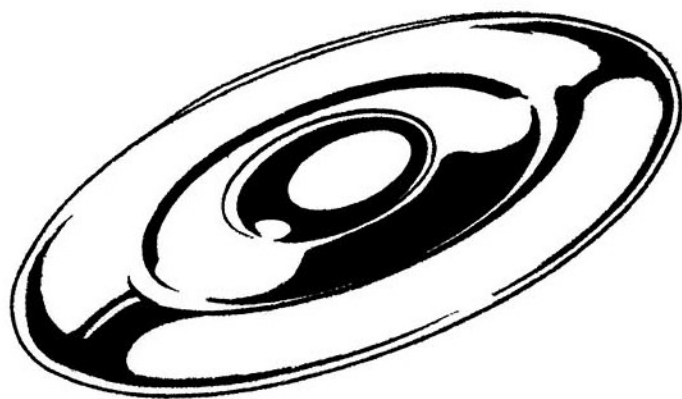
POWERS: Wizardry 13D [Limitation: Incantation (speaking backwards) -4D].



AMULET OF ANUBIS

The Amulet of Anubis was originally a gift made by the Egyptian god Anubis for Kahlis, one of the dark god's high priests, in 2030 B.C. Kahlis was eventually defeated by the Lord of Order Nabu the Wise, who kept the amulet for safekeeping. He then passed it on to his successor, Dr. Fate, in A.D. 1940, not telling Fate of the talisman's true nature. Dr. Fate only learned of the power he wore around his neck when Kahlis returned to recover the stolen talisman. Some years later, Nabu altered the amulet, creating within it a pocket dimension where he sent the spirits of the original Dr. Fate (Kent Nelson) and his wife, Inza, after they died. The couple now live within the world of the amulet—from where they can advise the current Fate, Hector Hall. The amulet also serves as prison for the villainous Dark Lord Mordru, who patiently waits for the opportunity to escape.

CHARACTERISTICS: Body Points 1000. Powers: Wizardry 2D, Dimensional Travel (pocket dimension in amulet) 15D.



EMERALD TABLET

The Emerald Tablet was an object inscribed with the power and knowledge of an Egyptian wizard named Hermes Trismegistus. Trismegistus discovered the secrets of immortality and was considered the patriarch of medieval alchemy and modern chemistry. He lived for centuries because of this knowledge before growing weary of life. Eventually, he committed suicide; the Emerald Tablet was buried along with him inside his sarcophagus.

Legend held that whoever found the Emerald Tablet would be granted immortality and even the mystic powers of Trismegistus. Freemason archeologists did indeed find the tomb during the eighteenth century and uncovered the tablet. Realizing the potential danger that could be unleashed if it fell into wrong hands, the archeologists cracked

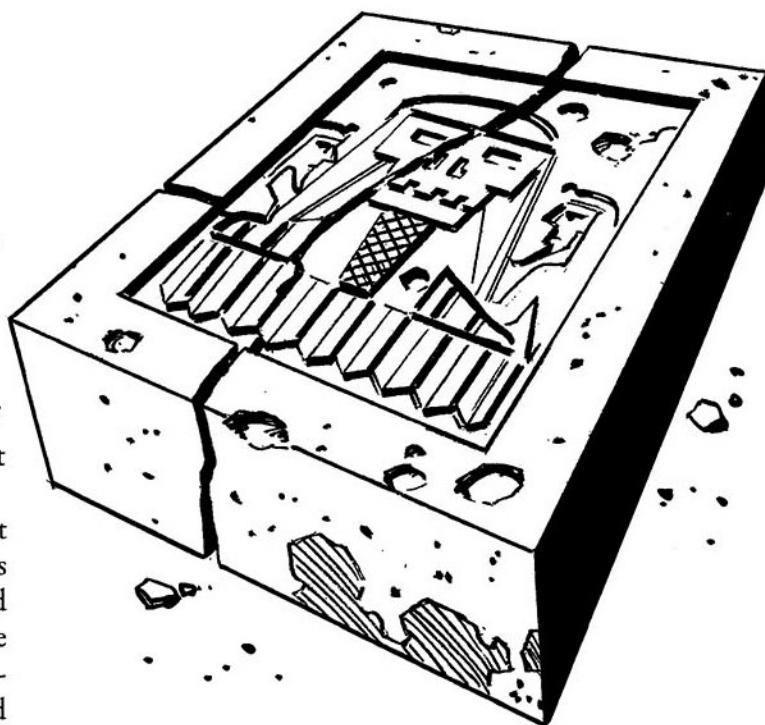
the Emerald Tablet into three pieces and scattered them into remote regions of the world.

Recently, the JLA assisted Felix Faust (who had been possessed by Trismegistus) by recovering the three pieces of the Emerald Tablet. The spirit of Trismegistus wanted to bring the tablet together in order to destroy all life in the world using the anti-life equation. The JLA realized before it was too late what they had done and destroyed the Emerald Tablet, defeating the possessed Felix Faust in the process.

Separated, each piece of the Emerald Tablet is indestructible. As a whole, the tablet is still virtually unbreakable. It can only be destroyed by entering the tablet astrally and releasing one's spiritual energy within it.

It is said that the table also contains the anti-life equation. It is unknown whether or not this is the case, but the table does act as a doorway to the Next World, so it is possible that by opening this doorway, all life in the universe would cease to exist.

CHARACTERISTICS: Body Points: 250 (from within). Enhancement Modifiers: *Arcane lore* +7D, *know-how* (Wizardry) +3D. Powers: Wizardry 7D, Longevity 10D, Dimensional Travel (the Next World) 10D, Summoning (Hermes Trismegistus) 10D. Note: Characters gain powers by using the tablet.

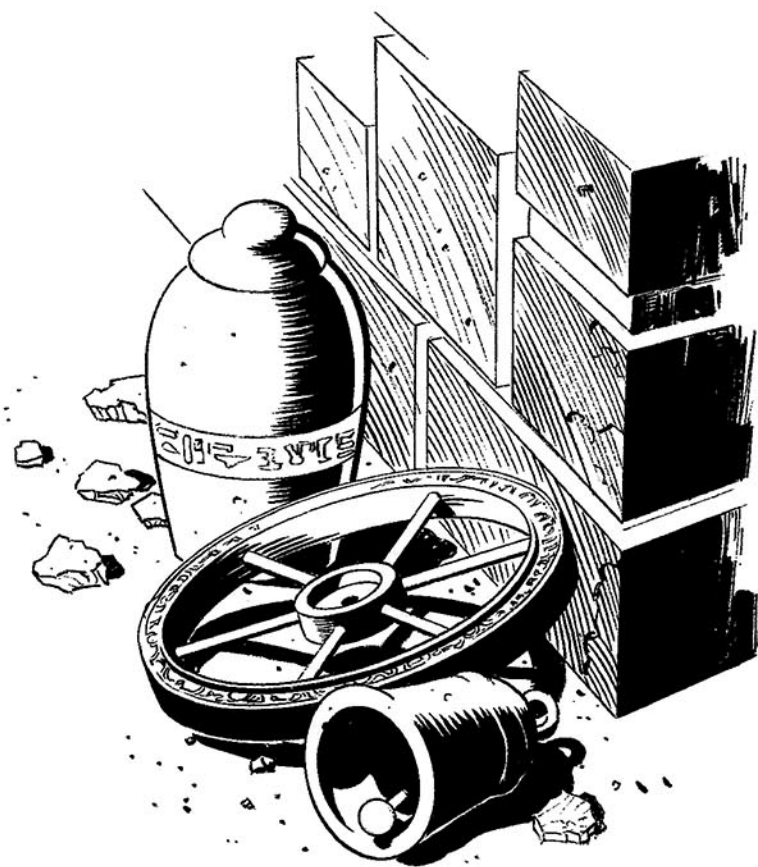


FOCUSES OF THE DEMONS THREE

The Demons Three, Abnegazar, Rath, and Ghast, were banished from Earth by a mysterious race known as the Timeless Ones. Seeking to one day return, the demons crafted three magical focuses through which they could contact anyone in possession of the item. When all three items were used together in a certain ritual, the three demons could return to Earth. Rath created the Green Bell of Uthool, Ghast used the Red Jar of Calythos, and Abnegazar enchanted the Silver Wheel of Wyorlath.

Seeking to regain some of his lost power, Felix Faust used the Justice League to find the three mystical foci, only to be thwarted by them in the end. It is unknown where the three foci are currently located.

CHARACTERISTICS OF EACH ITEM: Body Points 200. Enhancement Modifier: *Arcane lore (spell to summon Demons Three)* +15D. Powers: Telepathy (contact demonic creator) 15D.



HEART OF DARKNESS

The Heart of Darkness was a giant black diamond that once served as a prison for the God of Vengeance known as Eclipso. After his banishment into the gem, the Heart of Darkness was hidden away in a tomb in a

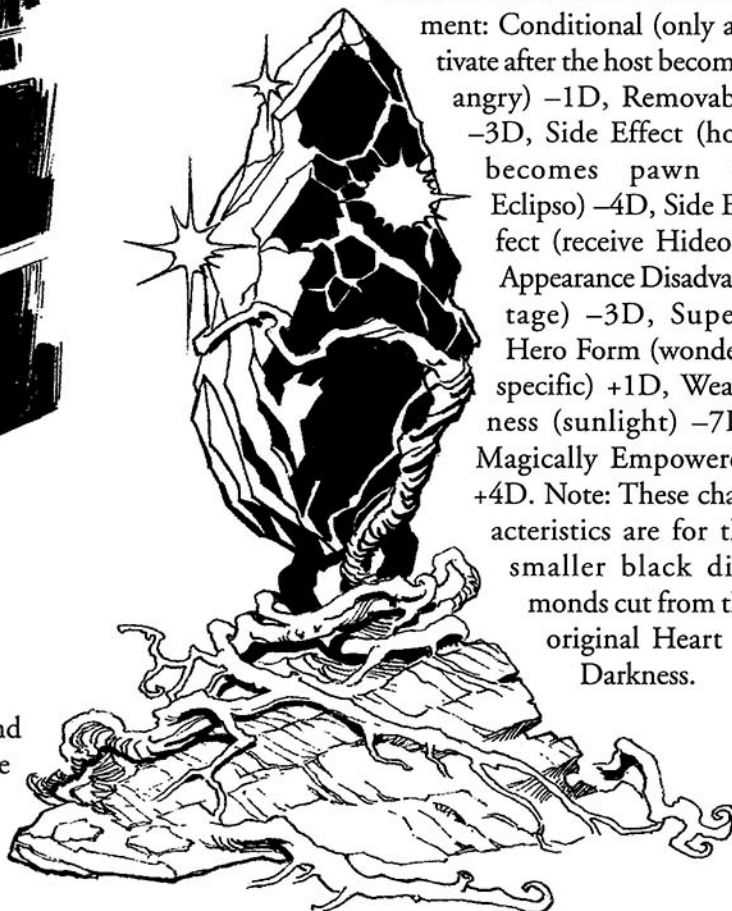
remote area of the African Congo, where it had lain undisturbed for centuries. In 1891, a minor thief found it and spirited it back to London, where he bade a local jeweler to cut the Heart of Darkness into 1,000 identical gemstones.

This fractioning of the larger diamond substantially weakened the spell that had imprisoned Eclipso, allowing him to manifest on Earth by possessing anyone who held one of the smaller diamonds. Triggered by feelings of anger, the possession transforms the host into an Eclipso version of the host's own form, with glowing red eyes, pointed ears, and an eclipse blemish on his or her face. Any skills or powers the host had before becoming Eclipso remain intact for the duration of the metamorphosis. The change stays in effect until either the diamond is taken away from the host, Eclipso chooses to free him or her, or the host is exposed to direct sunlight.

Any Eclipso host can also use any shard of the Heart of Darkness to project a beam of black light (which creates an impregnable shield) by holding it up to his "eclipse" eye. If held in front of his normal eye, it shoots out a potent laser-type beam.

CHARACTERISTICS: Body Points 75. Powers: Superattributes: Physique 4D, Invulnerability 6D, Microwave Projection (normal eye) 10D, Darkness Manipulation (shield) 12D [Limitation: Specialist (eclipse eye) -3D]. All powers

have the Limitations/Enhancement: Conditional (only activate after the host becomes angry) -1D, Removable -3D, Side Effect (host becomes pawn of Eclipso) -4D, Side Effect (receive Hideous Appearance Disadvantage) -3D, Super-Hero Form (wonder-specific) +1D, Weakness (sunlight) -7D; Magically Empowered +4D. Note: These characteristics are for the smaller black diamonds cut from the original Heart of Darkness.



HELM OF NABU

The Helm of Nabu is perhaps one of the most powerful magical artifacts ever created. The repository of the soul of the Lord of Order Nabu the Wise, the Helm confers upon his appointed successor all of Nabu's magical might and knowledge. But, in return, Nabu may exert his influence over his host's actions and behavior. Nabu's first

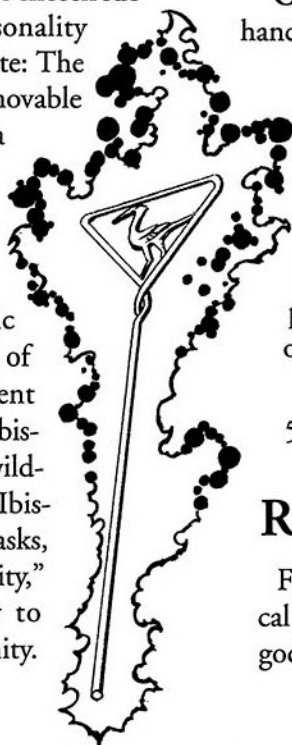
successor, Kent Nelson, who was the first Dr. Fate, was so subsumed by the Lord of Order's consciousness that he became little more than Nabu's puppet. It even prompted Nelson to cease wearing the helm for a time in order to rediscover his own individuality. However, the current Dr. Fate, Hector Hall, seems to not be so possessed. He perceives Nabu's presence as an almost constant whispering in his ear that guides him whenever he wears the helm.

CHARACTERISTICS: Body Points 1000. AV 45 (for attacks to the wearer's head only). 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 (Nabu's personality slowly supplants the wearer's) -4D. Note: The helm does not have the Limitation: Removable when the second Dr. Fate (Eric and Linda Strauss) was active.



IBIS-STICK

The Ibis-stick is a powerful "magic wand" that was given by Thoth, the god of knowledge to a young prince of ancient Egypt, who assumed the name Ibis. The Ibis-stick has the ability to make even one's wildest desires reality, if the user but asks the Ibis-stick to do so. For example, if the user asks, "Ibis-stick, take me to the Rock of Eternity," he will be whisked instantaneously to Shazam's lair within the Rock of Eternity.



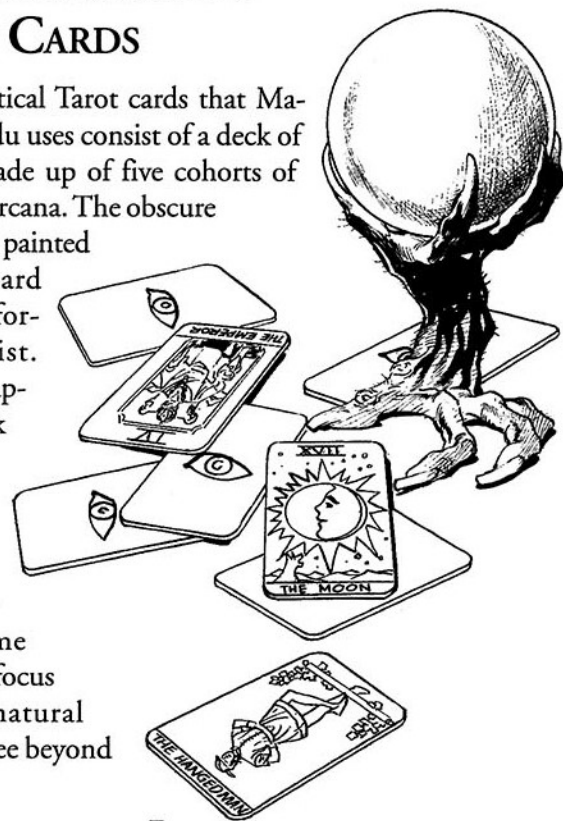
Thus far, no feat has proven beyond the Ibis-stick's ability. The only limit seems to be the imagination of its user.

CHARACTERISTICS: Body Points 1200. Powers: Reality Manipulation 25D [Limitation: Incantation (user must ask Ibis-stick to perform a particular feat) -4D].

MADAME XANADU'S TAROT CARDS

The mystical Tarot cards that Madame Xanadu uses consist of a deck of 78 cards made up of five cohorts of the Major Arcana. The obscure deck is hand painted on pasteboard by a time-forgotten artist. The cards apparently lack any enchanted powers of their own but do allow Madame Xanadu to focus her preternatural abilities to see beyond this reality.

CHARACTERISTICS: Enhancement Modifier: *Know-how* (Tarot reading) +3D.



MADAME XANADU'S CRYSTAL BALL

This is magical item of Madame Xanadu allows her to focus her scrying abilities beyond this realm to peer into distant places and into the future. The stand on which rests her crystal ball is called the Formicarius.

CHARACTERISTICS: Body Points: 110. Powers: ESP 5D, Precognition 2D.

RUBY OF LIFE

Four thousand years ago, the Ruby of Life was a mystical gem created in the Temple of Asyareth in honor of the goddess of the Tiparanes. A mystic order led by High

Priest-King Sargon had the ruby magnificently cut. They imbued it with fabled powers and consecrated it with a spell of transference. It is prophesied that to channel the power of the Ruby of Life, the gemstone must be the first object an infant consciously sees and touches. As the child matures, the receiver of the prophecy may recite an incantation while touching the ruby and thus gain power over all inanimate objects that he touches.

The Ruby of Life had remained in the East for centuries, before making its way across the oceans and ending up in the New World under the possession of Montezuma. The Ruby of Life is bipolar in nature, with powers that have both a dark and light side that influence its user. The current whereabouts of the Ruby of Life are unrevealed. When it was last seen, the Phantom Stranger had took it after Sargon (the last possessor of the stone) heroically died and offered it to Tim Hunter, who declined possession of it.

CHARACTERISTICS: Body Points 800. Enhancement modifiers: *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].

STARHEART

Over four billion years ago, the Guardians of the Universe locked up all random magic and fused it into the Starheart. The captive chaotic energies were gathered as a result of the Guardians' obsessive compulsions to impose order upon the cosmos.

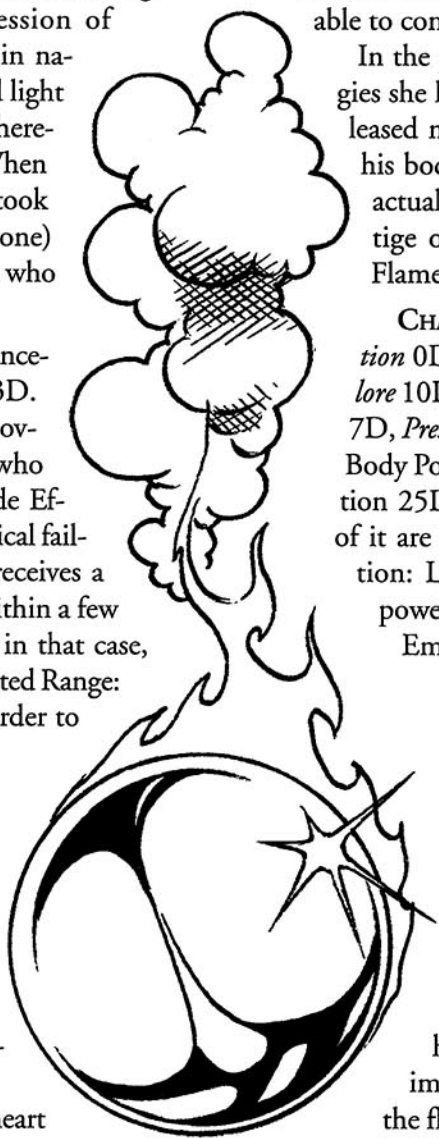
Centuries later, a piece of the mystic Starheart fell to Earth. The meteorite-like fragment was eventually formed into a railroad lantern and ring that Alan Scott used to fight crime as the Golden Age mystery man Green Lantern. As a storehouse of immense power, the ring focused the energies in his quest for justice. Eventually, the traces of energies within the lantern and battery became sentient and escaped its captivity. In the process, it slowed Alan Scott's aging and even reversed it for a time.

Scott fought these energies and believed the Starheart was scattered, powerless. This was actually only another stage of evolution of the chaotic energies, which now sought to spread itself through the universe, destroying the order imposed by the Guardians.

Scott learned that the Starheart actually was the father to Obsidian and Jade, who had used Sentinel's biological material to create them. The Starheart began collecting all the stray bits of itself for its own wicked purposes and called Obsidian and Jade to its side, but Jade was able to combat its forces and dissipate it.

In the process, Jade shed all remaining energies she had left of the Starheart. Scott also released much of the energy he had infused in his body, later restoring him to closer to his actual age while allowing him to retain a vestige of his power that he calls the Green Flame.

CHARACTERISTICS: *Reflexes* 0D, *Coordination* 0D, *Physique* 0D, *Knowledge* 5D, *arcane lore* 10D, *scholar* 12D, *Perception* 4D, *survival* 7D, *Presence* 1D, *persuasion* 4D, *willpower* 9D. Body Points: 1200. Powers: Energy Manipulation 25D [Limitation: Side Effect (all aspects of it are green) -1D], Mimicry 15D (Limitation: Linked to Energy Manipulation). All powers have the Enhancement: Magically Empowered +8D.



STONES OF LIFE

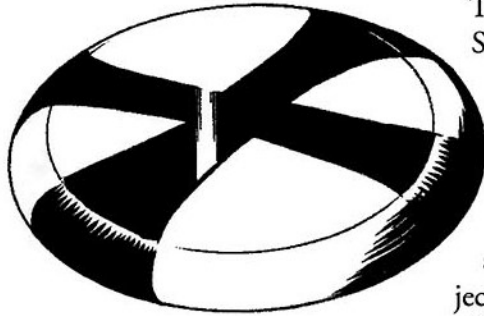
About 7,000 years ago, the African empire named Kôr centered on the mystic Flame of Life, which was capable of curing disease and social problems. The flame eventually was absorbed into the being of Dr. Mist to prevent it from falling into the evil hands of the sorcerer Felix Faust. Now immortal, Mist used some of the power the flame had given him to create 10 magic stones, which he gave to members of the Homo

magi race.

CHARACTERISTICS FOR EACH STONE: Body Points 100. Powers: Gift: Attributes (*Physique*, *Presence*) 5D each, Empathy (with other Stones of Life holders) 20D, Healing 15D. All powers have the Limitations: Conditional (must have a Magic Manipulation power) -2D, Side Effect (spiritual corruption) -6D (User gains a phantom Villain Point

when he uses any power more than once in a round. If the user relies on the Villain Point within a few weeks of gaining it, it becomes permanent; if not, the Villain Point fades away.), Skill Linked (*willpower*),

THE SYMBOL OF THE SEVEN



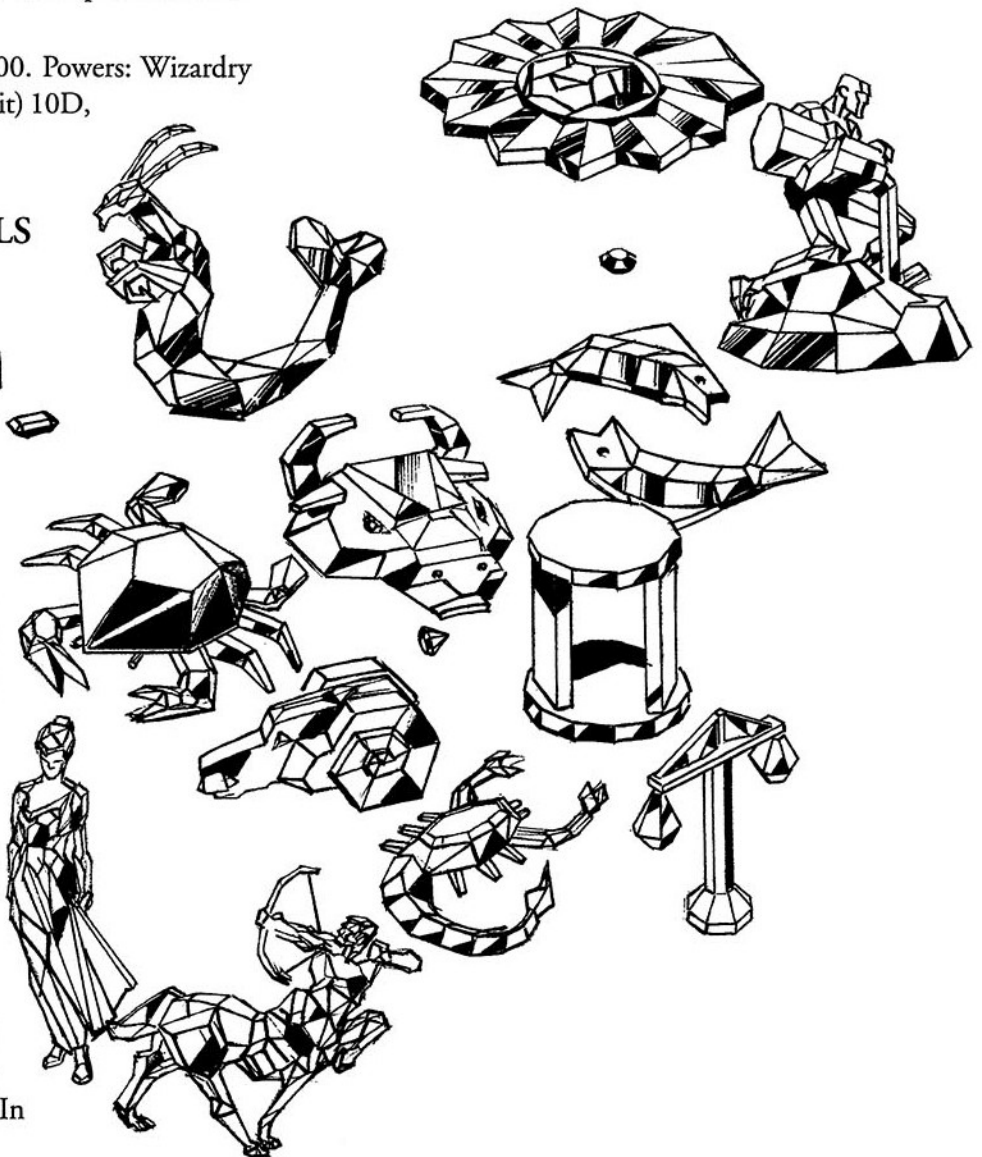
The Symbol of the Seven is a mystical talisman given as a tool to Dr. Occult by his patrons, the Seven. A palm-sized, round object with a cross-like marking, the Symbol

of the Seven can repel and even exorcise supernatural beings and demonic energies.

CHARACTERISTICS: Body Points 700. Powers: Wizardry 8D, Spirit Manipulation (control spirit) 10D, Exorcism 10D.

THE TWELVE CRYSTALS OF THE ZODIAC

It was the dawn of the first Golden Age of Atlantis, when magic reigned supreme. Knowing that even greater magic existed than what they had been able to tap into, a group of archmages, led by Calculha, forged 12 crystals—each one patterned after a sign from the Zodiac. When gathered together, these crystals served as a focus that could give any mage power beyond measure—a power that could be made even stronger by the presence of intense emotions such as hatred, love, or anger. The cabal realized the calamitous potential of the combination, and they immediately separated the crystals, scattering them across the planet so that no one mage could possess them all and be corrupted by the absolute power they promised. In



the millennia since, many sorcerers have tried to find the Twelve Crystals and reunite them. One was Garn Daanuth, evil brother to Arion. Another was Ocean Master, half-brother and archfoe of Aquaman, who was able to recover six of the 12. All six of them were drained of their magical energies during a battle between Aquaman and Ocean Master, leaving another six as yet undiscovered.

CHARACTERISTICS OF EACH CRYSTAL: Body Points 75. Enhancement Modifiers: *Know-how* (Wizardry) +2D. Advantages: Magically Adept -5D. Powers: Wizardry 3D. Note: These characteristics are cumulative with user's characteristics and those of the other crystals. For example, possessing three crystals gives a user *know-how* (Wizardry) +6D, Magically Adept -15D, and Wizardry 9D.

Magical Item

Name:

Type:

Speed:

Rate of Fire:

Defense Value:

Armor Value:

Base Damage Value:

Fire Arc:

Range:

Ammunition/Power Source:

Enhancement Modifiers:

Body Points:

Spells Included:

Attach spell pages for spells included in this item, if any. List names of spells, their final Spell Values, and their charges here.

Enchantment Difficulty:

Description:

Additional Information:

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Spell Page

Scroll: 0

Spell Book Page: 0

Unscribed, Precalculated Spell: 0

Name:

1. Main power emulated:

2. Main power's aspects:

3. Die Code of Each Aspect:

4. Additional Powers & Their Aspects & Die Codes:

5. Duration:

6. Durability: ____

7. Enhancements:

8. Limitations:

9. Rituals:

10. Components:

11. External Magic:

12. Feedback: ____

Number of Charges: ____

If the spell is permanent, indicate "permanently charged" under the number of charges.

Final Spell Value: ____

Nullification Difficulty (Final Spell Value + Durability Modifier): ____

Description (if this is a page from a spell book, be sure to include design notes):

Spell Value Calculation

Total the values for each category and put the number in the correct box. If you do not use a category, put 0 in its box.

1	_____
2	+ _____
3	+ _____
4	+ _____
5	+ _____
6	+ _____
7	+ _____
8	- _____
9	- _____
10	- _____
11	- _____
12	- _____
Final Spell Value	_____

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