

METROPOLIS

SOURCEBOOK



DC UNIVERSE
ROLEPLAYING GAME

TM



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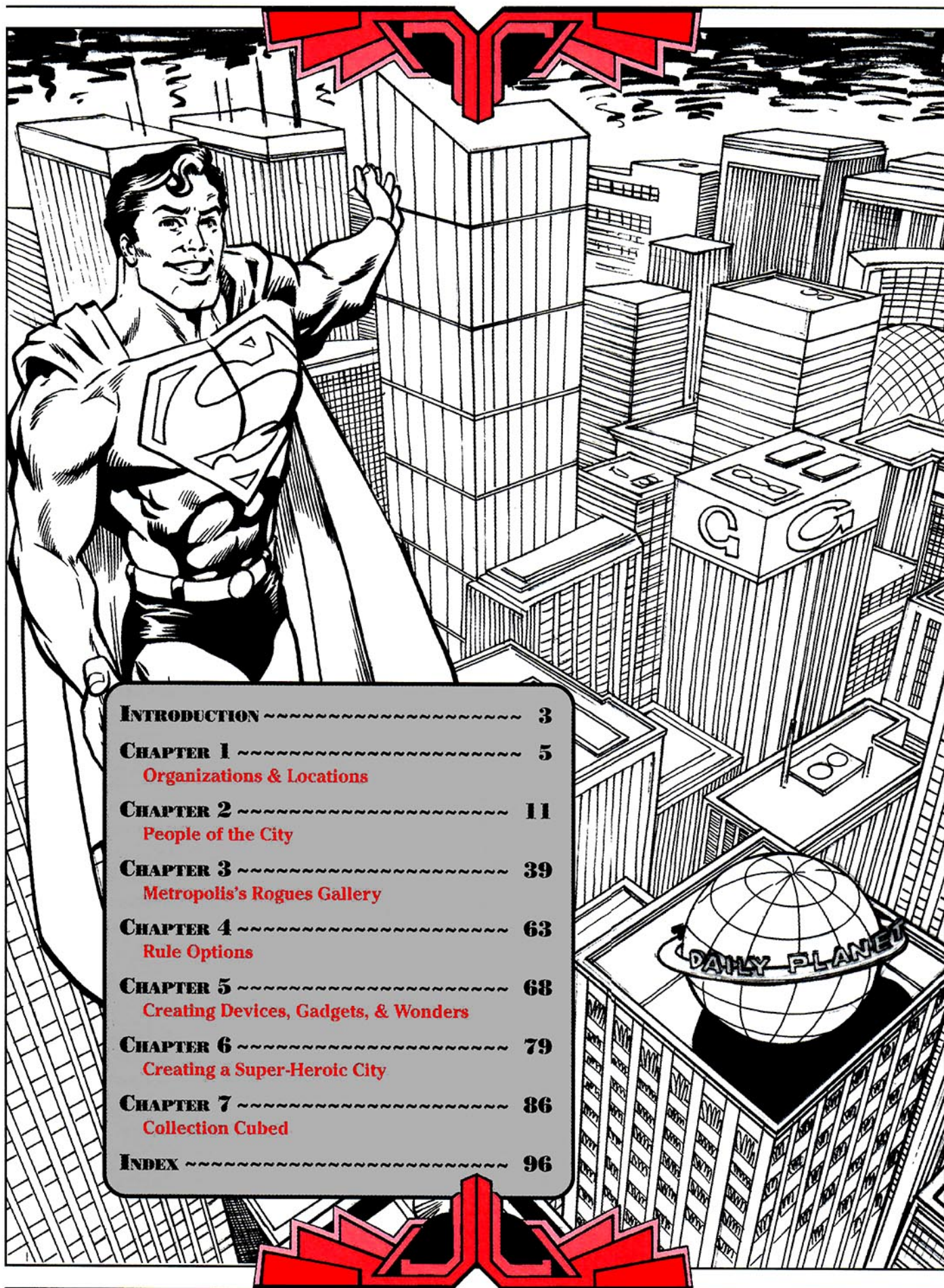
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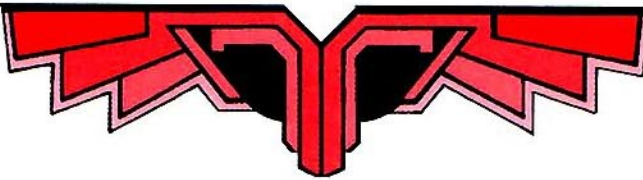
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INTRODUCTION

In this supplement for the *DC Universe Roleplaying Game*, you'll find a wealth of information about the people and places of Metropolis.

- Chapter 1 describes the major businesses and groups that reside in the city.

- Chapter 2 is the place to find out about many of the inhabitants of the city and some of the most notable visitors—like Superboy and Supergirl.

- Chapter 3 is your source for inside information on the rogues that plague the streets of the city.

- Chapter 4 contains new and optional rules and powers for the *DC Universe Roleplaying Game*.

- Chapter 5 details advanced equipment creation rules and a gallery of some of the powered armor seen in and above Metropolis.

- In Chapter 6, learn how to create your very own super-heroic city.

- Mxyzptlk shows up in Chapter 7 to wreak his own twisted brand of humor on an unsuspecting city in an adventure entitled, "Collection Cubed."

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 you aren't familiar with the game. In the character descriptions, along with the usual physical details and background information, you'll find character statistics, which you can use to compare various char-



Introduction

acters or to play an adventure. To help those inexperienced with the game, this introduction offers a glossary of terms that are in the write-ups of most characters.

GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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





CHAPTER 1

ORGANIZATIONS & LOCATIONS

DAILY PLANET

The major newspaper of Metropolis, the *Daily Planet* is the home to world-renowned reporters such as Clark Kent, Lois Lane, Dirk Armstrong, and Ron Troupe. Through the years, Metropolis residents, as well as readers the world over, have come to know the *Daily Planet* as a bastion for quality journalism, as evidenced by the *Planet's* multiple Pulitzer and World Press Awards.

An anomaly in a world growing ever more dependent on electronic media, the *Planet* maintains its rigorous schedule of two editions, early and late, through to the present. Since Superman's debut in Metropolis more than 10 years ago, the city has often found itself at ground zero for many alien invasions and super villain standoffs. As such, the *Planet* has often acted as the voice of the populace, with headlines such as "Earth to Invaders: Drop Dead!" in response to an alien invasion, and "Superman: Dead!" following the Man of Steel's battle with Doomsday.

The 37-story *Planet* building is set apart from the Metropolis skyline by the 20-foot-wide globe mounted on the top—a site for many a quick meeting between the *Planet's* senior staff and Superman, as well as an ideal spot for Clark to make a hasty exit when his attention is needed elsewhere as Superman.

Through the bulk of the past three decades, the *Planet* has been under the editorial guidance of Perry White, a veteran newsman who cut his journalistic teeth at the *Planet* years before he became editor in chief.

Lex Luthor recently bought the *Planet* and shut it down, firing nearly all of its staff in the process, in retaliation for the *Planet's* publishing a photograph of his infant daughter, Lena. He soon sold the *Planet* to a group of investors headed by White and backed by Global Com-

munications, a multinational communications firm that has reopened the *Planet's* doors as a global news provider.

No one in Metropolis, especially those among the *Planet's* staff, liked the idea of Luthor owning the paper. The presence of Lucius Fox on Global's board of directors suggests that feelings of disgust toward Luthor have spread as far as Gotham City.

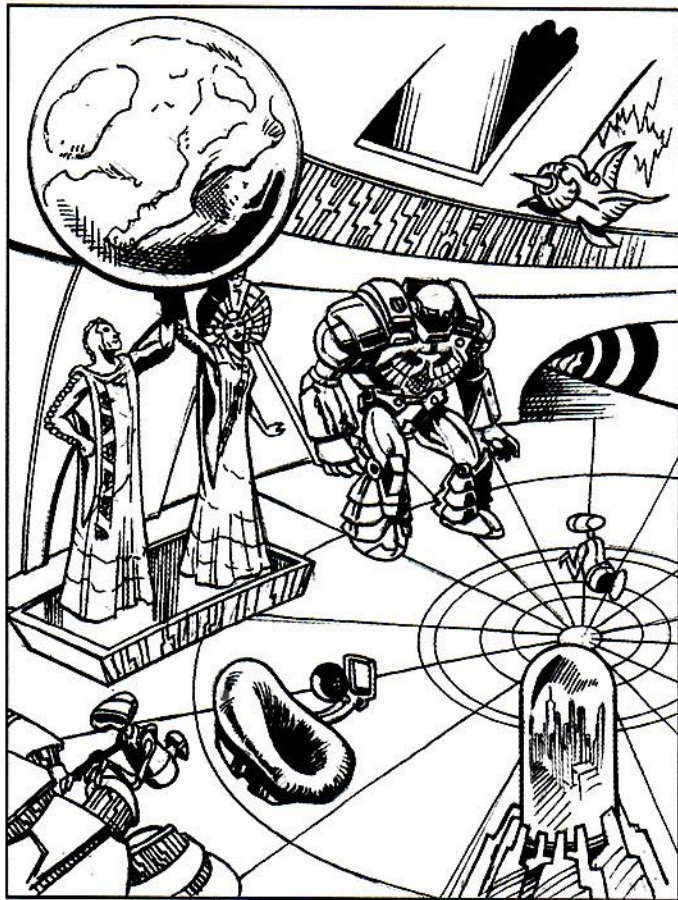
One of the stipulations of Global's purchase of the *Planet* for \$1.00 from Luthor was that Perry White would be appointed as *Daily Planet* publisher, a job



with enormous responsibility and pressure. Luthor has made it no secret that he hopes the job kills Perry. Unbeknownst to all of the *Planet's* staff—even her husband, Clark Kent—Lois Lane had persuaded Luthor to sell the *Planet* back to Perry in exchange for a favor—a secret she keeps hidden. With this favor, Luthor still maintains a hold over the *Planet* and those who work within.

FORTRESS OF SOLITUDE

Prior to its destruction during the Superman Rex/Dominus crisis, Superman's Fortress of Solitude was the final depository of Kryptonian culture and artifacts left in the galaxy. Originally built by the Eradicator



device after Superman brought it to Earth, the Fortress was furnished with actual artifacts from Krypton recovered by the Eradicator via a transdimensional gateway.

Included in the Fortress's accoutrements were Kryptonian battle suits, Kryptonian weaponry, working models of Kryptonian spacecraft, Kryptonian artifacts, Superman's birthing matrix, and its centerpiece—a gigantic globe of Krypton hewn out of stone by the Eradicator and held aloft by

two 12-foot-tall statues of Jor-El and Lara, Superman's biological parents.

In addition to the artifacts, the Fortress was outfitted with realistic holographic projectors arranged in seven areas, representing the seven historic eras of Krypton. Through the interactive programs in the projectors, Superman could travel into Krypton's past and be among his ancestors. Superman recently showed this technology to Superboy before granting him the Kryptonian name Kon-El, a name once belonging to one of Superman's distant cousins.

Superman also kept mementos and souvenirs of his adventures in the Fortress, including the battle suit he wore when Mr. Mxyzptlk created red kryptonite, which robbed Superman of his powers, and statues of the three Kryptonian criminals whom Superman was forced to kill after they destroyed all life in a pocket universe. The Fortress was also the home to Kandor, an inhabited city kept miniaturized within a bottle by the sorcerer Tolos.

Most recently, Superman added several enhancements to the Fortress, including a circular, tube-like matrix of over 1,000 monitor screens tuned to every broadcast on Earth, which allowed him to stop trouble shortly after it started.

The entire Fortress was powered and run by self-repairing Kryptonian technology. Fully integrated with the Kryptonian technology were the Fortress's data banks, which held nearly every detail regarding Krypton and Kryptonian life.

Thanks to its Kryptonian computer system, defenses, and remote location, those whom Superman did not wish to enter were unable to breach the Fortress. Overseeing the Fortress was the robotic servant Kelex, an exact duplicate of the robot that served Superman's father Jor-El.

The Fortress was destroyed in the battle associated with the Dominus event, when Lex Luthor dropped the top floors of the LexCorp tower onto it. Kelex's head, which contains his central processing unit, is now kept in the Kents' apartment for safekeeping, while a Superman robot stands guard over the Fortress's ruins. However, numerous groups have realized what a trove of high-tech treasure the Fortress represents and have been formulating plans to loot it for their own purposes.

KANDOR

A marvel in a world filled with wonders, Kandor is a complete city inhabited by thousands of alien beings contained in a bottle approxi-

mately two feet tall with a diameter of 18 inches. The city was begun hundreds of years ago by the scientist called Tolos, a being of an unknown race who transported the strongest and most powerful individuals from throughout the galaxy into the bottle via his arcane technology. More precisely, Tolos transported the city out of phase of our dimension, and the "glass" walls of the bottle are actually a phase barrier that keeps Kandor in between dimensional planes.

Once inside the city, the individuals were controlled by Tolos: he would transport them outside the bottle while he possessed their minds and bodies, forcing them to commit crimes while their own minds were suppressed by his.

When Tolos came to Earth seeking to capture Superman and place him in Kandor for later use, Superman, with the aid of one of Kandor's Daxamite prisoners, defeated Tolos and forced him into hiding. Superman took Kandor to his Fortress for safekeeping, while Professor Hamilton jury-rigged a life-support system and a means to see inside the city.

Without Tolos's iron fist guiding them, Kandor society soon fell into anarchy, prompting Superman to return and help the Kandorians establish a democratic form of self-government. During his return, Tolos again attempted to control Superman's body. However, Superman was able to trap Tolos in the phase barrier surrounding Kandor, and Tolos's energy form quickly dissipated, giving the bottle city a pinkish glow in its "sky."

Superman has returned to Kandor many times since. Most recently, it was to stop the Cyborg from acting out his scheme to return Kandor to our dimension by placing it directly on top of Metropolis—a thinly veiled attempt at escaping Kandor. Superman was able to trap the Cyborg's con-

sciousness between dimensional planes as well—it's unknown at this point whether or not Tolos and the Cyborg's respective consciousnesses have met in their prison.

Extremely uncomfortable with the idea of so many individuals held against their will for so long, Superman has pledged to the citizens of Kandor that he will find a way to return them to their rightful sizes and places. To aid him in this pledge, Superman has enlisted the aid of Professor Hamilton, who is now Earth's foremost authority on Kandor. While Hamilton studies Kandor intently, hopes of restoring Kandor to its size are somewhat bleak without intervention on the order of the New Gods: Tolos's technology is like nothing ever seen on Earth or many of the inhabited star systems in this galaxy. Additionally,

if Superman is able to restore the Kandorians to this plane of reality, culture shock would be a prime concern, since none of the Kandorians have aged since being kidnapped by Tolos.

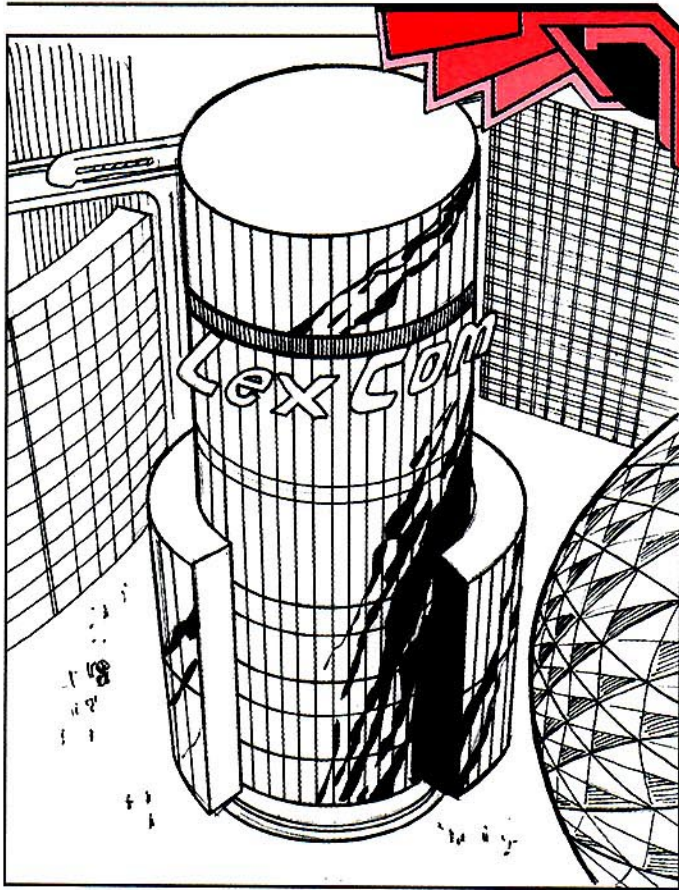
Currently, an elected council rules Kandor with a single speaker. Despite its governmental structure, Kandor still remains largely untamed, similar to a town in America's Wild West period. All visitors to Kandor are recommended to travel with Superman, as he is known and respected by Kandor's citizenry.

LEXCOM

Lex Luthor's answer to the information-hungry masses of the world, LexCom is an Internet-based news service that reports on breaking news, most often taking stories from other sources and piecing together fresh versions of existing news. While this "light touch"

on the news has LexCom looked down upon by more traditional news outlets, the public, 68 percent of whom own a LexCorp computer and there-





fore receive a free subscription to LexCom, has yet to raise any protest.

In all truth, LexCom is a rather Orwellian scheme of Luthor's to control what news makes it to the public. All news is reviewed (and censored at times) by LexCom managing editor Simone DeNeige, who follows Luthor's guidelines to the letter—no good publicity for Superman or any bad publicity for LexCorp.

The LexCom building itself is an antiprivacy lawyer's dream come true—surveillance cameras practically litter the walls and elevators. Every nook and cranny of LexCom is constantly being watched. Also, from his office on the thirtieth floor, Luthor can access the entire hard drive of any computer in the building, giving a special hands-on touch when he feels it is needed.

LEXCORP

Founded by Lex Luthor when he was still in his early twenties, LexCorp was originally begun as an aerospace venture, but under Luthor's ruthless guidance, it quickly diversified and grew into a massive multinational corporation with Luthor in the president's seat at age 32.

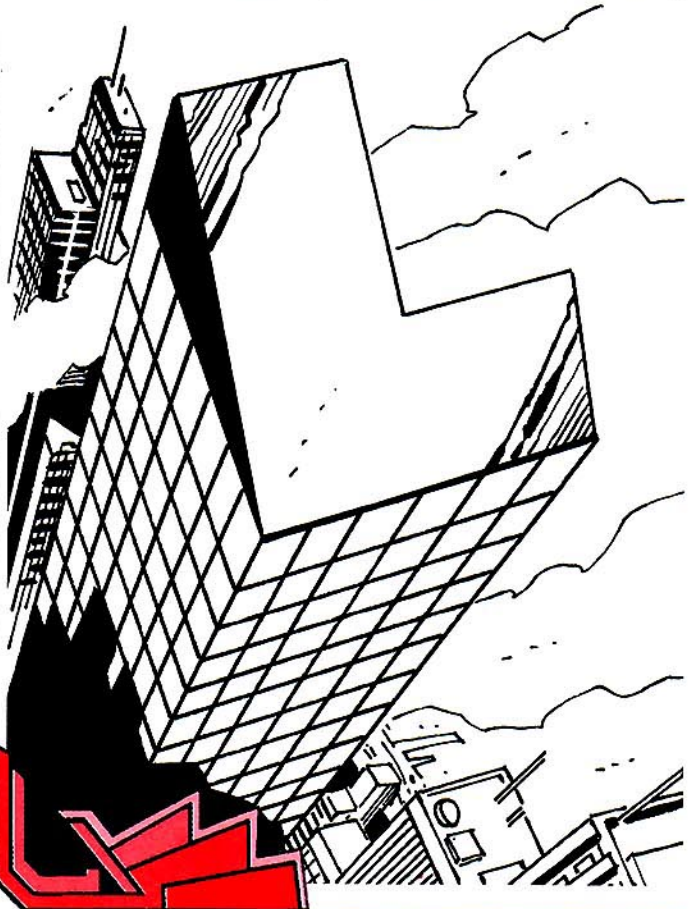
Currently, LexCorp's holdings have begun to grow again thanks to the robust economy. As a result, Luthor has been buying new compa-

nies and interests. Because of Luthor's latest shopping spree, LexCorp International covers businesses as widespread as fast

food (Ralli's Family Restaurants), beverage production (Koul-Brau Breweries), banking (First Metro Security), oil (LexOil), communication (LexCom), retail (Carlini's Department Stores), entertainment (LexCom Studios and Fantasyworks Films), and air travel (LexAir).

Publicly, Luthor is one of Metropolis's and America's best-known philanthropists, donating well over \$100 million to various charities every year, either personally or through his various agencies. As nearly two-third of Metropolis' 11 million citizens work for Luthor either directly or indirectly, the population of the city feels in some way indebted to the man who helped establish Metropolis as the city of tomorrow.

Luthor's legitimate businesses are only the surface layer of LexCorp. Beneath its shiny exterior crafted by public relations departments and spin doctors, Luthor has numerous contracts with the U.S. government, both overt (the W-Lex151, the latest generation amphibious assault craft) and clandestine (artificial kryptonite development). Luthor remains today, as he has been since shortly before the Gulf War, one of America's largest producers of munitions and armament for the U.S. military and other nations (usually



serviced through the black market).

LexCorp's headquarters is located in downtown Metropolis and can easily be identified by its height (96 stories) and its characteristic "L" shape. Luthor's private office occupies the bulk of the top few floors of the upper arm of the "L" while a helipad and jetport with take-off features similar to those seen on aircraft carriers occupies the very top of the "L." Lena Luthor's nursery is directly off of Luthor's office and is fully shielded from electromagnetic signals and prying X-ray eyes.

The remaining floors of LexCorp Tower are riddled with laboratory space whose research programs sweep the spectrum from constructing more effective cyanide-tipped armor-piercing bullets to perfecting artificial kryptonite (a program Luthor continues even though he lost funding from the DEO) to artificial intelligence research centered on several Superman robots Luthor acquired. Additionally, LexCorp's genetic and bioengineering research is likely the most advanced in the world and completely private—LexCorp biological researchers never attend scientific conferences and rarely, if ever, submit papers to peer-reviewed journals.

In addition to the research that goes on high above the streets of downtown Metropolis, LexCorp maintains more than three dozen covert research facilities around the globe; these study more volatile endeavors, such as kryptonite-based nuclear warheads (utilizing small fragments of the kryptonite in Luthor's possession), alternate energy, and high-yield explosives. Luthor would never study or house volatile research in the main LexCorp Tower due to his protective attitude toward Metropolis and, even more so, his daughter, Lena.

PROJECT CADMUS

Project Cadmus is the premier government-operated genetic research institution in the world. Formerly a covert, unchecked, nearly out-of-control program that spewed forth monsters, clones, and other such biological troubles, Project Cadmus has recently been reorganized under Mickey "the Mechanic" Cannon and Colonel Adam Winterbourne. Since the reorganization, Cadmus has gone public and now devotes much of its time and resources to helping the general public, including discovering the cure for the Hourman virus and recapturing the project's legacy—genetic monsters and creations of Dabney Donovan that still roam free. While Cadmus bases are scattered throughout the world, the main facility is lo-



cated in the hundreds of miles of caverns within the Kirby County mountains north of Metropolis.

At any given time, Cadmus holds at least three dozen various creatures in holding pens while they undergo further study. The creatures are held in check by DNActivation Fields, which are coded to the creatures' unique DNA. Also, the tunnels underneath and surrounding Cadmus are extensive and to this day largely unexplored. Upon exploration, visitors will likely encounter a Cadmus beast, with an 50-50 chance of its being hostile.

SCIENTIFIC & TECHNOLOGICAL ADVANCED RESEARCH (S.T.A.R.) LABORATORIES

Located in the Queensland Park area of Metropolis, S.T.A.R. Labs has been a boon to both Metropolis' economic and technological sectors. With a research legacy that stretches over six continents and 25 years,

S.T.A.R. Labs' Metropolis facility has been instrumental in technological advances, as well as in applications of metahuman technology to ev-

everyday life. The current laboratory, twice as large as the previous lab that was located in downtown Metropolis and destroyed by the villain Monarch, houses numerous individual laboratories dedicated to the study of advanced ideas, alien life forms, artificial intelligence, and metahuman research. S.T.A.R. Labs and its personnel have aided Superman and the other heroes of Metropolis on countless occasions, providing assistance in the apprehension and confinement of super-powered menaces within the city and around the world.

The largest local employer not controlled by Lex Luthor, S.T.A.R. Labs performs contract research for both the private and public sectors as well as the military, licensing other corporations to pursue the commercial applications of its research. Currently, the Metropolis branch of S.T.A.R. Labs is headed by Dr. Burton "Hunter" Thompson, an accomplished scientist, big game hunter, and tracker.

At any given time, S.T.A.R. Labs Metropolis houses on average three metahuman villains such as Metallo, Brainiac, Parasite, Solomon Grundy, or the Atomic Skull, as well as various other creatures on par with Project Cadmus. Normally, S.T.A.R. Labs devises a means to neutralize their powers before shipping the metahuman threat off to the Slab, a secured federal metahuman confinement facility.



S.T.A.R. Labs has a fairly strict code of ethics and will not undertake research that may ultimately bring harm to the general population or metahumans. However, much of the material used in S.T.A.R. Labs' research is highly dangerous and could threaten large portions of Metropolis if it was released or the integrity of certain containment fields was breached.

SPECIAL CRIMES UNIT (S.C.U.)

A branch of the Metropolis Police Department, the S.C.U. is designed and equipped to deal with metahuman and other threats to Metropolis's citizenry that regular police officers are unable to handle. As such, S.C.U. recruits are heavily trained in weapon combat, metahuman psychology, and the neutralization of technological threats. The job is not an easy one, and the S.C.U. has seen more than its share of casualties during the years. However, it has also served as a role model for other cities' own Special Crimes Units, including Washington, D.C., and Honolulu, Hawaii. Recently, Dr. John Henry Irons has devised protective, strength-enhancing personal armor for the S.C.U., which allows personnel to take on metahuman threats with a reduced risk of bodily harm.

SUPERMEN OF AMERICA

Organized (and paid) by Lex Luthor during the recent period of time when Superman was controlled by Dominus, the Supermen of America are made up of two distinct parts—a volunteer group of thousands of teenagers who regularly patrol the streets of Metropolis and a core of six metahuman youths: Outburst, Brahma, Loser, White Lotus, Pyrogen, and Psilencer. Untrained as heroes, the super-powered group paid a heavy price when Psilencer was killed by a gang member's bullet on one of their first assignments. After that, the team refocused itself and devoted more time to training and preparing for battles.

Since Superman's return to his senses, the group has chosen to remain together, while the majority of the volunteer corps have moved on to other fads and trends. Superman has thanked and congratulated the five teenagers for watching over Metropolis during his absence. With that blessing, the team continues to patrol Metropolis, taking on lower-level street crime and urging Metropolis teens to find a nonviolent answer to disagreements.



CHAPTER 2

PEOPLE OF THE CITY

ALPHA CENTURION

REAL NAME: Marcus Aelius

OCCUPATION: Adventurer

BASE OF OPERATIONS: Mobile

HEIGHT: 6'

WEIGHT: 200 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Advanced (3)

Reflexes 3D: *Brawling* 6D, *dodge* 6D, *melee weapons* 6D, *piloting* 5D (self +1D)

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

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



Knowledge 3D: *Computer ops* 4D (Virmiru +3D), *languages (Latin)* 9D, *scholar (Roman history)* 10D, *science* 4D (Virmiru +5D)

Perception 3D: *Engineering* 4D (Virmiru +3D), *repair* 4D (Virmiru +3D)

Presence 3D: *Charm* 4D, *command* 6D, *intimidation* 5D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (Superman) -4D, Courage -2D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Obscure Knowledge (life in ancient Rome) -2D, Technologically Advanced -30D.

SPEED: 30

PDV: 3 (7 with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 30

BODY POINTS: 34

EQUIPMENT: Virmiru armor (AV 15 against physical and energy attacks; Body Points 150; powers: Flight 8D, Speed Manipulation (flying) 4D, Energy Manipulation (manifestation of sword and shield) 10D [adds to armor's AV when successfully used to block; limitation: Removable -1D]).

BACKGROUND: A Roman Centurion during the time of Hadrian, Aelius was selected to travel to the home world of the Virmiru, an alien race that had apparently visited Earth several times since human civilization had begun. During his 10 years on Virmiru, Aelius learned much of the alien technology, adding it to his Roman teachings and customs. Upon his return to Earth in his ship, the *Pax Romana*, Aelius was stunned to learn that, due to the relativistic effects of faster-than-light travel, over 1800 years had passed.

Aelius quickly adapted to this strange new land and aligned himself with Contessa Erica Alexandra del Portenza, who was LexCorp's CEO at the time. Together with the

Contessa, Aelius formed the Centurions, a private army that protected Metropolis with strict, Romanesque law. Proving his loyalty to Superman, Aelius traveled with Superboy, Steel, and Supergirl to successfully rescue Superman from an alien tribunal who had charged the Man of Steel with the death of Krypton.

RECENTLY: After coming under harsh criticism when innocents were injured during a Centurion operation, Aelius dissolved the Centurions, choosing to operate on his own, free from LexCorp's influence. To these ends, he has left Metropolis, stopping briefly in Washington, D.C., where he learned of the Virmiru's treacherous plans for Earth and severed all ties with the alien race. Presumably, Aelius now travels the world, seeing how it has changed since Roman times, always ready to answer Superman's call.

BIBBO

Reflexes 3D: *Brawling* 5D, *dodge* 4D
Coordination 2D



Physique 4D: *Lifting* 5D

Knowledge 1D

Perception 2D: *Streetwise* 4D (*Metropolis* +2D)

Presence 3D: *Command* 4D, *intimidation* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Courage -2D, Leadership Ability -2D, Obscure Knowledge (boxing history) -2D, Wealth -6D; Dark Secret (rough living as youth) +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 37

BACKGROUND: Former boxer, police informant, and owner of the Ace O' Clubs bar, Bibbo considers himself a close, personal friend of Superman's, a fact that he constantly reiterates to bar patrons. A noble hooligan, Bibbo can always be counted on to do the right thing, often motivating others to do the same.

SIMONE DENEGE

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 2D: *Languages (French)* 8D, *research* 4D, *scholar (reporting)* 5D

Perception 2D: *Artist (writing)* 4D

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

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 22

BACKGROUND: A native of France, Simone was originally a reporter for *Le Journal du Monde* in Paris. It was there where she met a young Clark Kent, who had recently graduated from college. Simone and Kent had a brief affair, but she dumped him after he canceled an interview to secretly rescue a bus of tourists from a terrorist bomb. From there, Simone worked as a foreign correspondent for a number of outlets. Most recently, she was hired by the *Daily Planet* for her views on how to boost the *Planet's* circulation.

Ironically, it was one of Simone's directives, the first published photo of Luthor's daughter, that caused Luthor to buy and dismantle the *Planet*. Rather than firing Simone, Luthor hired her as managing editor of LexCom, perhaps because he knew, having learned of Simone and Kent's back-



ground, it would pique Lois. During Lane's tenure at LexCom, the two women constantly bickered over journalistic ethics, with Lois on the side of quality reporting and Simone pulling for tabloid-style sensationalism.

ERADICATOR

REAL NAME: Dr. David Conner

OCCUPATION: Hero

BASE OF OPERATIONS: Mobile

HEIGHT: 6'3" **WEIGHT:** Variable

EYES: Red **HAIR:** Black

RACE: Human/Kryptonian hybrid

TECH LEVEL: Advanced (3)

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

Coordination 4D: *Marksmanship* 5D (*energy blasts* +3D), *thrown weapons* 5D

Physique 5D (25D): *Flying* 6D (26D)

Knowledge 5D: *Language (Kryptonian)* 6D, *medicine* 7D, *scholar* 6D (*Kryptonian lore* +9D, *Kryptonian history* +9D), *science* 7D

Perception 4D: *Engineering* 5D (*Kryptonian architecture* +10D), *repair* 8D, *surveillance* 5D

Presence 4D: *Command* 5D, *intimidation* 8D, *willpower* 6D

ADVANTAGES/DISADVANTAGES:

Mechanical Aptitude -2D, *Fanatic* (recreation of Krypton)

+3D, *Hides Emotions* +1D, *Obsessive Tendencies* +2D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 4 (10 with *Speed Manipulation*)

UNARMED BDV: 4D

P/L BONUS: +12

HERO POINTS: 2

VILLAIN POINTS: 1

CHARACTER POINTS: 30

BODY POINTS: 125

POWERS: *Microwave Projection* 12D, *Disintegration* 14D, *Superattributes:* *Physique* 20D, *Mind Control* (Kryptonians) 18D, *Possession* 6D, *Flight* 12D, *Dimension Travel* (*Phantom Zone*) 6D, *Speed Manipulation* (*supermobility*) 6D, *Matter Manipulation* 15D.

BACKGROUND: Originally a sentient device, the Eradicator was invented by the Kryptonian scientist Kem-L, an ancestor of Superman. Created during Krypton's period of intolerance and racism, the Eradicator was designed to serve two purposes—a weapon to destroy all alien genetic impurity on Krypton and a device that would ensure the genetic purity of Kryptonians throughout the years. One of the abilities the Eradicator possessed was to genetically alter Kryptonians so they would be unable to live anywhere other than Krypton. This meant that no Kryptonians could ever leave



their home planet, so when its destruction was imminent, Jor-El took his child Kal from the birthing matrix early, before he could be genetically altered, which allowed him to escape Krypton's demise.

Years later, the Eradicator device, which also survived Krypton's destruction, was given to Superman. He found it to be unstable and ultimately buried it in the Antarctic. While buried, the Eradicator began manipulating matter, constructing a Kryptonian fortress out of ice and rock. It filled the fortress with Kryptonian artifacts that had been shunted into a phantom dimension by Kem-L centuries before.

On at least two occasions, the Eradicator sought to gain control of Superman's mind and return him to his pure Kryptonian roots. On both occasions, Superman rejected the Eradicator's influences. Upon Superman's "death," the Eradicator spirited Superman's body back to the Fortress where it began to recover, while it assumed humanoid form and served Metropolis as a Kryptonian guard, harsh and extreme in its form of justice.

The Eradicator joined with the revived Superman and other heroes to defeat the Cyborg in the ruins of Coast City, but it was gravely injured in the process and its body was taken to S.T.A.R. Labs for study. Once there, Dr. David Conner, a man with tremendous personal problems and terminal cancer, bonded to the Eradicator, giving the Kryptonian powerhouse a human mind.

RECENTLY: With Conner's mind, the Eradicator continued to mete out harsh judgment and justice. As such, he sought to bring the outlaw heroes known as the Outsiders to justice, only to find they had been framed. Convinced of their innocence, the Eradicator joined the team until their eventual disbanding.

Since then, the Eradicator has traveled the globe numerous times, searching for its identity and wondering who or what it is becoming as the memories of Dr. Conner fall further and further away and those of Krypton continue to come to the forefront. The Eradicator also pondered the mystery of being a humanoid creature called the Eradicator, while the original device called "the Eradicator" lies in Superman's Fortress.

GANGBUSTER (JOSE DELGADO)

Reflexes 3D: *Acrobatics* 4D, *brawling* 5D, *dodge* 5D, *martial arts* 4D, *melee weapons* 4D (*nunchaku* +2D), *sneak* 4D

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



Physique 2D: *Lifting* 4D

Knowledge 2D: *Criminology* 3D, *medicine* 3D

Perception 2D: *Hide* 4D, *search* 4D, *shadowing* 4D, *streetwise (Metropolis)* 4D, *surveillance* 4D, *survival (urban)* 4D, *tracking* 3D

Presence 2D: *Charm* 3D, *command* 4D, *interrogation* 4D, *intimidation* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Acute Balance* -2D, *Contact (Superman)* -5D, *Courage* -2D; *Dark Secret (was under Luthor's control)* +1D, *Secret Identity* +3D, *Sworn Enemy* +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 24

BODY POINTS: 36

EQUIPMENT: *Armor* (AV 16 against physical attacks), *nunchaku* (BDV 3D).

BACKGROUND: Driven by circumstances in his native Suicide Slum to take up a costume and the role of Gangbuster, Delgado has repeatedly proven himself as one of Superman's staunchest allies in Metropolis. While

Luthor has tried to control him many times, Delgado has always shown himself to be stronger and has defeated Luthor's schemes. He continues to fight crime in Suicide Slum to this day.

CAT GRANT

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 2D: *Research* 4D, *scholar (journalism)* 5D

Perception 2D

Presence 3D: *Charm* 4D, *persuasion* 4D

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Attractive Appearance -2D, Charismatic -3D, Contact (Superman) -4D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 23

BACKGROUND: A former rival of Lois Lane for Clark Kent's affection, Catherine Grant has made her way from gossip columnist to respected reporter in the pages of the *Daily Planet*. Grant was able to parlay her fame as a



reporter into a hosting contract with WGBS's *Hollywood Tonight*. While she was at WGBS, she learned that her boss, Morgan

Edge, was in fact the leader of Intergang and, with the help of Clark Kent, brought him to justice. Grant's life hasn't been easy since shutting Edge down: Her son Adam was murdered by the Toyman. She accused her new boss, Vincent Edge, of sexual harassment charges and finally won. After a battle with WGBS board members, she was appointed as head of WGBS news, Edge's old job; she continues to anchor the WGBS evening news as well.

GUARDIAN

REAL NAME: James Jacob Harper

OCCUPATION: Security chief

BASE OF OPERATIONS: Project Cadmus

HEIGHT: 6'0"

WEIGHT: 205 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Acrobatics* 8D, *brawling* 8D, *dodge* 8D, *driving* 5D, *martial arts* 5D, *melee weapons* 6D (shield +5D), *piloting* 4D, *sneak* 4D

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

Physique 3D: *Leap* 6D, *lifting* 5D, *resistance* 4D, *running* 6D, *swimming* 4D

Knowledge 3D: *Computer ops* 4D (Project Cadmus sytems +1D), *criminology* 5D, *medicine (first aid)* 5D, *security* 5D (Project Cadmus +4D)

Perception 3D: *Hide* 4D, *search* 4D, *shadowing* 4D, *streetwise (Metropolis)* 5D, *surveillance* 4D, *tracking* 4D

Presence 3D: *Command* 7D, *interrogation* 4D, *intimidation* 5D, *persuasion* 4D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Charismatic -3D, Contact (Superman, Superboy) -5D each, Contact (Newsboy Legion) -3D, Courage -2D, Leadership Ability -2D, Patron (Project Cadmus) -5D, Preparedness -4D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 32

BODY POINTS: 40

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

BACKGROUND: Originally a beat cop in Metropolis during World War II, Jim Harper took up the shield and costume of Guardian to protect the resi-



dents of Suicide Slum, in particular four orphans known as the Newsboy Legion. Years later, when Harper was suffering from the infirmities of old age, the now adult Newsboy Legion repaid Harper's kindness. They saw to it that Harper was given a new lease on life: they had his consciousness transferred to a new, younger, cloned body at Project Cadmus.

RECENTLY: Faster, stronger, and more agile than ever, Guardian now serves as Project Cadmus's head of security, answering to Mickey Cannon and Colonel Adam Winterbourne. In this capacity, he has often aided Superman against Cadmus-created threats as well as taking on the role of mentor with Superboy. Additionally, Guardian still keeps an eye out for the "new" Newsboy Legion, clones of the original members, who were recently sent back to Metropolis to live following Cadmus's reorganization. After making sure Cadmus is safe, Guardian still enjoys roaming the rooftops of Suicide Slum.

PROFESSOR EMIL HAMILTON

Reflexes 2D
Coordination 3D
Physique 2D

Knowledge 5D: *Computer ops* 8D, *medicine* 5D, *research* 7D, *scholar* 8D (*Kandor* +2D), *science* 8D (*Kryptonian physiology* +2D), *security* 4D (*S.T.A.R. Labs* +1D)

Perception 4D: *Engineering* 8D, *invent* 8D, *repair* 8D
Presence 2D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Superman) -5D, Gifted in Learning -4D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Technically Advanced -10D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 7

BODY POINTS: 20

BACKGROUND: Superman's friend and confidant, Hamilton has aided Superman throughout the years, providing assistance, analysis, and high-tech solutions when needed. Some of Hamilton's best efforts include: saving the bottle city of Kandor, building his own cybernetic arm, creating the containment suit needed for Superman's (and now Strange Visitor's) energy form, and providing technological blocks against Lex Luthor's schemes. Somewhat of a hermit, Hamilton continues to work in his laboratory, his future secure due to revenue generated by previous patents. While he and Superman do not have as much contact as they used to, Hamilton is always ready to respond if Superman needs high-tech help.



CHIEF WILLIAM JAMES HENDERSON

Reflexes 2D: *Brawling* 4D, *dodge*, 4D, *driving* 3D, *melee weapons* 3D

Coordination 2D: *Marksmanship* 4D

Physique 2D

Knowledge 3D: *Criminology* 6D, *medicine* 4D (*first aid* +1D), *scholar* 4D (*police procedure* +3D), *science* 4D (*forensics* +1D), *security* 4D

Perception 2D: *Streetwise* 5D (*Metropolis* +1D), *surveillance* 4D

Presence 3D: *Command* 7D, *interrogation* 5D, *intimidation* 5D, *persuasion* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact* (Superman) -2D, *Courage* -2D, *Leadership Ability* -2D, *Observant* -2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 8

BODY POINTS: 28

EQUIPMENT: Glock .40 Model 23 (BDV 4Dx3).

BACKGROUND: Chief of the Metropolis Police Department, Henderson is well respected and liked by the officers that serve under him. He has ridden out numerous political and social changes in the city; Metropolis's citizens have stood behind Henderson for years and continue to do so.



MA & PA KENT

REAL NAMES: Martha Clark Fordman Kent, Jonathan Joseph Kent

OCCUPATION: Farmers

BASE OF OPERATIONS: Smallville, Kansas

HEIGHT: 5'4" (Martha), 5'8" (Jonathan)

WEIGHT: 140 pounds (Martha), 175 pounds (Jonathan)

EYES: Blue, blue

HAIR: White, white

RACE: Human

Tech Level: Modern (1)

MARTHA KENT

Reflexes 2D: *Riding* 4D

Coordination 2D

Physique 2D

Knowledge 2D: *Scholar* (*farming*) 5D

Perception 2D: *Artist* (*sewing*) 5D, *know-how* (*sewing*) 5D, *know-how* (*cooking*) 4D, *survival* (*rural*) 4D

Presence 2D: *Animal handling* 4D, *charm* 5D, *willpower* 3D

ADVANTANTAGES/DISADVANTAGES: *Contact* (Superman) -6D, *Observant* -2D; *Dark Secret* (Superman's identity) +3D, *Dependent* (Jonathan) +1D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D
P/L BONUS: +1
HERO POINTS: 1
VILLAIN POINTS: 0
CHARACTER POINTS: 7 BODY POINTS: 18

JONATHAN KENT

Reflexes 2D: *Brawling 3D, driving 3D, melee weapons 3D, riding 4D*

Coordination 2D

Physique 2D

Knowledge 2D: *Scholar (farming) 6D*

Perception 2D: *Know-how (farming) 6D, repair 4D, survival (rural) 4D*

Presence 2D: *Animal handling 4D, charm 3D, command 5D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Contact (Superman) -6D, Observant -2D; Dark Secret (Superman's identity) +3D, Dependent (Martha) +1D, Medical Problem (heart condition) +6D.

SPEED: 30 **PDV:** 1
UNARMED BDV: 1D **P/L BONUS:** +1
HERO POINTS: 1 **VILLAIN POINTS:** 0
CHARACTER POINTS: 7 **BODY POINTS:** 16

BACKGROUND: Finding an infant in a crashed rocket ship years ago, the Kents had no idea how much their newfound adopted son would change their lives. Jonathan and Martha raised young Clark to be a moral and conscientious person, a reflection of their own beliefs. Immediately following his unplanned debut saving the NASA space plane *Constitution*, Martha and Jonathan helped Clark to realize that his powers should be used for the benefit of all humankind. Hand-sewing a costume, Martha designed the look that would soon be recognized the world over—the traditional blue and red costume of Superman.

The Kents were given another chance to act as foster parents for a super-powered being when Superman asked them to look after the injured Matrix, who later became Supergirl. She, too, owes much of her outlook and ethics to the Kents.

RECENTLY: Since Clark has left home, Jonathan and Martha have kept in close contact with him thanks to his weekly visits home, flying in at superspeed so as not to be noticed by neighbors. Following Jonathan's heart attack (and subsequent recovery) brought on by the news that Clark had "died" at the hands of Doomsday, the Kents have changed many of their habits and currently engage in vigorous exercise. While they may occasionally get caught up in Superman's adventures, Clark vigorously strives to

make sure his parents are never placed in harm's way due to his actions as Superman.

LOIS LANE

REAL NAME: Lois Joanne Lane

OCCUPATION: Reporter, novelist

BASE OF OPERATIONS: Metropolis

HEIGHT: 5'6"

WEIGHT: 130 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

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

Coordination 2D: *Lockpicking 5D, marksmanship 3D, sleight of hand 3D, thievery 4D*

Physique 2D: *Running 3D, swimming 4D*

Knowledge 3D: *Computer ops 4D, criminology 6D, languages 4D, medicine 4D, research 9D, scholar 5D (reporting +4D), science 4D, security 4D*

Perception 3D: *Artist 5D (writing +3D), hide 5D, repair 4D, search 5D, shadowing 5D, streetwise 4D (Metropo-*



lis +1D), surveillance 4D, survival 4D

Presence 3D: Bluff 4D, charm 6D, command 5D, interrogation 4D, intimidation 4D, persuasion 6D, willpower 7D

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Attractive Appearance -2D, Charismatic -2D, Contact (sources) -6D, Contact (Superman) -6D, Courage -2D, Obscure Knowledge -2D, Observant -2D; Argumentative +1D, Dark Secret (Superman's identity) +3D, Dark Secret (debt to Luthor) +2D, Impulsiveness +2D, Obsessive Tendencies +2D, Owes Favor (to Luthor) +5D.

SPEED: 30

PDV: 2

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

HERO POINTS: 2 **VILLAIN POINTS:** 0

CHARACTER POINTS: 12 **BODY POINTS:** 26

BACKGROUND: The daughters of Colonel Sam Lane, Lois and her sister Lucy were raised to be as tough as, or tougher than, the sons he had wanted. Lane's parenting style almost backfired on him as Lois became nearly as headstrong and determined to get her own way as her father. On an elementary school field trip to the *Daily Planet*, Lois witnessed a heated exchange between reporter Perry White and his editor that would cause her to return to the *Planet* years later as a teen looking for a job from White, who was now editor. Dismissed by White, Lois persisted, and eventually became a reporter at the *Planet*, quickly rising to the position of the *Planet's* star investigative reporter. During an assignment covering the maiden flight of NASA's *Constitution* space plane, the experimental aircraft collided with a smaller plane. They were saved by a mysterious flying man the media dubbed "Superman." Shortly thereafter, a young reporter named Clark Kent began working at the *Planet*. While the two were initially rivals, Lois and Clark eventually formed a close friendship that later blossomed into romance.

RECENTLY: Following years of dating, Clark finally revealed his secret identity to Lois after asking her to marry him. With some initial trepidation, she accepted, and the two were recently married in Metropolis. Lois has continued to provide the *Planet* with its biggest scoops over the years, including Luthor's fake death and clone hoax, as well as helping to bring down Inter-gang with Clark. Most recently, Luthor bought and shut down the *Daily Planet*, but hired Lois to work for his Internet-based news service, LexCom, so he could keep a closer eye on her.

While she may be "Mrs. Superman," Lois is extremely self-reliant and tough in

her own right. Her marriage to Clark is as strong as ever, and the two enjoy every moment of private time they can find. As her

job at LexCom limited the scope of her investigative reporting, Lois was more than thrilled to resign from LexCom and return to the reopened *Daily Planet*. Once again, she is one of the nation's finest investigative reporters, doggedly pursuing stories on her own to satisfy either her curiosity or a need to see justice done.

LUCY LANE

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 2D

Perception 2D

Presence 2D: Charm 3D

ADVANTAGES/DISADVANTAGES: Contact (Superman) -5D; Dependent (infant child) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 2

BODY POINTS: 21

BACKGROUND: Sister of Lois Lane and girlfriend of Ron Troupe, Lucy has seen more than her share of super-heroic action thanks to her sister and her brother-in-law, beginning with her blindness being cured when dust from a Bizzaro clone drifted into her eyes. She and Ron are expecting their first child.



LANA LANG

Reflexes 2D: *Riding* 3D

Coordination 2D

Physique 2D: *Running* 3D, *swimming* 3D

Knowledge 2D: *Research* 3D, *scholar* 4D (*governmental operations* +1D)

Perception 2D

Presence 3D: *Animal handling* 4D, *charm* 4D

ADVANTAGES/DISADVANTAGES: *Animal Friendship* -2D, *Attractive Appearance* -2D, *Contact (Superman)* -6D; *Dark Secret (Superman's secret identity)* +3D, *Dependent (son)* +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

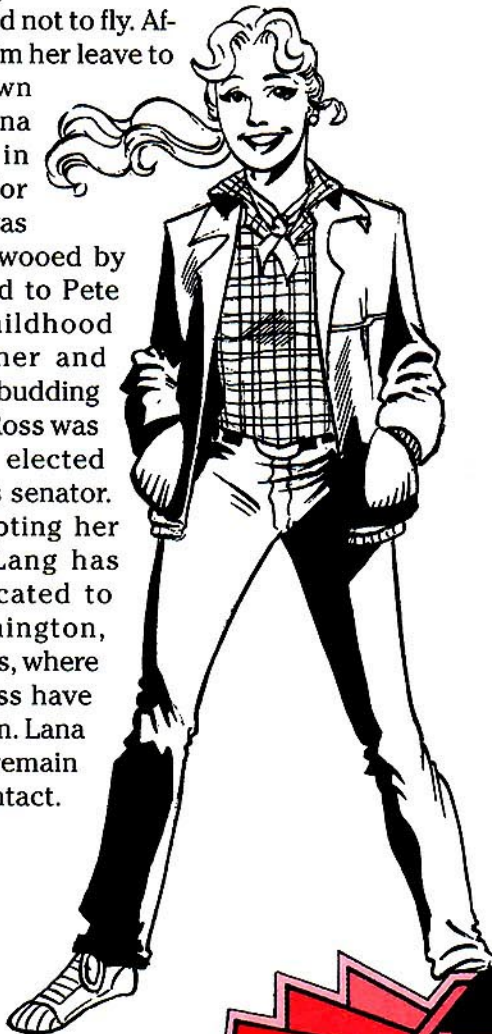
HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 6

BODY POINTS: 22

BACKGROUND: A childhood friend of Clark Kent, Lana was the first person outside of his parents to whom Clark revealed his powers. While the two enjoyed a teenage infatuation and romance with one another, Lana knew that, with his powers, Clark could stay in Smallville no more easily than a bird could be told not to fly. After giving him her leave to find his own destiny, Lana remained in Smallville for years and was eventually wooed by and married to Pete Ross, a childhood friend of her and Clark and a budding politician. Ross was eventually elected as a Kansas senator. Fully accepting her new life, Lang has since relocated to the Washington, D.C. suburbs, where she and Ross have an infant son. Lana and Clark remain in close contact.



LORI LEMARIS

Reflexes 2D (4D

while under-
water):

Dodge 3D
(5D)

Coordination 2D (4D while
underwater)

Physique 4D: *Leap* 5D,
lifting 5D, *swimming*
11D

Knowledge 3D: *Arcane*
lore 4D (*Atlantean* +7D),
languages 3D (*Atlantean*
dialects +2D), *navigation* 4D,
research 4D, *scholar* 5D (*ar-*
cheology +1D, *Atlantean cul-*
ture +2D)

Perception 2D: *Artist* 4D, *sur-*
vival (underwater) 5D

Presence 3D: *Animal*
handling 4D (*aquatic*
+2D), *charm* 4D, *will-*
power 5D (*Telepathy* +3D)

ADVANTAGES/DISADVANTAGES:

Attractive Appearance -2D, *Contact (Superman)* -5D,
Contact (Aquaman) -3D, *Wealth* -8D; *Dark Secret*
(*Tritonian heritage*) +3D.

SPEED: 30/50 (underwater)

PDV: 2/3 (underwater)

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 2

VILLAIN POINTS: 0

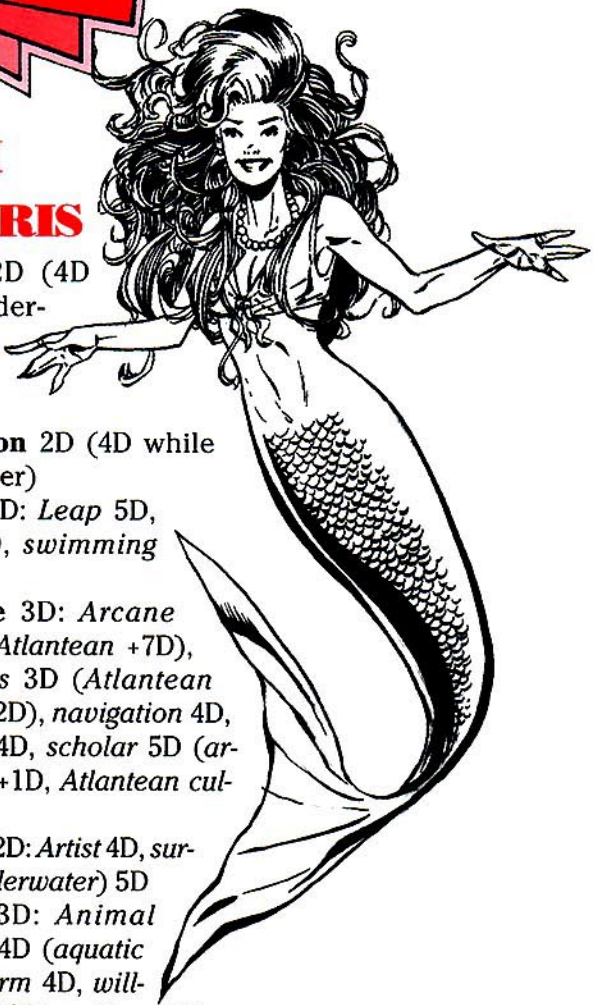
CHARACTER POINTS: 8

BODY POINTS: 39

NATURAL ABILITIES: *Pressure adaptability* (+2D to *Physique*), *underwater mobility* (+2D 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: *Telepathy* 4D, *Magic Manipulation* (*Shapechanging: Tail to Legs*) 4D (limitation: *Uncontrollable* [happens whenever she is gets into or out of water]).

BACKGROUND: Clark Kent's college sweetheart, who, he later learned, was a mermaid from Atlantis, Lemaris has played a pivotal role in Clark's



and Superman's life over the years. Since he first met her, Lemaris has undergone a change in physiology—thanks to Atlantean magic, her propulsive fin turns into legs when she is out of water. While she keeps ties to the Atlantean city of Tritonis, Lemaris is a free spirit and often visits the Kents in Metropolis, where she pursues her interest in archeology.

MISA

Reflexes 3D: *Acrobatics* 4D, *dodge* 4D, *driving* 4D, *martial arts* 4D, *sneak* 4D

Coordination 3D: *Sleight of hand* 5D

Physique 3D

Knowledge 3D: *Arcane lore* 5D (*Cadmus/Hairies secrets* +3D), *science* 5D

Perception 3D: *Engineering* 5D, *hide* 4D, *invent* 5D

Presence 3D: *Charm* 8D, *persuasion* 7D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Attractive Appearance -2D, Contact (Hairies) -5D; Center of Conversation +2D, Impulsiveness +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 1



CHARACTER POINTS: 16

BODY POINTS: 30

POWERS: Dimensional Travel 8D.

EQUIPMENT: "Bag of Tricks" (highly technological gadgets that grant her virtually any power at 3D with a duration of Activated).

BACKGROUND: Daughter of Jude, leader of the Cadmus-created Hairies, Misa decided that she wanted more from life than the peaceful, passive lifestyle of the Hairies, living inside their Mountain of Judgment. Mischievous and rebellious to the end, Misa joined the Luthor-funded Superman Revenge Squad—not because she has animosity toward Superman, but rather since it was something to do to pass the time. Her path has crossed with Superman's frequently, sometimes meeting as allies and other times as enemies. Recently, Misa has been seen with Jimmy Olsen, with whom she has developed a close friendship. She has apparently decided to remain in and around Metropolis for the immediate future.

NEWSBOY LEGION

BIG WORDS, GABBY, SCRAPPER, TOMMY, & FLIP

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

Coordination 2D: *Lockpicking* 3D, *thievery* 4D

Physique 2D

Knowledge 2D

Perception 2D: *Search* 3D, *shadowing* 3D, *streetwise* (*Suicide Slum*) 5D, *streetwise* (*Project Cadmus*) 5D, *survival* (*urban*) 4D

Presence 2D: *Bluff* 4D

ADVANTAGES/DISADVANTAGES: Contact (adult counterparts) -2D, Patron (Guardian) -1D; Impulsiveness +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 19

BACKGROUND: Big Words, Gabby, Scrapper, Tommy, and Flip—all die-hard friends to the end, and clones of the five department heads of Project Cadmus. As kids, the adult Big Words, Gabby, Scrapper, and Tommy were known as the Newsboy Legion, one of Suicide Slum's tougher gangs, who always looked out for one another. The clones, along with the young Flip, adopted the Newsboy Legion name after they were cloned by Sleez, a being from Apokolips, to further his own means.

With the aid of Superman and the Guardian, the boys were freed from Sleez's influence and



took up residence in Project Cadmus near their adult counterparts. At Cadmus, the boys were continually getting into various kinds of trouble, including aiding in the escape of the clone known as Superboy. Since the Cadmus reorganization, the boys have been asked to find a new home and have since relocated to Metropolis with their adult counterparts. However, since the boys know all the tunnels and connections of Cadmus, they often return for uninvited visits.

JIMMY OLSEN

REAL NAME: James Bartholomew Olsen

OCCUPATION: Photographer

BASE OF OPERATIONS: Metropolis

HEIGHT: 5'7"

WEIGHT: 140 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: Dodge 3D, driving 3D (motorcycle +1D), sneak 3D

Coordination 2D: Lockpicking 3D

Physique 2D: Running 3D

Knowledge 3D: Computer ops 5D, research 4D, scholar 4D (photography +2D), science 5D

Perception 3D: Artist (photography) 6D, engineering 5D, hide 4D, invent 5D, know-how (photo development) 5D, repair 5D, streetwise 4D, surveillance 4D

Presence 3D: Bluff 4D, persuasion 4D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Superman) -6D, Mechanical Aptitude -2D, Observant -2D; Impulsive +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 8

BODY POINTS: 25

EQUIPMENT: High-speed camera, film.

BACKGROUND: Beginning work at the *Daily Planet* while still in junior high, the precocious Olsen was encouraged and inspired by the likes of Clark Kent and Lois Lane to pursue a career in journalism. Upon graduation from high school, Olsen began work at the *Planet* full time as a cub photographer and gofer. It was during his first few years at the *Planet* that Olsen met Superman, and the two formed a close friendship.

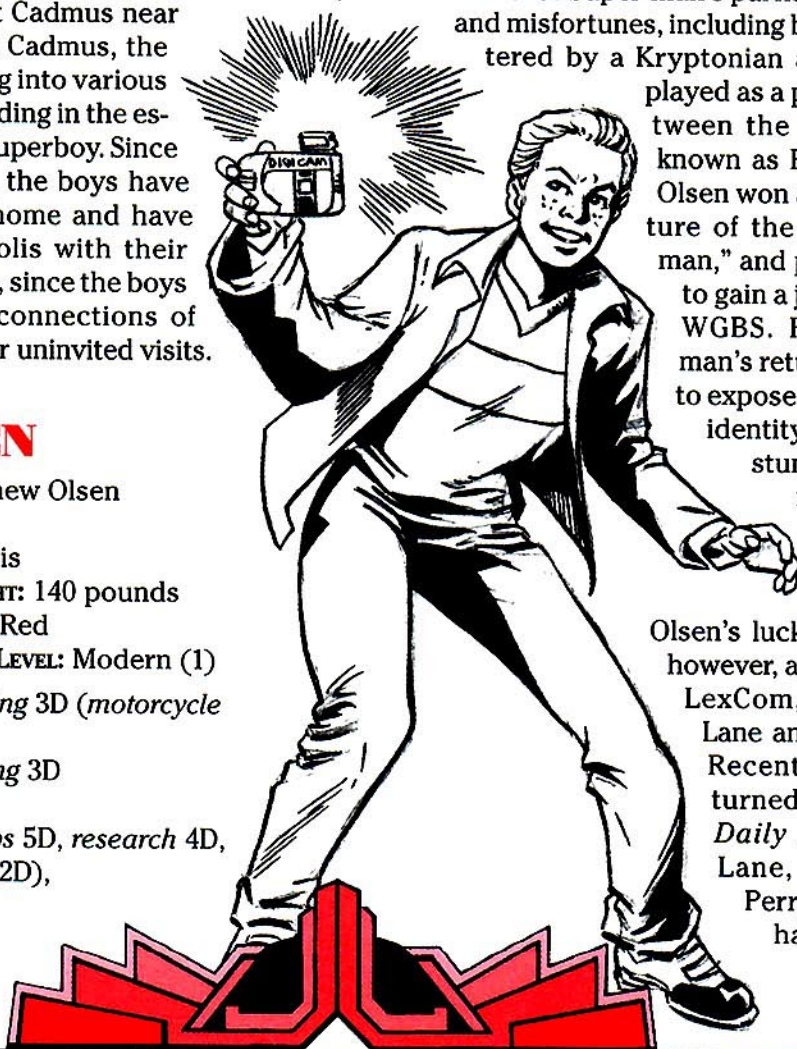
RECENTLY: Life for Super-man's pal has been full of trials and misfortunes, including being genetically altered by a Kryptonian artifact and being

played as a pawn in a battle between the demonic entities known as Blaze and Satanus. Olsen won acclaim for his picture of the "Death of Superman," and parlayed that fame

to gain a job as a reporter at WGBS. Following Superman's return, Olsen planned to expose Superman's secret identity on television. His

stunt backfired and he returned, humbled, to the *Daily Planet* just before Luthor bought it out.

Olsen's luck stayed with him, however, and he was hired by LexCom, along with Lois Lane and Dirk Armstrong. Recently, Olsen has returned to the reopened *Daily Planet* with Lois Lane, Clark Kent, and Perry White, where he has resumed his career as a photographer.



CONTESSA ERICA ALEXANDRA DEL PORTENZA

OCCUPATION: International financier

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 135 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 2D: Dodge 4D, martial arts 4D, melee weapons 3D, riding 3D

Coordination 2D: Marksmanship 3D, sleight of hand 3D

Physique 2D: Swimming 3D

Knowledge 4D: Scholar (Business) 9D, security 5D (Lexcorp +4D)

Perception 3D: Artist 5D, survival (urban) 4D

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

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Obscure Knowledge -2D, Technologically Advanced -10D, Wealth -8D, Youthful Appearance -2D; Enemy (Lex Luthor) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 6

BODY POINTS: 25

BACKGROUND: A strikingly beautiful woman who is apparently several thousand years old, the Contessa has played a background role in many pivotal points in history, including supposedly romancing emperors in ancient Rome and being a power broker in Europe during the tumultuous 1800s. Decades ago, she met a young man named Lex Luthor; with their similar thirst for power, the two were immediately attracted to one another. Luthor and the Contessa had a brief romance before going their separate ways.

RECENTLY: While Luthor was stricken with the Clone Plague, the Contessa seized control of LexCorp, running it as ruthlessly and efficiently as Luthor. During this time, she romanced the Alpha Centurion, whom she had originally met in ancient Rome. When Luthor regained his health, he wooed and subsequently wed the Contessa. Shortly thereafter, the Contessa gave birth to a daughter, Lena. Her usefulness to him exhausted, Luthor sequestered the Contessa away against her will. She has since faked her own death to escape Luthor's clutches and has set her sights on tormenting him, including sending a



Bizarro construct to kidnap Lena. It has been revealed since then that the Contessa now has ties to renegade geneticist Dabney Donovan and heads the secret genetics research facility known as the Agenda.

PROJECT CADMUS PERSONNEL

MICKEY CANNON

Reflexes 3D: Boating 5D, brawling 5D, dodge 4D, driving 6D, piloting 5D, sneak 4D

Coordination 2D: Marksmanship 5D, thrown weapons 4D

Physique 3D: Lifting 4D

Knowledge 2D: Computer ops 3D, demolitions 3D, scholar 3D (mechanics +4D), security 5D (Cadmus +2D)

Perception 3D: Engineering 5D, repair 5D (engines +2D)

Presence 3D: Charm 4D, command 7D, intimidation 5D, willpower 5D

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude -2D.

SPEED: 30 **PDV:** 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 1 **VILLAIN POINTS:** 0

CHARACTER POINTS: 7 **BODY POINTS:** 36

BACKGROUND: Active in covert and government operations since the late 1940s, Cannon's reputation as "the fixer" is well founded. Complex problems—mechanical, organizational, or personal—all are worked out with Cannon's magic touch.

DABNEY DONOVAN

Reflexes 2D: *Dodge* 3D, *sneak* 4D

Coordination 3D: *Lockpicking* 5D, *marksmanship* 4D, *sleight of hand* 4D, *thievery* 5D

Physique 2D

Knowledge 5D: *Computer ops* 9D, *medicine* 6D (*clone physiology* +2D), *research* 9D, *scholar* 9D, *science* 9D (*cloning* +2D), *security* 6D (*Cadmus* +3D)

Perception 4D: *Engineering* 8D (*genetic* +4D), *hide* 5D, *invent* 7D, *repair* 7D, *streetwise* 5D, *surveillance* 5D

Presence 2D: *Animal handling* (DNAliens) 5D, *bluff* 5D, *charm* 4D, *command* 4D, *intimidation* 4D, *persuasion* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Gifted in Learning -4D, Intimidating Grin -2D, Mechanical Aptitude -2D, Observant -2D, Technologically Advanced -10D; Delusions of Grandeur +3D, Fanatic (genetic manipulation) +3D, Psychological Disorder (sociopath) +4D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 6

BODY POINTS: 24

BACKGROUND: One of the first Cadmus scientists, Donovan was responsible for creating countless beasts and monsters that terrorize the tunnels of Cadmus as well as Metropolis and beyond. Having cloned himself multiple times, Donovan has been reported killed on numerous occasions only to reappear later, deadlier than ever. Recently, the one believed to be Donovan-Prime escaped house arrest at Cadmus, when Superboy was under the corrupting influence of a mystical gauntlet.

DUBBILEX

Reflexes 2D: *Dodge* 3D

Coordination 2D: *Marksmanship* 3D

Physique 2D

Knowledge 2D: *Computer ops* 5D, *medicine* 4D (*clone physi-*

ology +4D), *research* (genetic) 4D, *scholar* 4D, *science* 4D (*biology, genetics, physiology, cellular biophysics* all +2D)

Perception 3D: *Surveillance* 4D

Presence 2D: *Willpower* 6D

ADVANTAGES/DISADVANTAGES: Contact (Superboy) -5D, Ob-servant -2D; Unattractive Appearance +2D.

POWERS: Telepathy 6D, Telekinesis 4D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 24

BACKGROUND: Cadmus's first and resident DNAlien and reminder of the genetic experiments carried out in the Project's darker days, Dubbilex remains with Cadmus despite the treatment DNAliens received in the early days of the Project. Gifted with telepathy and telekinesis, Dubbilex and Superboy have developed a close relationship because of their uniqueness and common heritage.

SERLING ROQUETTE

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 5D: *Computer ops* 6D, *research* 7D, *scholar* 7D, *science* 7D (*genetics* +2D)

Perception 3D: *engineering* 5D (*genetic* +3D), *invent* 5D, *repair* 5D

Presence 3D: *Charm* 4D, *persuasion* 4D

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 22

BACKGROUND: A child prodigy, Roquette is the youngest member of Project Cadmus, and has found a niche for herself in Cadmus's recombinant genetics labs. While her age initially unsettled many Cadmus members, she has since proven herself a competent and serious scientist and a huge asset to the Cadmus team.

COLONEL ADAM

WINTERBOURNE

Reflexes 3D: *Boating* 4D, *brawling* 4D, *dodge* 4D, *driving* 4D, *martial arts* 4D (*elbow* +1D, *flip* +1D, *headbutt* +1D, *knockout* +1D, *leg sweep* +1D, *uppercut* +1D), *melee weapons* 5D, *piloting* 4D, *sneak* 4D

Coordination 3D: *Marksmanship* 6D, *thrown weapons* 5D

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

Knowledge 3D: *Demolitions* 4D, *medicine* 4D, *navigation* 4D, *security* 5D (Cadmus +3D)

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

Presence 2D: *Bluff* 4D, *command* 6D, *interrogation* 4D, *intimidation* 5D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Leadership Ability* -2D, *Speed Draw (pistol)* -1D; *Delusions of Grandeur* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 5

BODY POINTS: 34

BACKGROUND: Cadmus's government-appointed military liaison, Winterbourne has recently returned to active duty after being rescued by Superboy from the "Wild Lands," a hidden island populated by human/animal hybrids. As is his duty, Winterbourne makes sure that all Cadmus field operations occur with precision and that sufficient care is taken to protect the civilian population.

PROJECT CADMUS GUARD

Reflexes 2D: *Brawling* 5D, *climbing* 5D, *dodge* 5D, *driving* 4D, *martial arts* 4D, *melee weapons* 5D, *piloting* 4D

Coordination 2D: *Marksmanship* 5D, *thrown weapons* 4D

Physique 3D: *Running* 5D, *swimming* 5D

Knowledge 2D: *Security* 4D

Perception 2D: *Surveillance* 4D, *survival* 4D, *tracking* 4D

Presence 2D: *willpower* 4D

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 32

EQUIPMENT: .44 Magnum (BDV 5Dx3), armor (see Chapter 5).

BACKGROUND: All Cadmus guards are highly trained personnel with backgrounds in the U.S. armed forces. All are under the command of Colonel Winterbourne, and all can be found at 6:00 A.M. on the Level 4 jogging course every day before the daily briefing.



TYPICAL PROJECT

CADMUS BEAST

Reflexes 3D (6D): *Brawling* 8D (claws +2D), *dodge* 9D, *sneak* 7D

Coordination 3D (6D)

Physique 3D (11D)

Knowledge 1D

Perception 5D: *Hide* 7D

Presence 3D: *Intimidation* 10D, *willpower* 8D

SPEED: 40

PDV: 5

UNARMED BDV: 4D

P/L BONUS: +5

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 16

BODY POINTS: 78

POWERS: Natural Weapon: Claws 5D, Superattributes: Reflexes, Coordination 3D each, Superattributes: Physique 8D, Natural Armor: Tough Hide 3D.

BACKGROUND: Normally penned in holding cells with DNA-encoded shield doors, Cadmus beasts range from the furniture-eating Angry Charlie to the vicious Jugglars who attack the neck without a thought. Size of the beasts extend from that of a small kitten to giant lizard. Nearly all are lacking anything but feral intelligence and they should be restrained rather than exterminated if at all possible.

SENATOR PETER ROSS

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 2D: *Computer ops* 3D, *research* 3D, *scholar* (U.S. government) 7D

Perception 2D

Presence 2D: *Bluff* 4D, *charm* 7D, *persuasion* 7D, *willpower* 3D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (government contacts) -3D, Contact (Super-

man) -4D; Dark Secret (involvement with Sons of Liberty) +1D, Dependent (son) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 24

BACKGROUND: Pete Ross was childhood friends with Clark Kent in their hometown of Smallville. Staying at home while Kent went off to Metropolis, Ross became a lawyer and initially worked with the local Native American reservation, which earned him a job offer from Washington, D.C. Ross accepted and, despite some trouble with the infamous Sons of Liberty, has parlayed his success and country-boy charm into a Senate seat. Recently, he and Lana Lang were married, much to the delight of Clark, and the two have named their son, Clark Peter Ross, after him.

MAYOR BRADFORD "BUCK" SACKETT

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 3D: *Scholar* (city government) 7D, *scholar* (Metropolis laws) 7D

Perception 2D: *Know-how* (spin doctoring) 5D



Presence 3D: *Bluff* 5D, *charm* 5D, *persuasion* 5D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Lex Luthor) -4D, Leadership Ability -2D; Dark Secret (Knowledge of Luthor's assassination of Berkowitz) +3D.

SPEED: 30 **PDV:** 1
UNARMED BDV: 1D **P/L BONUS:** +1
HERO POINTS: 1 **VILLAIN POINTS:** 1
CHARACTER POINTS: 6 **BODY POINTS:** 24

BACKGROUND: The recently elected mayor of Metropolis is essentially Luthor's puppet. Luthor was responsible for the untimely demise of Sackett's predecessor, Frank Berkowitz, and he reminds Sackett of that fact constantly. While the mayor may occasionally do something for the betterment of Metropolis, it's rarely without Luthor's permission.

SCIENTIFIC & TECHNOLOGICAL ADVANCED RESEARCH (S.T.A.R.) LABORATORIES PERSONNEL

DR. KAREN "KITTY" FAULKNER (RAMPAGE) Kitty Faulkner

Reflexes 2D
Coordination 2D
Physique 2D
Knowledge 3D: *Computer ops* 6D, *research* 7D, *scholar* 6D (*alternative energy*, *metahuman energy conversion* +2D each), *science* 7D

Perception 2D: *Engineering* 5D

Presence 2D

ADVANTAGES/DISADVANTAGES: Contact (Superman) -4D; Dark Secret +1D, Secret Identity +3D.

SPEED: 30 **PDV:** 1
UNARMED BDV: 1D **P/L BONUS:** +1
HERO POINTS: 1 **VILLAIN POINTS:** 1
CHARACTER POINTS: 4
BODY POINTS: 22

Rampage

Reflexes 2D (7D): *Brawling* 5D (8D), *dodge* 5D (8D)
Coordination 2D (7D)

Physique 2D (10D): *Leap* 4D (11D), *resistance* 4D (11D)

Knowledge 3D

Perception 2D

Presence 2D: *Intimidation* 8D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Hardiness -4D; Impulsiveness +3D, Unattractive Appearance +2D.

POWERS: Superattributes: *Reflexes*, *Coordination* 5D each, Superattributes: *Physique* 8D, *Natural Armor*: *Tough Skin* 6D. All powers have limitation: Super Hero Form.

SPEED: 30 **PDV:** 4
UNARMED BDV: 4D **P/L BONUS:** +5
HERO POINTS: 1 **VILLAIN POINTS:** 1
CHARACTER POINTS: 4 **BODY POINTS:** 68

BACKGROUND: A brilliant research engineer, Kitty Faulkner was experimenting on alternate, pollution-free energy sources when a disenchanted colleague shut down system safeguards. This caused the energy source to explode and bathed Faulkner in an unknown and highly charged energy. As a result, Faulkner grew to giant proportions, her size matched by increased strength and stamina. Going on a rampage throughout Metropolis, the giant orange version of Faulkner was dubbed Rampage. Superman was instrumental in returning her to her normal state as well as securing her



a position at S.T.A.R. Labs. Since her appointment, Faulkner has rotated through S.T.A.R. facilities throughout the United States and abroad. She has recently returned to the Metropolis facility, where she continues her remarkable scientific career studying new sources of energy. Since her initial change, Faulkner has grown to be able to control her changes into Rampage. While she may retain Faulkner's intellect, Rampage is much more impulsive and short-tempered than her lab-coat-wearing persona.

S.T.A.R. LABS SCIENTIST

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 2D: *Research* 4D, *science (thermodynamics, biology, metahuman biochemistry, experimental physics)* 6D each

Perception 2D: *Engineering* 5D, *invent* 5D

Presence 2D

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 2

BODY POINTS: 22

BACKGROUND: The best that the world has to offer, scientists and researchers at S.T.A.R. Labs regularly make breakthrough discoveries in the fields of thermodynamics, biology, metahuman biochemistry, and experimental physics.

S.T.A.R. LABS SECURITY

OFFICER

Reflexes 2D: *Brawling* 4D, *dodge* 5D, *driving* 4D, *martial arts* 3D, *melee weapons* 3D

Coordination 2D: *Marksmanship* 4D

Physique 2D: *Running* 3D

Knowledge 2D: *Security (S.T.A.R. labs)* 5D

Perception 2D: *Surveillance* 4D

Presence 2D

SPEED: 30

PDV: 2

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 2

BODY POINTS: 25

EQUIPMENT: .44 Magnum (BDV 5Dx3).

BACKGROUND: These men and women are as competent as any policeman, which comes as no surprise because the bulk of S.T.A.R. Lab's security force is made up of former Metropolis police de-

partment officers. Due to recent threats on S.T.A.R. Labs security, all officers carry weapons.

SPECIAL CRIMES UNIT (S.C.U.) PERSONNEL

INSPECTOR MARGARET

"MAGGIE" SAWYER

Reflexes 2D: *Brawling* 4D, *boating* 4D, *dodge* 6D, *driving* 5D, *melee weapons* 3D, *sneak* 3D

Coordination 2D: *Marksmanship* 5D

Physique 2D: *Running* 3D

Knowledge 2D: *Computer ops* 4D, *criminology* 6D, *medicine (first aid)* 4D, *scholar* 3D (*police procedure* +4D), *security* 5D

Perception 2D: *Hide* 4D, *search* 4D, *shadowing* 4D, *streetwise* 3D (*Metropolis* +2D), *surveillance* 5D, *survival (urban)* 4D, *tracking* 3D

Presence 2D: *Bluff* 3D, *charm* 4D, *command* 7D, *interrogation* 5D, *intimidation* 5D, *persuasion* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact (Superman)* -4D, *Courage* -2D, *Fast Reactions* -4D, *Leadership Ability* -2D, *Observant* -2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 8

BODY POINTS: 25

EQUIPMENT: Desert Eagle .50 AE (BDV 6Dx3), basic armor (jacket with trauma plate AV 18 against physical attacks; helmet AV 16 against physical attacks).

BACKGROUND: Co-leader of Metropolis's Special Crimes Unit, Sawyer's "take no crap" attitude has gained her the respect of the Metropolis police department and Superman, with whom she often works. An excellent tactician and leader, Sawyer keeps a level head despite personal injury, unit losses, or immediate danger.

INSPECTOR DANIEL

"TERRIBLE" TURPIN

Reflexes 2D: *Brawling* 6D, *dodge* 5D, *driving* 4D, *melee weapons* 4D

Coordination 2D: *Marksmanship* 5D

Physique 2D: *Lifting* 4D

Knowledge 2D: *criminology* 5D, *medicine (first aid)* 3D, *scholar* 3D (*police procedure* +4D), *security* 4D

People of the City

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

Presence 2D: *Bluff* 3D, *command* 6D, *interrogation* 6D, *intimidation* 6D, *persuasion* 3D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact (Superman)* -4D, *Courage* -2D, *Hardiness* -4D, *Leadership Ability* -2D, *Observant* -2D; *Hides Emotions* +1D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 8

BODY POINTS: 30

EQUIPMENT: Desert Eagle .50 AE (BDV 6Dx3), basic armor (jacket with trauma plate AV 18 against physical attacks; helmet AV 16 against physical attacks.)

BACKGROUND: An officer so tough he once broke up a fight between the New Gods Orion and Kalibak (with the help of Metropolis's power grid), Turpin is the perfect compliment to Sawyer's leadership style. A Me-

ropolis native, Turpin knows the city inside and out and is devoted to protecting it from metahuman threats.

S.C.U. OFFICER

Reflexes 2D: *Brawling* 3D (*arm pin* +1D, *pin* +1D), *dodge* 3D, *driving* 3D, *melee weapons* 3D

Coordination 2D: *Marksmanship* 4D

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

Knowledge 2D: *Criminology* 3D, *medicine (first aid)* 3D, *scholar* 3D (*police procedure* +1D), *security* 3D

Perception 2D: *Streetwise* 4D, *surveillance* 3D

Presence 2D: *Willpower* 3D

ADVANTAGES/DISADVANTAGES: *Courage* -2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 4

BODY POINTS: 25



EQUIPMENT: Desert Eagle .50 AE (BDV 6Dx3), basic armor (jacket with trauma plate AV 18 against physical attacks; helmet AV 16 against physical attacks) or powered armor (see Chapter 5 for details).

BACKGROUND: The top of their class at Metropolis's Police Academy, typical S.C.U. officers are normal humans with police and specialized training.

STEEL

REAL NAME: John Henry Irons

OCCUPATION: Mechanical engineer

BASE OF OPERATIONS: Jersey City, New Jersey

HEIGHT: 6'7" **WEIGHT:** 210 pounds

EYES: Brown **HAIR:** None

RACE: Human **TECH LEVEL:** Advanced (3)

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

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

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

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



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

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

ADVANTAGES/DISADVANTAGES: *Contact (JLA)* -5D, *Contact (Team Superman)* -6D, *Contact (Guy Gardner)* -6D, *Courage* -2D, *Hardiness* -4D, *Leadership Ability* -2D, *Mechanical Aptitude* -2D, *Technologically Advanced* -20D; *Dark Secret (designed weapons of mass destruction)* +1D, *Dependent (Natasha)* +1D, *Enemy (Skorpio)* +2D.

SPEED: 30

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

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

HERO POINTS: 4 **VILLAIN POINTS:** 0

CHARACTER POINTS: 35 **BODY POINTS:** 45

EQUIPMENT: Armor (see Chapter 5 for details), hammer (see Chapter 5 for details).

BACKGROUND: Recruited at an early age by AmerTek, John Henry Irons, one of the nation's most promising engineering students, began designing advanced weapons systems straight out of college. When weapons he designed fell into the wrong hands, Irons quit and destroyed his notes, making him an immediate target for extermination by AmerTek. Irons assumed the identity of Henry Johnson, a construction worker, and headed to Metropolis. After being rescued by Superman, Irons pledged that he would make his life count for something. When Superman "died," Irons built a suit of armor that allowed him to serve as a replacement.

RECENTLY: Having battled and won against AmerTek, Irons settled into a life of designing medical equipment and consulting for medical facilities. Legal guardian of his niece, Natasha, Irons balances the demands put on his life by work, home and his super-hero career as Steel. Recently, Steel accepted a position with the JLA at Superman's request and now serves as the team's technical adviser. Thanks to exposure to Martian and New Gods technology, Irons's technical expertise has advanced far beyond that of any of his peers. Irons makes no attempt to hide his feelings about Superman's actions, and he will often tell him when he thinks he is wrong. Thanks to Irons's honesty, Superman considers him a close friend and confidant as well as personal adviser on issues of a technical nature.

STRANGE VISITOR (SHARON VANCE)

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

Coordination 3D: *Marksmanship (energy blasts)* 6D, *thrown weapons* 4D

Physique 2D: *Flying* 7D

Knowledge 2D

Perception 2D

Presence 4D: *Charm* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (Superman) +4D, Contact (Professor Hamilton) -1D, Courage -2D; Enemy (Parasite) +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 10

BODY POINTS: 32

POWERS: Sustenance 1D (limitation: linked to Energy Manipulation), Electricity Manipulation 15D (limitations: Duration Change [permanent], Uncontrollable [must wear containment suit to control powers]), Empathy (sense only) 10D, Density Manipulation 5D (limitations: Self Only, Linked to Electricity Manipulation).



BACKGROUND: A childhood friend of Clark Kent who should have died young, Vance was instead chosen to unknowingly

contain the essence of the cosmic being known as Kismet, guardian of all realities. Feeling that she needed more from life than living in Smallville, Vance decided to follow in Kent's footsteps and move to Metropolis. During her flight, Vance's plane was hit by lightning and would have crashed if not for the essence of Kismet transforming her into a being of electromagnetic energy. This being saved the plane full of passengers, among whom was Emil Hamilton. He gave her a containment suit similar to that worn by Superman when he was an energy being. Given the name "Strange Visitor" by the media, Vance has since proven herself in battle against the Parasite. She now seeks to forge her own heroic destiny in Metropolis and beyond.

SUPERBOY

REAL NAME: Kon-El (honorary Kryptonian name)

OCCUPATION: Project Cadmus field agent

BASE OF OPERATIONS: Project Cadmus

HEIGHT: 5'7"

WEIGHT: 130 pounds

EYES: Blue

HAIR: Black

RACE: Human/Kryptonian clone

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling* 6D, *dodge* 6D, *piloting* 4D (self +2D)

Coordination 3D: *Thrown weapons* 5D

Physique 4D: *Flying* 6D, *lifting* 5D (17D with Telekinesis)

Knowledge 2D: *Security (Project Cadmus)* 4D

Perception 2D: *Know-how (telekinesis)* 3D

Presence 4D: *Charm* 6D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (Team Superman) -6D, Contact (Young Justice) -5D, Contact (Project Cadmus) -3D, Courage -2D, Youthful Appearance -2D; Argumentative +1D, Center of Conversation +2D, Delusions of Grandeur +3D, Enemy (Knockout, Killer Shark, Scavenger, Silver Sword) +2D each, Extremely Competitive +2D, Impulsiveness +1D.

SPEED: 30

PDV: 3 (7 with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +2 (+8)

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 20

BODY POINTS: 39

POWERS: Telekinesis 12D (improves *lifting* skill—use Legendary column of "Lifting Difficulties & Modifiers" chart; limitation: Limited Range)



[touch]), Invulnerability 7D (limitation: Linked to Telekinesis, Ineffective [against energy attacks]), Longevity 15D, Speed Manipulation (super-mobility) 4D (limitation: Linked to Telekinesis). All powers also have the limitation: Vulnerability (kryptonite).

EQUIPMENT: Leather jacket, sunglasses.

BACKGROUND: Superboy was created by scientists at Project Cadmus using a combination of DNA from Project Director Paul Westfield and Kryptonian DNA, supposedly acquired from Superman. One of several clones that were created to replace Superman after his "death," Superboy was the only clone to survive. He was aided in escaping Cadmus by the Newsboy Legion. Impetuous and headstrong, Superboy quickly learned the ropes of being a super hero after being manipulated by Knockout, his female companion at the time. Superboy was later stricken with a plague that affected Cadmus's clones and was saved thanks to the donation of genetic material from his friend, Roxy Leech, which stabilized his DNA. However, Superboy's aging process halted, leaving him at the physical age of 16. Not long after this, Superboy received his Kryptonian name, Kon-El, from Superman.

RECENTLY: Following the reorganization of Cadmus under its new director, Mickey Cannon, and Colonel Adam Winterbourne, Superboy has returned to Cadmus to become their special field agent. His assignments include tracking down escaped Cadmus monsters and heading Cadmus investigative teams. He has also recently returned from a journey through Hypertime, which has helped him to refocus and leave some of his impetuous immaturity behind, gaining him new respect among his adult peers. Superboy also serves as a founding member of Young Justice, with Impulse and Robin.

SUPERGIRL

REAL NAME: Linda Danvers

OCCUPATION: Sculptor

BASE OF OPERATIONS: Leesburg

HEIGHT: 5'7" (Linda), 5'11" (Supergirl)

WEIGHT: 140 pounds

HAIR: Brown (Linda), blonde (Supergirl)

RACE: Extradimensional synthetic protoplasmic being/human

TECH LEVEL: Modern (1)

Linda Danvers

Reflexes 2D: *Melee weapons* 3D

Coordination 3D

Physique 2D

Knowledge 3D: *Arcane lore* 5D, *research* 4D

Perception 2D: *Artist (sculpting)* 7D, *streetwise* 3D

Presence 2D: *Charm* 3D, *willpower* 3D

ADVANTAGES/DISADVANTAGES: Dark Secret (parents' neglect) +1D, Dark Secret (committed murder) +3D, Low Self-Esteem +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 1

CHARACTER POINTS: 40

BODY POINTS: 22

POWERS: Shapechanging (Supergirl) 2D.

Supergirl

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

Coordination 4D: *marksmanship (flame vision)* 6D

Physique 4D: *Flying* 7D, *lifting* 5D (15D with Telekinesis), *resistance* 6D

Knowledge 3D: *Arcane lore* 5D, *research* 4D

People of the City

Perception 2D: Artist (sculpting) 7D, streetwise 3D

Presence 2D: Charm 6D, willpower 7D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (Team Superman) -6D, Contact (Superman) -5D, Courage -2D; Dark Secret (merging with Linda) +2D, Enemy (Buzz, Gorilla Grodd, Parasite) +2D each, Secret Identity +3D.

SPEED: 30

PDV: 4 (8 with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +2 (+7)

HERO POINTS: 4

VILLAIN POINTS: 1

CHARACTER POINTS: 40

BODY POINTS: 40

POWERS: Shapechanging (Linda Danvers) 2D, Telekinesis 10D (improves *lifting* skill—use Superhuman column of “*Lifting Difficulties & Modifiers*” chart), Teleportation 10D (limitation: Linked to Flame Manipulation), Healing 8D, Invulnerability 8D (limitation: Linked to Telekinesis), Flame Manipulation (flame vision [eyes], flame wings) 13D each (limitation: Ineffectiveness [against those who don’t consider themselves guilty]), Speed Manipulation (supermobility) 4D (limitation: Linked to Telekinesis). All powers have the limitation: Super Hero Form.

BACKGROUND: Created by the Lex Luthor of a pocket universe to end the rampage of three criminal Kryptonians, Supergirl (or Matrix, as she was once called) traveled to Earth to enlist the aid of Superman. Superman and Supergirl defeated the Kryptonians, although Supergirl was nearly killed during the battle. Superman took her to Ma and Pa Kent, where she recovered from her wounds and gained a sense of identity. In an attempt to save a dying girl named Linda Danvers, Supergirl bonded her physical being with Linda’s, which resulted in their souls and minds bonding as well.

RECENTLY: After a period of adjustment, Linda/Supergirl has adjusted to life in Leesburg. She

has recently discovered that she is actually one of three Earth-born angels, an agent of Heaven on Earth. Supergirl’s angelic domain is fire, which accounts for her flame wings and fire vision. She is still learning about her powers through trials of “fire”: going up against the Female Furies, the Parasite, and others. Recently, she discovered the second Earth-born angel (of light) in the form of the horse-hero Comet, but she still seeks the identity of the third one.

Supergirl/Linda has matured remarkably in a short time. Now she serves as a cornerstone of the Superman family in terms of morality and stability.

SUPERMAN

REAL NAME: Clark Joseph Kent (Earth name)/ Kal-El (Kryptonian name)

OCCUPATION: Reporter, novelist

BASE OF OPERATIONS: Metropolis

HEIGHT: 6’3” **WEIGHT:** 225 pounds

EYES: Blue **HAIR:** Black

RACE: Kryptonian

TECH LEVEL: Advanced (3)

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

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

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

Knowledge 3D: *Arcane lore* 4D, *computer ops* 5D, *criminology* 6D, *languages* 7D (*Interlac* +1D), *medicine* 5D (*first aid* +1D), *navigation* 4D, *research* 8D, *scholar* 8D (18D) (*Kryptonian culture* +2D), *science* 7D (17D) (*Kryptonian science* +3D),

security 4D (JLA Watchtower +2D)

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

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

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

SPEED: 30

PDV: 8 (18 while moving using Speed Manipulation)

UNARMED BDV: 7D

P/L BONUS: +3 (+18)

HERO POINTS: 42

VILLAIN POINTS: 0

CHARACTER POINTS: 328

BODY POINTS: 185

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

BACKGROUND: Rocketed by his parents from the dying planet Krypton, young Kal-El was sent to Earth so that he would have a chance

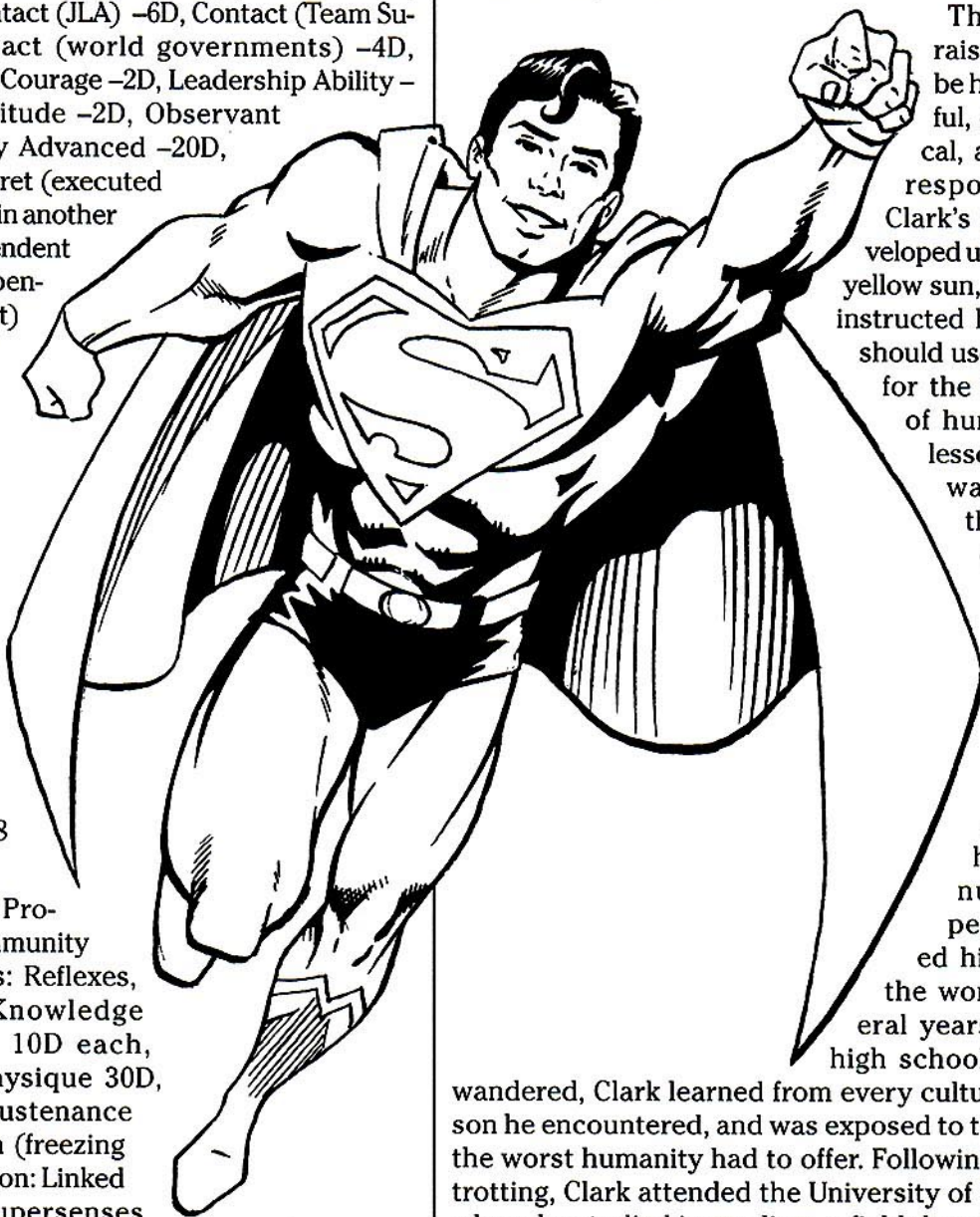
to grow and mature there and become a leader among its barbaric (by Kryptonian standards) peoples—the final gifts of his devoted parents. Found in a Kansas field by Jonathan and Martha Kent after his rocket ship crashed, the young child was raised by the loving couple as their son, Clark.

The Kents raised Clark to be honest, helpful, deeply ethical, and morally responsible. As Clark's powers developed under Earth's yellow sun, his parents instructed him that he should use them only for the betterment of humankind, a lesson he has always kept in the forefront of his mind.

Clark's knowledge that he was different and possessed the ability to help a great number of people pushed him to roam the world for several years following high school. While he

wandered, Clark learned from every culture and person he encountered, and was exposed to the best and the worst humanity had to offer. Following his globe-trotting, Clark attended the University of Metropolis, where he studied journalism, a field that allowed him to learn even more about the human condition.

Shortly after graduation, Clark rescued NASA's space plane, *Constitution*. One of the passengers aboard the plane was *Daily Planet* reporter Lois Lane, who instantly dubbed the mysterious hero "Superman." Realizing his destiny, Clark returned to



Smallville and discussed the matter with his parents.

Jonathan and Martha fully supported his dream and helped Clark develop the costume and identity of Superman.

Meanwhile in Metropolis, Lane doggedly pursued Superman, trying to get the exclusive scoop on the Man of Steel for the *Daily Planet*. She lost out on the story to Clark, who had used the story, in addition to his other impressive credentials, to land a job at the *Planet*. Lois and Clark's rivalry turned to friendship and later blossomed into romance.

Since his debut, Superman has heralded a new age of heroes, serving as both the inspiration and standard that countless heroes measure themselves against. Time and again, Superman has proven his dedication to both Metropolis and the world, whether through sacrificing his life to halt Doomsday and then returning to stop the Cyborg, leading the JLA, or simply taking the time to speak with school and civic groups or one on one with young people. Superman is seen as one of the most influential people in human history, a symbol of hope that others strive toward.

RECENTLY: After years of courtship, Lois and Clark were finally married, only to have their new life together disrupted when Superman was transformed into a being of pure energy and subsequently split into two Supermen, Red and Blue. Following their eventual reintegration, Superman was returned to full strength and regular appearance, much to the relief of both Clark and Lois. Since then, Clark has lost his job at the *Daily Planet* and Superman has been manipulated by Dominus, who used him to help locate the entity known as Kismet.

Part of Dominus's plan involved turning Superman into a megalomaniac, convinced that only he knew what was best for the world. This position put him at odds with world governments and led to a confrontation at his Fortress of Solitude with the JLA. After coming to his senses with the help of Lois and, surprisingly, Lex Luthor, Superman defeated Dominus and has been ever since working to regain the trust of the world. Along with Lois, Perry White, and Jimmy Olsen, Clark has returned to his job as a reporter for the *Daily Planet* following its reopening when Luthor sold it to a new investment group.

Slowly but surely, Superman is once again being recognized by the world as the hero he is and life for the Earth's greatest hero has returned to normal—fighting the never ending battle for truth and justice the world over.

SUPERMEN OF AMERICA MEMBERS

BRAHMA (CAL USJAK)

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

Coordination 3D

Physique 4D (34D): *Leap* 5D (35D), *resistance* 5D (35D)

Knowledge 2D: *Scholar (electronics)* 3D

Perception 2D: *Engineering* 3D, *invent* 3D, *streetwise (Metropolis)* 3D

Presence 2D: *Charm* 3D, *intimidation* 4D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Hardiness* -4D, *Mechanical Aptitude* -2D, *Patron (Lex Luthor)* -4D; *Hides Emotions* +1D, *Secret Identity* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +17

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 5

BODY POINTS: 180

POWERS: Superattributes: *Physique* 30D, *Invulnerability* 10D.

BACKGROUND: Usjak is the powerhouse of the team. His impressive strength and invulnerability has saved them from certain defeat on more than one occasion. Despite his size and strength, Usjak is quiet and reserved when not in action, preferring to work on his electronics projects.

LOSER (THEO STORM)

Reflexes 2D: *Brawling* 3D

Coordination 2D: *Marksmanship (forcefield)* 4D

Physique 2D: *Resistance* 3D

Knowledge 2D

Perception 2D: *Know-how (forcefield)* 6D, *streetwise (Metropolis)* 3D

Presence 2D *Willpower* 5D

ADVANTAGES/DISADVANTAGES: *Double Jointed* -2D, *Patron (Lex Luthor)* -4D; *Hides Emotions* +1D, *Low Self-Esteem* +2D, *Secret Identity* +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 5

BODY POINTS: 28

POWERS: *Forcefield* 8D (limitation: *Duration Change: [permanent]; enhancement: Mastery [must make a Difficult know-how (forcefield) roll to create a hole in forcefield to allow things to pass through]*).

BACKGROUND: Cursed (or blessed?) with a dermal forcefield that repels nearly everything he comes in contact with (including people, dirt, and food), Storm has shown remarkable progress in using his rather limited power in creative ways, including a battering ram and a defensive shield.

OUTBURST (MITCH ANDERSEN)

Reflexes 3D: *Acrobatics* 4D, *brawling* 4D, *climbing* 4D, *dodge* 4D, *sneak* 4D

Coordination 3D

Physique 2D: *Leap* 3D

Knowledge 2D

Perception 2D: *Know-how (Magnetic Manipulation)* 3D, *streetwise (Metropolis)* 3D

Presence 2D: *Command* 3D, *persuasion* 3D, *willpower* 3D

ADVANTAGES/DISADVANTAGES: *Contact (Superman)* -4D, *Courage* -2D, *Patron (Lex Luthor)* -4D; *Dependent (mother, sister)* +1D each, *Secret Identity* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 7

BODY POINTS: 30

POWERS: *Magnetic Manipulation* 8D.

BACKGROUND: Leader of the Supermen, Andersen can levitate and fly on magnetic fields as well as manipulate metal objects. He is still new to his powers, so his potential remains largely untapped.

PYROGEN (CLAUDIO TIELLI)

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

Coordination 2D: *Marksmanship (flame blast)* 4D

Physique 2D

Knowledge 2D

Perception 2D: *Streetwise (Metropolis)* 3D

Presence 2D: *Charm* 4D, *persuasion* 4D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Patron (Lex Luthor)* -4D; *Center of Conversation* +2D, *Delusions of Grandeur* +3D, *Impulsiveness* +2D, *Secret Identity* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 5

BODY POINTS: 26

POWERS: *Flame Manipulation* 4D.

BACKGROUND: A pyrokinetic, Tielli is the most impulsive member of the group, often acting before thinking. His control over his flames is impressive, however. With practice, he could become a hero of considerable power.



WHITE LOTUS (NONA LIN-BAKER)

Reflexes 4D: *Dodge* 5D, *martial arts* 6D, *sneak* 4D

Coordination 3D

Physique 2D: *Leap* 4D

Knowledge 2D

Perception 2D: *Streetwise (Metropolis)* 3D

Presence 2D: *Intimidation* 3D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Patron (Lex Luthor)* -4D; *Impulsiveness* +1D, *Secret Identity* +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 1D (5D with aura)

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 5

BODY POINTS: 25

POWERS: *Magic Manipulation (aura)* 4D.

BACKGROUND: The martial artist of the team, Baker is normally quiet and reserved, but she can nearly be consumed with anger in the heat of battle. Her mystical aura enhances her empty-hand martial arts through unknown means.

THORN (ROSE FORREST)

Reflexes 3D: *Brawling* 4D, *dodge* 4D, *martial arts* 4D, *melee weapons* 4D (*whip* +3D), *sneak* 4D

Coordination 3D

Physique 2D

Knowledge 2D

Perception 3D: *Hide*

4D, *shadowing* 4D, *streetwise (Metropolis)*

5D, *surveillance* 4D, *tracking* 4D

Presence 2D: *Intimidation* 4D

ADVANTAGES/DISADVANTAGES: *Courage* -2D; *Blackout (Rose knows nothing about Thorn)* +3D, *Fanatic* +3D, *Fugitive (wanted by Metropolis PD)* +3D, *Impulsiveness* +1D, *Psychological Disorder (split personality)* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 18

BODY POINTS: 29

EQUIPMENT: *Thorny bullwhip (BDV 5D)*, *fighting knives (BDV 2D)*.



BACKGROUND: A textbook case of split personality, Rose Forrest has no idea that she is also the costumed crime fighter

Thorn. As Thorn, Forrest is known (and feared) by the Metropolis underworld. While her best days are most likely behind her due to a knee injury, Thorn still makes an occasional outing (unknown to Rose) to bring justice and foil the plans of criminals throughout Metropolis.

RON TROUPE

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 3D: *Research* 4D, *scholar (reporting)* 4D

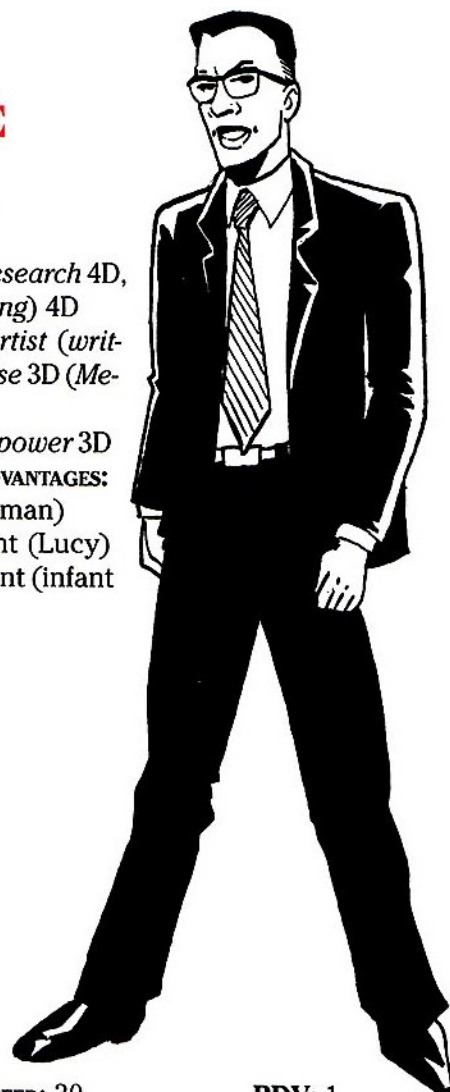
Perception 2D: *Artist (writing)* 5D, *streetwise* 3D (*Metropolis* +1D)

Presence 2D: *Willpower* 3D

ADVANTAGES/DISADVANTAGES:

Contact (Superman)

-4D; *Dependent (Lucy)* +1D, *Dependent (infant child)* +3D.



SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 0

CHARACTER POINTS: 2

BODY POINTS: 24

BACKGROUND: Once an up-and-coming investigative reporter at the *Daily Planet*, Troupe was let go following Luthor's buyout and dismantling of the *Planet*. Since then, Troupe has held a variety of part-time jobs, finally settling on working at

Fairmont House, a homeless shelter in one of the city's poorest neighborhoods. While he wasn't breaking news stories, Troupe felt he made just as big a difference with his work in the shelter as he did at the *Planet*. Ron's work at Fairmont House have given him an insight to the city's residents that has proven helpful in his reporting since returning to the reopened *Daily Planet*. He and Lucy Lane, Lois's sister, have an ongoing relationship and are expecting a child.

PERRY WHITE

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

Coordination 2D

Physique 2D

Knowledge 3D: *Computer ops* 4D, *research* 5D, *scholar* 4D (*reporting* +3D, *newspaper production* +4D)

Perception 2D: *Artist* 3D (*writing* +2D), *know-how* (*newspaper production*) 8D, *shadowing* 4D, *streetwise* 3D (*Metropolis* +3D), *tracking* 4D

Presence 2D: *Bluff* 4D, *command* 6D, *interrogation* 6D, *intimidation* 6D, *persuasion* 4D, *willpower* 7D.

ADVANTAGES/DISADVANTAGES: *Contact* (media) -5D, *Contact* (Superman) -5D, *Enemy* (Lex Luthor) +3D, *Leadership Ability* -2D, *Obscure Knowledge* -2D, *Observant* -2D; *Dependent* (son) +1D, *Medical Problem* (cancer) +6D.

SPEED: 30

PDV: 1

UNARMED BDV: 3D

P/L BONUS: +1

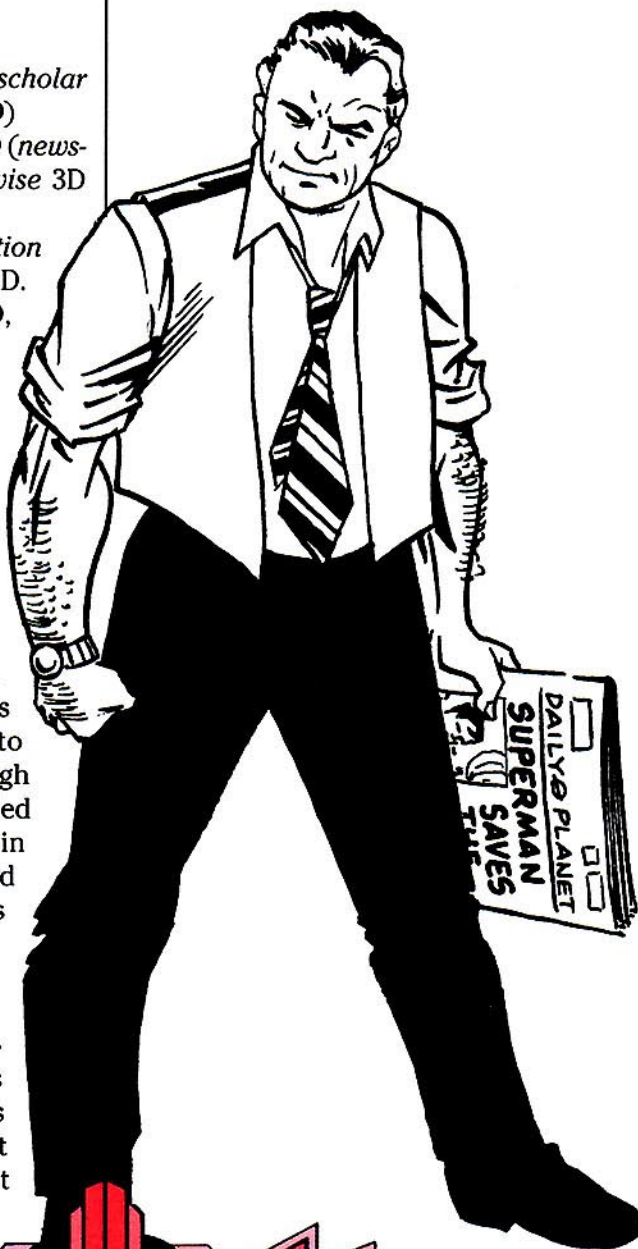
HERO POINTS: 1

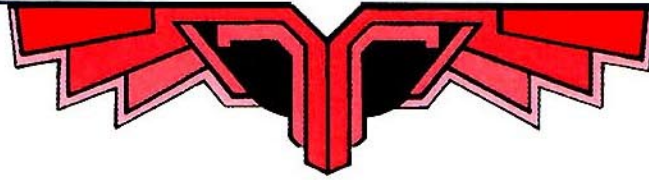
VILLAIN POINTS: 0

CHARACTER POINTS: 6

BODY POINTS: 26

BACKGROUND: Starting at the *Daily Planet* as a newsboy and rising to copyboy, reporter, and eventually managing editor, Perry White has been with the *Planet* for decades, guiding it to prominence among American newspapers. Tough to the last, Perry has lost a son to drugs and battled cancer and won. However, the darkest day in White's life came when the *Planet* was bought and dismantled by Lex Luthor in retaliation for its printing of a picture of Luthor's daughter, Lena. During the period of the *Planet's* closure, White accepted a position at Metropolis University, teaching journalism and ethics to a new generation of reporters. Words cannot express White's joy at recently helping to reopen and resume his role of editor in chief of the *Daily Planet*, not knowing that Luthor arranged the sale so that White would work himself to death at the paper.





CHAPTER 3

METROPOLIS'S ROGUES GALLERY

ATOMIC SKULL (JOSEPH MARTIN)

REFLEXES 4D: *Brawling* 6D, *dodge* 6D, *piloting (skull cycle)* 5D

COORDINATION 4D: *Marksmanship (radiation blasts)* 6D

PHYSIQUE 3D (9D): *Leap* 10D

KNOWLEDGE 2D: *Scholar (Atomic Skull movie serial)* 7D

PERCEPTION 2D

PRESENCE 3D: *Intimidation* 5D

ADVANTAGES/DISADVANTAGES: *Intimidating Grin* -2D, *Obscure Knowledge (Atomic Skull movies)* -2D, *Delusions of Grandeur* +3D, *Psychological Disorder (believes himself to be the original Atomic Skull)* +2D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 1

VILLAIN POINTS: 1

CHARACTER POINTS: 16

BODY POINTS: 39

POWERS: Superattributes: *Physique* 6D, *Natural Armor: Body Suit* 6D, *Energy Manipulation (radiation)* 11D. All powers have the limitation: *Super Hero Form* (When his adrenaline level begins to rise, he must make a successful *Heroic willpower* roll, or take his medication and make an *Easy willpower* roll, to change back to or remain as Joe Martin. Once the Skull's adrenaline level begins to drop, his attributes drop by 1D each round until they all reach 2D; his powers disappear after two rounds. The change from Joe Martin to the Atomic Skull takes one round.).

BACKGROUND: Possessing a metagene that was activated by the destruction of the alien genebomb set off during the Dominator invasion, Martin was struck by a power cord while visiting S.T.A.R. Labs for help. After a period of incubation, the energy mutated Martin's metagene powers, and the end result

was that his flesh was rendered invisible, his strength was augmented, and he was able to emit an unknown radiation. Due to a head injury, Martin believed he was the Atomic Skull, a hero of black-and-white movie serials. While he is currently undergoing treatments for his psychosis and has been reportedly cured, Martin has escaped on more than one occasion. He still poses a minor threat and major annoyance to Superman, due to his recurring psychotic fantasy that he lives in a cliffhanger-style movie and all those around him are members of the cast.





BIZARRO

OCCUPATION: None

BASE OF OPERATIONS: Mobile

HEIGHT: 6'3"

EYES: Yellow

RACE: Kryptonian clone

WEIGHT: 225 pounds

HAIR: Black

TECH LEVEL: Modern (1)

The following stats are for a newly created Bizarro clone.

Reflexes 4D (14D): *Brawling* 5D (15D), *dodge* 5D (15D), *melee weapons* 5D (15D), *piloting (self)* 5D (15D)

Coordination 3D (13D): *Thrown weapons* 4D (14D)

Physique 5D (35D)

Knowledge 1D

Perception 1D: *Survival* 3D

Presence 2D

ADVANTAGES/DISADVANTAGES: Animal Friendship -2D; Unattractive Appearance +2D, Uncoordinated +5D.

SPEED: 30

PDV: 8 (18 with Speed Manipulation)

UNARMED BDV: 7D

P/L BONUS: +17

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 5 **BODY POINTS:** 164 (when Body Points are reduced to zero, the clone disintegrates into a fine powder)

POWERS: Microwave Projection (eyes) 15D, Immunity

10D, Superattributes: *Reflexes*, *Coordination* 10D each,

Superattributes: *Physique* 30D,

Superbreath 13D, Ice Manipulation

(freezing objects) 10D (limitation: Linked to Superbreath), Supersenses 12D, X-ray Vision 14D (limitation: Ineffectiveness [lead] -3D), Flight 15D, Invulnerability 11D, Speed Manipulation (supermobility, superactions) 10D each.

BACKGROUND: The result of another scheme by Lex Luthor to discredit or destroy Superman, a bizarre, imperfect duplicate was created by bonding a fragment of Superman's DNA to an unstable bio-matrix. The bio-matrix should have compensated for the differences between human and Kryptonian DNA. The resultant clone appeared perfect at first, but it quickly deteriorated as the bio-matrix rejected the Kryptonian DNA and the clone's cells began to crystallize, giving it a white, chalky appearance. Before the duplicate could be destroyed, it escaped into the streets of Metropolis where it patterned its behavior after Superman's in its own clumsy way. Ultimately, Superman destroyed the duplicate in a hand-to-hand struggle.

RECENTLY: Further "Bizarro" clones have been produced by Luthor, each only marginally better than the previous version. A curious aspect of the clones is that the longer they are allowed to remain on their own, the more developed their personalities become modeled after Superman. For this reason, Bizarro clones tend to seek out Lois Lane and protect her from any peril, including the real Superman. It is unknown how many individuals aside from Luthor have copies of the Bizarro genotype and the means to produce Bizarros of their own. The only confirmed Bizarro creation outside of LexCorp laboratories was performed by the Contessa, who created a Bizarro in order to kidnap Lena Luthor.

It can be safely assumed that reports of Superman sightings in remote, trouble-free regions of the globe are most likely Bizarro clones created by LexCorp labs, which still attempt to produce a perfect Kryptonian clone they can control.

BRAINIAC 2.5

REAL NAME: Vril Dox

OCCUPATION: Scientist

BASE OF OPERATIONS: Mobile

HEIGHT: 6'6"

WEIGHT: 300 pounds

EYES: Green

HAIR: Bald

RACE: Coluan

TECH LEVEL: Superior (4)

Reflexes 5D: *Brawling* 8D,

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dodge 7D, driving 9D, me-
lee weapons 7D, piloting 9D

Coordination 5D: *Marksmanship*
7D (*Psychic Blast* +3D), *missile*
weapons 6D

Physique 6D

Knowledge 17D: *Computer ops* 20D, *languages* 18D,
medicine 18D, *navigation* 18D, *research* 20D, *scholar*
20D, *science* 20D, *security* 18D

Perception 15D: *Engineering* 18D (*computer* +2D), *in-*
vent 18D, *know-how (mental powers)* 16D, *repair* 18D,
surveillance (electronic) 16D

Presence 4D: *Command* 6D, *intimidation* 6D, *willpower*
10D (*Mental Blast*, *Mind Control* +4D each)

ADVANTAGES/DISADVANTAGES: *Mechanical Aptitude* -2D, *Ob-*
scure Knowledge -2D, *Observant* -2D, *Photographic*
Memory -4D, *Technologically Advanced* -10D; *Delu-*
sions of Grandeur +3D, *Enemy (Superman)* +3D, *Sworn*
Enemy (Superman) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D

P/L BONUS: +3

HERO POINTS: 0

VILLAIN POINTS: 29

CHARACTER POINTS: 222

BODY POINTS: 107

POWERS: *Mental Blast* 14D, *Mind Control* 14D, *Psychic*
Blast 12D, *Telekinesis* 14D, *Telepathy* 12D, *Natural Ar-*
mor: *Robotic Body* 8D, *Mechanical Manipulation* 4D.

BACKGROUND: Originally a scientist on the planet Colu, Dox's atoms were dispersed through a teleporter of his own design as punishment for attempting to overthrow the Supreme Authority of Colu. Somehow, Dox's consciousness survived and possessed the mind of an Earth sideshow mentalist, Milton Fine, who went by the name of The Amazing Brainiac, able to read and manipulate human minds as well as machines. Dox's mental abilities combined with Fine's latent telepathy allowed Brainiac to become a formidable powerhouse, bringing him into battle with Superman on numerous occasions.

Thanks to an implant supplied by Lex Luthor, Dox's personality was able to overcome Fine's, and the more powerful Brainiac overtook Luthor and LexCorp, forcing LexCorp bioengineers to modify and enhance his body. Evading Superman, the new Brainiac escaped into space, only to return months later with the destruction engine Warworld—intent on destroying Earth. Together with Earth's heroes, Superman defeated Brainiac, and Metron of the New Gods took the vegetative Brainiac to New Genesis for observation and therapy.

RECENTLY: Escaping imprisonment on New Genesis, Brainiac nearly drove Superman mad by convincing Earth's population that



Superman was still dead, and the Superman who had recovered from death at the hands of Doomsday was an impostor.

After his defeat, Brainiac was incarcerated in a mental institution in an attempt to save Milton Fine's psyche, which was later found to be utterly destroyed. During his stay, Brainiac managed to overtake the mind of a 15-year-old boy. He then transferred his and the boy's minds into Superman's body while placing Superman's mind into that of the 15-year-old boy. Together with the boy, Superman stopped Brainiac yet again.

Brainiac and Superman have clashed since—most recently in a gambit by Brainiac to inhabit the body of Doomsday after his body was irreparably damaged. After attempting to grow a new body based on the DNA of the son of Pete and Lana Ross, Superman defeated Brainiac once again, and the villain was forced to download his con-

sciousness into a robotic body, Brainiac 2.0. Now as a robot, new frontiers have opened to Brainiac, and he has begun to experiment with further upgrading his body and mind in his quest for power.

Brainiac's latest incarnation, Brainiac 2.5, attempted to seize Metropolis by taking over the city's electronic devices and controlling the other mechanical beings on the planet (such as the Metal Men, Hourman, and a host of others). He was interrupted in the midst of his conquest by a future version of himself—a version that seems to be the deadliest one yet.

CONDUIT (KENNY BRAVERMAN)

Reflexes 2D: *Brawling* 6D, *dodge* 5D, *melee weapons* 5D, *piloting* 4D

Coordination 2D: *Catch* 3D, *marksmanship* 6D, *thrown weapons* 4D

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

Knowledge 3D: *Computer ops* 4D, *demolitions* 4D, *navigation* 4D, *research* 4D, *scholar (Clark Kent)* 7D

Perception 3D: *Search* 4D, *shadowing* 5D, *streetwise* 4D, *surveillance* 4D, *survival* 4D, *tracking* 4D

Presence 2D: *Bluff* 3D, *command* 5D, *intimidation* 7D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: *Contact (Pipeline)* -6D, *Obscure Knowledge (Superman)* -2D, *Technologically Advanced* -10D; *Enemy (Superman)* +3D, *Psychological Disorder (obsessed with the death of Clark Kent)* +2D, *Sworn Enemy (Superman)* +3D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 3 (8 while in battlesuit, 9 with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +1 (+10 while in battlesuit)

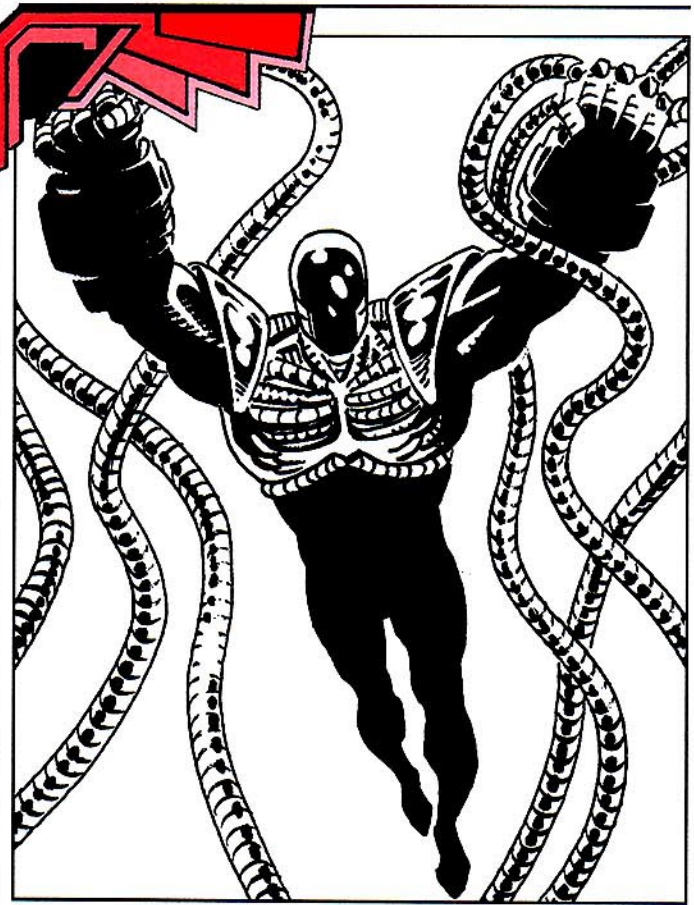
HERO POINTS: 0 **VILLAIN POINTS:** 25

CHARACTER POINTS: 185 **BODY POINTS:** 30

POWERS: *Energy Manipulation (kryptonite radiation projection)* 4D (limitation: *Uncontrollable [when not wearing armor]*).

EQUIPMENT: Conduit battlesuit (see Chapter 5 for details).

BACKGROUND: A childhood friend of Clark Kent's, Superman has postulated that Kenny Braverman, who was born the same night Superman's bio-matrix chamber crash-landed on Earth was infected with a form of kryptonite radiation. This developed into a power that allowed Braverman to emit kryptonite radiation. Perhaps due



to the latent radiation present in his body, Braverman never fully achieved his physical potential as a young boy. This bitterly disappointed his father, who verbally abused him because Kenny was never the best at anything.

Despite their friendship, Kent consistently beat Braverman at physical competitions. Clark unknowingly gave Braverman a focus for the frustration that was building inside him thanks to his father's constant lambasting. Upon graduation, Braverman went into the military, quickly rising into the secret operations elite. As an agent, Braverman became associated with an organization known as Pipeline, most likely a branch of HIVE that split from the main group years ago.

As the kryptonite radiation spread through Braverman's body and threatened his health, Pipeline experimented on Kenny, encasing him in a cord-based armor. The armor siphons and channels the radiation away from his body, storing and amplifying it. The suit ultimately allows Braverman to use the radiation as a powerful offensive weapon.

Imbued with tremendous power, Braverman sought to kill Clark Kent, only to find Kent "saved" at every turn by Superman. Thanks to dogged pursuit and a stolen computer file, Braverman learned that Superman and Kent were the same, allowing him to take the battle to Kent's parents and

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Lois Lane, forcing a final showdown with the Man of Steel.

RECENTLY: During his final battle with Superman, Conduit apparently burned himself out, a move that fused all his cybernetic parts and killed him. However, Conduit was touching power and communication lines at the time of his death, so there is a slight possibility that he may have found a way to cheat death. He could be currently waiting and watching—his hatred for Superman and Clark Kent burning brighter every day. As such, both S.T.A.R. Labs and the DEO have kept the Conduit file open since the battle.

CYBORG

REAL NAME: Hank Henshaw

OCCUPATION: Aspiring tyrant

BASE OF OPERATIONS: Mobile

HEIGHT: Variable

WEIGHT: Variable

EYES: Variable

HAIR: Variable

RACE: Kryptonian/human cybernetic organism

TECH LEVEL: Advanced (3)

Reflexes 4D (12D): *Brawling* 7D (15D), *dodge* 6D (14D), *melee weapons* 5D (13D), *piloting* 8D (16D)

Coordination 4D (12D): *Marksmanship* (arm cannon) 9D (17D)

Physique 4D (34D): *Flying* 5D (35D)

Knowledge 4D: *Computer ops* 15D, *scholar* 8D (computer systems +3D), *science* 8D

Perception 4D: *Engineering* (mechanical) 11D, *invent* (machines) 11D, *repair* (machines) 11D, *know-how* (self mechanical form construction) 12D, *surveillance* 6D, *survival* 5D

Presence 4D: *Command* 5D, *intimidation* 9D, *willpower* 12D

ADVANTAGES/DISADVANTAGES: *Intimidating Grin* -2D, *Mechanical Aptitude* -2D, *Technologically Advanced* -20D; *Delusions of Grandeur* +2D, *Enemy* (Superman) +3D, *Fugitive* +3D, *Psychological Disorder* (psychotic) +3D, *Sworn Enemy* (Superman) +3D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 7 (15 with Speed Manipulation)

UNARMED BDV: 4D (7D) **P/L BONUS:** +17

HERO POINTS: 0

VILLAIN POINTS: 35

CHARACTER POINTS: 280 **BODY POINTS:** 177

POWERS: Superattributes: *Reflexes*, *Coordination* 8D each, Superattributes: *Physique*

30D, *Flight* 13D, *Invulnerability* 10D, *Speed Manipulation* (flying) 8D, *Mechanical Manipulation* 15D.

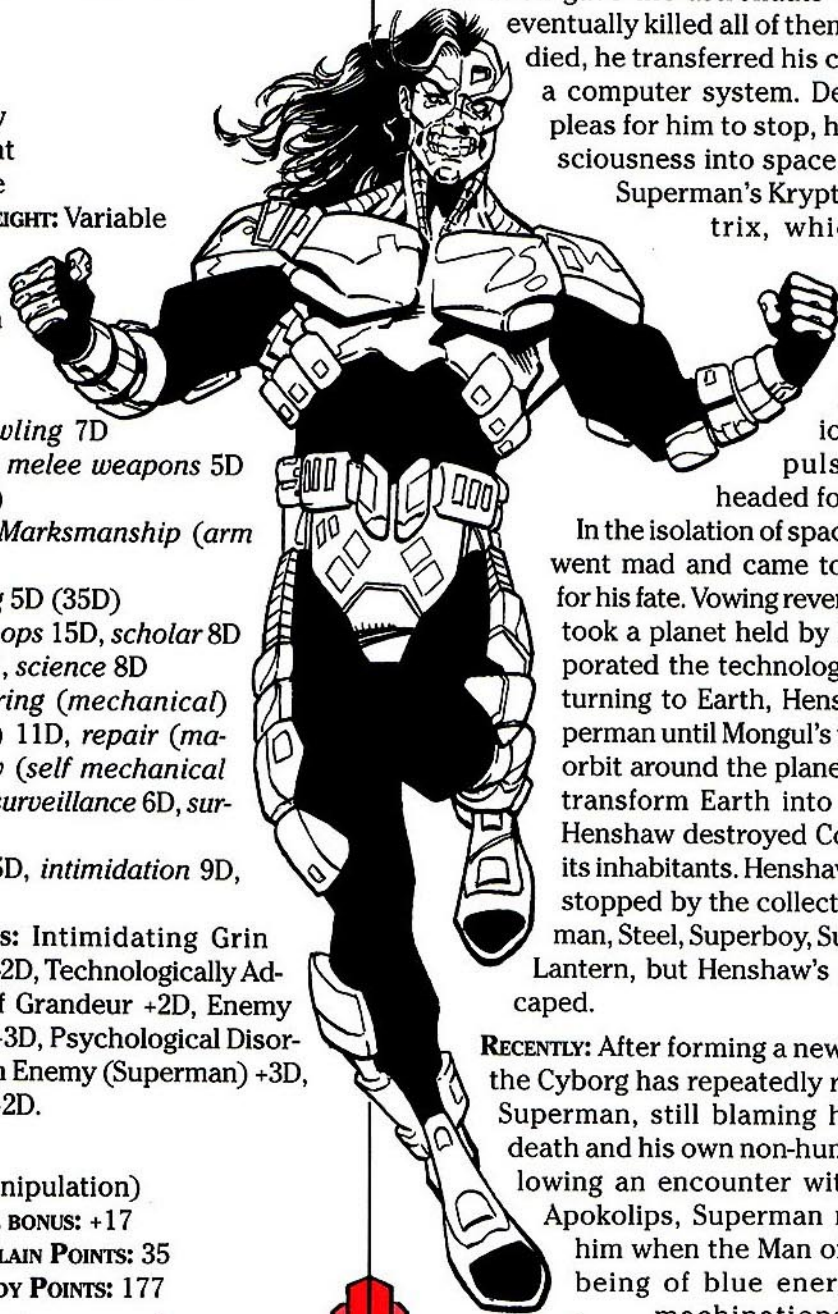
EQUIPMENT: Cyborg body (left arm laser cannon BDV 7Dx5; telescopic eyes [able to see in darkness and up to 300 yards clearly with no penalties]).

BACKGROUND: With his wife and two fellow adventurers, astronaut Henry "Hank" Henshaw was exposed to cosmic radiation during the test flight of their experimental spacecraft. While it initially appeared that the radiation gave the astronauts unique powers, it eventually killed all of them. Before Henshaw died, he transferred his consciousness into a computer system. Despite Superman's pleas for him to stop, he beamed his consciousness into space. It came to rest in Superman's Kryptonian birthing matrix, which was orbiting

Earth for safe-keeping. Altering the Kryptonian spacecraft, Henshaw fashioned himself a propulsion unit and headed for deep space.

In the isolation of space, Henshaw slowly went mad and came to blame Superman for his fate. Vowing revenge, Henshaw overtook a planet held by Mongul and incorporated the technology found there. Returning to Earth, Henshaw posed as Superman until Mongul's troops appeared in orbit around the planet. In an attempt to transform Earth into a new Warworld, Henshaw destroyed Coast City, killing all its inhabitants. Henshaw and Mongul were stopped by the collected might of Superman, Steel, Superboy, Supergirl, and Green Lantern, but Henshaw's consciousness escaped.

RECENTLY: After forming a new body for himself, the Cyborg has repeatedly returned to plague Superman, still blaming him for his wife's death and his own non-human existence. Following an encounter with the Cyborg on Apokolips, Superman next met up with him when the Man of Tomorrow was a being of blue energy. Through the machinations of the Cyborg (teamed with the Toyman), the blue Superman was split



into two identical beings, Superman Red and Superman Blue.

After he reintegrated himself and subsequently changed back into flesh, Superman faced the Cyborg in the bottle city of Kandor. There, the Cyborg was attempting to transport Kandor to Earth so that he could escape the miniature city. The process would have destroyed both Metropolis and Kandor. Fortunately, Superman stopped the Cyborg at the last moment and trapped him in the dimension between Kandor and Earth. Despite his current confinement, it's a sure bet that the Cyborg will not be idle for long. No doubt he's planning his return to Metropolis and another attempt to kill Superman.



DOOMSDAY

OCCUPATION: Destroyer

BASE OF OPERATIONS: None

HEIGHT: 7'0"

WEIGHT: 615 pounds

EYES: Red

HAIR: White

RACE: Kryptonian

TECH LEVEL: Primitive (0)

Reflexes 5D (15D): *Brawling* 8D (18D), *melee weapons* 6D (16D)

Coordination 5D (15D): *Thrown weapons* 6D (16D)

Physique 5D (35D): *Leap* 6D (36D), *resistance* 10D (40D)

Knowledge 1D

Perception 5D

Presence 1D: *Intimidation* 14D, *willpower* 2D (14D)

ADVANTAGES/DISADVANTAGES:

Acute Senses (all) -10D,

Animal Friendship (no scent) -

2D, Courage -2D, Fast Reactions

-12D, Hardiness -4D, Intimidating Grin

-2D; Enemy (Superman) +3D, Obsessive Tendencies

+2D, Sworn Enemy (life) +6D, Technologically Chal-

lenged +15D, Unattractive Appearance +2D.

SPEED: 30

PDV: 8

UNARMED BDV: 8D

P/L BONUS: +17

HERO POINTS: 0

VILLAIN POINTS: 60

CHARACTER POINTS: 120

BODY POINTS: 190

POWERS: Jump 18D (at this level, the range is 500 times the die code in yards), Longevity 60D (at this level, the duration is Permanent), Natural Weapons: Bony Protrusions 12D, Sustenance 40D (at this level, the duration is Permanent), Energy Absorption 15D, Natural Armor: Hardened Skin 15D (limitation: the Natural Armor is reduced to 6D for exposed bony protrusions), Resurrection 40D (enhancement: Mastery [each time Doomsday comes back to life, his body adapts to protect him from the source that just killed him. For example, when Doomsday was killed by the Radiant, a being of pure energy, on the planet Calaton, he resurrected with the Energy Absorption power. The die code of the new power is equal to the die code of the power that killed him.]).

BACKGROUND: A genetic experiment that proved theories of the survival of the fittest, Doomsday was created hundreds of thousands of years ago by scientists on Krypton. A creature capable of astounding bouts of evolution, when it was cloned after its death, it grew stronger and gained the ability to survive whatever had killed it.

The creature easily killed its creators and escaped its home, causing untold havoc on countless planets. Reaching the planet Calaton, Doomsday was vanquished by the being known as the Radiant. Pacifists at heart, the Calatonians imprisoned Doomsday in chains inside a small chamber and launched it into space. Hundreds of years later, the pod crashed and buried itself in what would become the Midwestern United States on Earth.

Untold years passed before Doomsday awoke and escaped from his prison. Nearly killing the JLA, Doomsday next battled Superman to the Man of Steel's apparent death, and then fell into an apparent coma himself. After being examined by scientists, Doomsday was jettisoned into space by the Cyborg, who was posing as Superman. Returning to the living, Superman realized Doomsday was still alive and terrorizing worlds, including Apokolips.

With the Linear Man, Wave-rider, Superman battled Doomsday again, this time

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trapping Doomsday in the final moments of space-time where the forces of entropy would destroy it.

RECENTLY: It was revealed that due to the choral disturbances of the Zero Hour event, Brainiac's assistant Prin Vnok was able to travel to Doomsday's prison at the end of space-time seconds after Superman and Waverider left. His body damaged beyond repair due to a battle with Superman and seeing the beast as the perfect physical specimen, Brainiac set about transferring his consciousness into Doomsday.

The Brainiac/Doomsday hybrid nearly killed the most recent incarnation of the JLA before Superman, aided by Pete Ross, was able to shunt Brainiac's consciousness out of Doomsday's brain, where Doomsday's mind had been pushing against it all along. Free from Brainiac's constraints, Doomsday sought to kill Superman—but this time Superman was ready. Using JLA transporters, Superman teleported Doomsday to the surface of the moon, where he then trapped him in four separate transporter tubes, so no more than 25 percent of the creature's consciousness or body is ever complete at one time.

While Superman feels this is a perfect prison for the creature, one must remember that Doomsday thrives under conditions of stress and may actually respond to the four-chambered prison by becoming four times as smart, strong, and lethal—or by splitting into four, equally lethal Doomsdays. Time alone will tell.

MORGAN EDGE

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

Coordination 2D: *Marksmanship* 4D

Physique 2D

Knowledge 3D: *Computer ops* 5D, *criminology (criminal nature)* 7D, *scholar (Metropolis underworld)* 10D

Perception 2D: *Streetwise* 5D (*Metropolis* +3D)

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

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Desaad) -5D, Leadership Ability -2D, Observant -2D; Enemy (Superman) +3D, Fugitive +2D, Sworn Enemy (Lex Luthor) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 4

CHARACTER POINTS: 16

BODY POINTS: 28

BACKGROUND: The former head of Galaxy Communications and the leader for a time of the criminal organization known as Intergang, Morgan

Edge enjoyed a privileged life in Metropolis as a socialite and a crime boss whose organization was aided by Darkseid of

Apokolips. Thanks to the tireless efforts of Clark Kent, Lois Lane, and Cat Grant, Edge's criminal activities were exposed, and he was arrested by Superman. In the interim, a young clone of Boss Moxie, the original boss of Intergang, established control over the organization.

Upon his escape from prison, Edge, thoroughly discredited in the Metropolis underworld, attempted to group together five second-tier villains as the Superman Revenge Squad to mete out his wrath against the Man of Steel. The Revenge Squad ultimately failed, and Edge remains on the loose in Metropolis, still seeking to discredit Lex Luthor for the criminal he knows him to be, destroy Superman, and take back control of Intergang from Boss Moxie.



LA ENCANTADORA

Reflexes 2D

Coordination 2D

Physique 2D: *Running* 3D, *swimming* 3D

Knowledge 3D: *Computer ops* 4D, *criminology (criminal natures)* 6D, *languages* 4D

Perception 3D: *Know-how (mind control, teleportation)* 4D, *streetwise* 5D, *survival* 4D

Presence 5D: *Bluff* 6D, *charm* 10D, *persuasion* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D, Contact (Underworld) -4D; Cowardice +2D, Dependant (Victor) +3D, Enemy (swindled criminals) +6D, Enemy (Blockbuster) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 3

CHARACTER POINTS: 24

BODY POINTS: 26

EQUIPMENT: Mystic vial (powers: Mind Control 16D [limitation: Ineffectiveness (against nonliving beings) -2D], Telekinesis 6D, Teleportation: Long Range 10D].

BACKGROUND: The eldest child of an archaeologist who spent his life searching for a magical, mist-producing vial, La Encantadora spent the early years of her life in abject poverty when her father threw everything in their lives away because of a supposed curse contained within the vial. Sworn to never let herself or her little brother, Victor, come to harm again, Encantadora used the power of the vial to protect them.

RECENTLY: La Encantadora first made herself known to Superman when she sold phony kryptonite to numerous second-tier super-powered villains around the globe. Although the villains proved to be nothing but annoyances for Superman, the mayhem and collateral damage they caused was enough for Superman to consider Encantadora a serious threat.

Using a holographic projector, Superman distracted Encantadora enough to be able to fly in at superspeed and snatch the vial from her necklace, placing it within a box where its mists

could do no harm.

Encantadora's main powers appear to come from a mist of unknown origin that makes humans

highly susceptible to suggestion, powerful enough to convince even Superman that a harmless rock was kryptonite and to feel its effects. Apparently, the mist also gives Encantadora the ability to turn herself or others into mist and teleport them to a different location. The full extent of Encantadora's powers is still largely unknown.

GOG

REAL NAME: William

OCCUPATION: Former preacher, current space-time tyrant

BASE OF OPERATIONS: Mobile in space and time

HEIGHT: 7'1"

WEIGHT: 450 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D (15D): *Brawling* 5D (17D), *melee weapons (mystic staff)* 5D (17D), *piloting (self)* 4D (16D)

Coordination 3D (15D): *Marksmanship (mystic staff)* 5D (17D)

Physique 3D (28D)

Knowledge 2D: *Arcane lore* 15D, *scholar* 15D

Perception 3D: *Surveillance* 5D

Presence 2D: *Intimidation* 12D, *willpower* 12D

ADVANTAGES/DISADVANTAGES: Courage -2D, Obscure Knowledge -2D; Fanatic +3D, Obsessive Tendencies (death of Superman) +2D, Psychological Disorder (homicidal maniac) +3D, Sworn Enemy (Superman) +3D.

SPEED: 30

PDV: 8 (18 with Speed Manipulation)

UNARMED BDV: 7D

P/L BONUS: +14

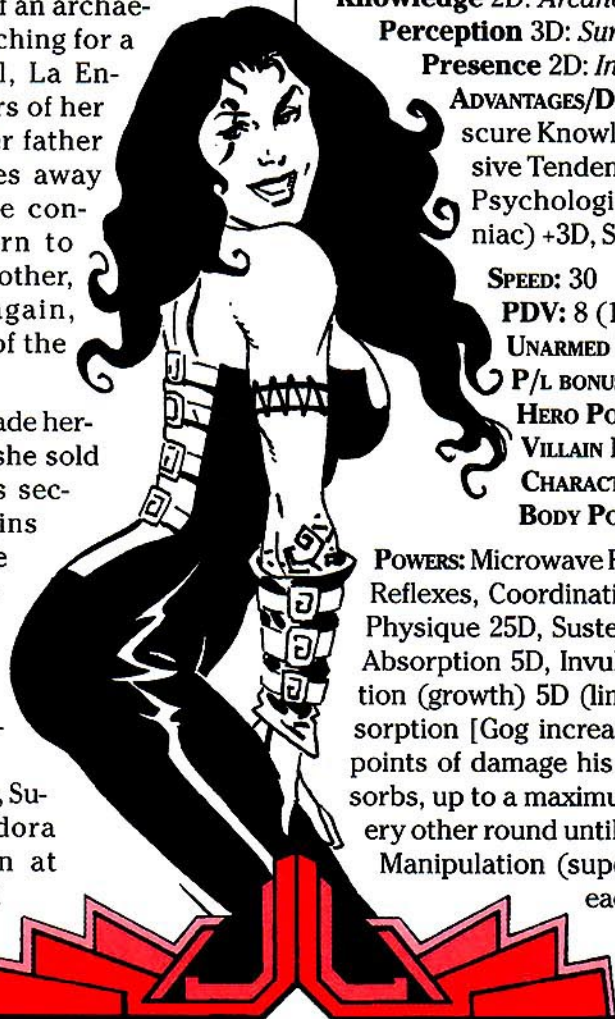
HERO POINTS: 0

VILLAIN POINTS: 55

CHARACTER POINTS: 145

BODY POINTS: 151

POWERS: Microwave Projection 11D, Superattributes: Reflexes, Coordination 12D each, Superattributes: Physique 25D, Sustenance 40D, Flight 15D, Energy Absorption 5D, Invulnerability 11D, Size Manipulation (growth) 5D (limitation: Linked to Energy Absorption [Gog increases one die level for every 15 points of damage his Energy Absorption power absorbs, up to a maximum of 5D. He loses one level every other round until he returns to normal.]), Speed Manipulation (supermobility, superactions) 10D each, Temporal Manipulation 30D (see Chapter 4 for details of this new power).



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EQUIPMENT: Mystic staff (powers: Flame Manipulation (flame blast) 15D, Energy Manipulation (Emerald Energy of the Guardians of the Universe, Cosmic Energy of the Source) 15D each [limitation: Linked to Flame Manipulation], Magic Manipulation (Might of Zeus, Power of Shazam) 15D each [limitation: Linked to Flame Manipulation]).

BACKGROUND: A witness to the nuclear incident that destroyed Kansas and much of the Midwest in a Hypertime filament 20 years hence, William was rescued from death by Superman, an event that colored his future. Coming to believe that he was fated to survive the Kansas tragedy and be rescued by Superman, William founded the Church of Superman in order to preach the "gospel" of Superman.

When Superman approached William and told him that he did not approve of such actions and that he himself was just a man, William's psyche was shattered, leaving the highly suggestible man without a purpose or direction.

RECENTLY: Direction came to William in the form of a scroll of truth given to him by the Phantom Stranger, a member of the mystical and powerful group known as the Quintessence. The information on the scroll drove William insane: Rather than using his new power to alter history so the Kansas tragedy never oc-

curred, he set about killing Superman, believing him to be ultimately responsible for the devastation. With such magnificent and ter-

rrible power at his command, William, now calling himself Gog, easily killed Superman.

But one Superman was not enough. Believing that if even one version of Superman existed the world would meet utter destruction, Gog used his powers to breach space-time. He traveled through Hypertime, killing one Superman every day for thousands of days. In this timeline, Gog changed tactics, choosing to hasten the Kansas tragedy, exposing Superman as the antichrist to the entire world.

Gog was stopped by the assembled might of Superman, Batman, Wonder Woman, and their Hypertime counterparts from Gog's strand. Currently, Gog is under the care of the Quintessence. However, it's unclear whether they seek to help him or merely detain him. Without counseling and care, Gog will surely one day escape to do more harm.

IMPERIEX PROBE

Reflexes 4D (10D): *Brawling* 5D (11D), *piloting* 8D (14D) (self +1D)

Coordination 3D (9D): *Marksmanship (energy blasts)* 9D (15D)

Physique 5D (30D)

Knowledge 4D: *Computer ops* 10D, *navigation (interstellar)* 14D, *science* 18D

Perception 5D: *Engineering* 16D, *repair* 16D, *surveillance* 11D, *survival (interstellar)* 12D

Presence 1D: *Command* 5D, *intimidation* 10D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Mechanical Aptitude* -2D, *Patron (Lord Imperiox)* -7D; *Enemy (Superman, Mongul)* +3D each, *Hides Emotions* +1D.

SPEED: 30

PDV: 5 (15 with Speed Manipulation)

UNARMED BDV: 5D **P/L BONUS:** +15

HERO POINTS: 0 **VILLAIN POINTS:** 40

CHARACTER POINTS: 240 **BODY POINTS:** 160

POWERS: Energy Manipulation (energy projection) 15D, Superattributes: Reflexes, Coordination 6D each, Superattributes: Physique 25D, Flight 12D, Invulnerability 9D, Sustenance 40D, Natural Armor: Armor 12D, Speed Manipulation (flying) 10D.

BACKGROUND: The being known as Imperiox, the Destroyer of Galaxies, is a mystery in this galaxy. Immensely powerful physically and in terms of energy manipulation, the origin of Imperiox is essentially un-

known, save in millenia-old tales from cave walls on Daxam.

According to galactic legend, Imperiex has existed in a near-identical form for millions of years, ravaging stars and other galactic phenomena for their energy. He siphons this energy to an undisclosed location for a purpose known only to him. Imperiex is responsible for the deaths of over 1600 sentient systems in the last thousand years alone, including an assault on the Vegan system and the Citadel homeworld, which cost the lives of over a billion sentient beings.

Whether he drains the energy through his own body or strictly with machinery is unknown. However, according to observation posts on Rann and confirmation by Metron of the New Gods, when Imperiex takes energy from a source, a rift in space-time is created. Whether this is an aftereffect of the energy phenomenon or a direct action by Imperiex has not been discovered.

Curious as well are reports of Imperiex's apparently traveling much faster than light; nevertheless, his presence has been verified on opposite sides of this galaxy mere hours apart.



Superman was first alerted to the presence of Imperiex by Mongul, the son of the original Mongul. Imperiex literally threw Mongul from the Moon to Earth, where he crash-landed in Metropolis.

To deal with this new menace, Mongul trained Superman in fighting techniques. Together, they went to Saturn and encountered a 15-foot-tall being, who they thought was Imperiex. After a pitched battle, Superman barely overcame this Imperiex by destroying the siphoning construct he was assembling to use on the Sol system.

In reality, the Imperiex that Superman and Mongul fought was only a probe sent by the true Lord Imperiex as a forerunner to his invasion of the Sol system. The abilities and powers of Lord Imperiex remain unknown at this time, although his threat to this quadrant of the universe is surely far from over.

INTERGANG

The major underworld force in Metropolis, Intergang was originally formed by Morgan Edge. He persuaded Metropolis's major criminal organizations to come together in a common venture. This was operated as a business, with vice presidents, corporate officers, and Edge as president. Intergang's hold on Metropolis lasted for nearly two decades until Superman, acting on information from Lois Lane, Cat Grant, and facts he had discovered as Clark Kent, arrested Edge and dismantled the organization.

Intergang remained a dim memory of the better times for Metropolis's criminal population for years until Edge's father, Vincent Edge, sought to re-form Intergang with a clone of one of Intergang's earliest leaders, Boss Moxie, at the helm. Rather than persuade gangs and criminals to join Intergang, Moxie and his crew of cloned criminals from the 1940s (Rough House, Noose, Mike "Machine" Gunn, and Ginny "Torcher" McCree) brutalized and intimidated others to form the group. Due to the nature of the current Intergang members, the organization has a close association with the renegade geneticist Dabney Donovan.

While Intergang is its own entity, it should be noted that it operates in Metropolis with the blessing of Lex Luthor, who sees it as a large enough distraction to keep Superman's attention for a period of time, allowing Luthor to operate without interference.

Currently, Intergang controls approximately 70 percent of the crime activity in Metropolis.

BOSS MOXIE

Reflexes 3D: *Brawling* 7D, *dodge* 4D, *driving* 4D, *melee weapons* 4D

Coordination 3D: *Marksmanship* 4D, *thievery* 4D

Physique 4D

Knowledge 3D

Perception 3D: *Streetwise* 5D (*Metropolis* +3D), *survival (urban)* 5D

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

ADVANTAGES/DISADVANTAGES: *Contact (Intergang)* -3D, *Contact (Dabney Donovan)* -1D, *Courage* -2D, *Hardiness* -4D, *Leadership Ability* -2D; *Enemy (Superman)* +3D, *Fugitive* +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 12

BODY POINTS: 43

EQUIPMENT: .38 special revolver (BDV 5Dx2).

BACKGROUND: The leader of Intergang, and a clone of the original, Boss Moxie is just as tough and mean as ever. After a recent battle where he attacked Superman with a giant Lobster robot, Boss Moxie was captured and delivered to the Metropolis police for incarceration.

NOOSE

Reflexes 3D: *Climbing* 4D, *dodge* 5D, *driving* 4D, *martial arts* 4D (*choke* +4D), *melee weapons* 4D, *sneak* 5D

Coordination 3D: *Lockpicking* 5D, *marksmanship* 4D, *thievery* 5D, *thrown weapons (knives)* 5D

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

Knowledge 2D

Perception 2D: *Hide* 5D, *search* 4D, *shadowing* 5D, *streetwise (Metropolis)* 5D, *surveil-*

lance 4D, *tracking* 4D

Presence 1D: *Intimidation* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Acute Balance* -2D, *Contact (Intergang)* -3D, *Double-Jointed* -2D; *Fugitive* +3D, *Obsessive Tendencies* +2D, *Physically Limited (Mute)* +3D.

SPEED: 30 **PDV:** 3

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 10

BODY POINTS: 32

POWERS: *Elasticity (fingers)* 12D (limitation: can only stretch his fingers up to the die code in inches).

BACKGROUND: Intergang's resident assassin, *Noose*, is able to extend his almost snakelike, flexible fingers to amazing degrees around his victims's throats. Recently captured red-handed by Superman, *Noose* now finds himself behind

bars once again.

ROUGH HOUSE

Reflexes 3D: *Brawling* 8D, *dodge* 6D, *driving* 5D, *melee weapons* 5D

Coordination 2D

Physique 5D (6D)

Knowledge 2D

Perception 2D: *Streetwise (Metropolis)* 4D

Presence 1D

ADVANTAGES/DISADVANTAGES: *Contact (Intergang)* -3D, *Hardiness* -4D; *Fugitive* +3D, *Hides Emotions* +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +3

HERO POINTS: 0 **VILLAIN POINTS:** 1

CHARACTER POINTS: 6

BODY POINTS: 55

POWERS: Superat-tributes:
Physique 1D.

BACKGROUND: The muscle of Intergang, Rough House is the quietest member, usually using his tremendous strength to enforce Moxie's wishes. Recently, Rough House was captured by Superman as he fought the robots of Frank Sixty, and left wrapped in a lightpost until the police arrived.

MIKE "MACHINE" GUNN

Reflexes 3D: *Brawling* 7D, *dodge* 4D, *driving* 4D
Coordination 3D: *Marksmanship* (projectiles) 6D
Physique 3D
Knowledge 2D
Perception 2D: *Streetwise* 5D (Metropolis +1D)
Presence 2D: *Charm* 3D, *intimidation* 5D, *willpower* 4D
ADVANTAGES/DISADVANTAGES: Contact (Intergang) -3D; Fugitive +3D.
SPEED: 30 **PDV:** 2
UNARMED BDV: 4D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 2
CHARACTER POINTS: 8 **BODY POINTS:** 34

POWERS: Projectiles: Bullets 6D.

BACKGROUND: Originally the gunman of Intergang, "Machine" Gunn was genetically modified so machine guns morph from his forearms. After taking the fall for Intergang, Gunn was sprung by his lover, Torcher, who had set incendiary bombs in *Daily Planet* newspaper boxes across the city to keep Superman occupied. As they fled the police, Gunn was fatally shot by members of the S.C.U. and died in the arms of Torcher.

GINNY "TORCHER" MCCREE

Reflexes 3D: *Brawling* 4D, *dodge* 4D, *driving* 4D
Coordination 3D: *Marksmanship* (flame blasts) 5D
Physique 3D
Knowledge 2D: *Demolitions* 4D
Perception 2D: *Streetwise* (Metropolis) 4D
Presence 2D: *Charm* 3D, *intimidation* 4D, *willpower* 3D
ADVANTAGES/DISADVANTAGES: Contact (Intergang) -3D; Fugitive +3D.
SPEED: 30 **PDV:** 2
UNARMED BDV: 3D **P/L BONUS:** +1
HERO POINTS: 0 **VILLAIN POINTS:** 2
CHARACTER POINTS: 8 **BODY POINTS:** 31

POWERS: Flame Manipulation (flame blasts) 10D

BACKGROUND: The "bad girl" of Intergang, Torcher can control fire and spread it from her fingertips. After springing the love of her life,

Mike "Machine" Gunn, from imprisonment by the S.C.U., she made a failed attempt to escape the city. This resulted in Gunn's being fatally wounded in a hail of S.C.U. gunfire. Having her lover die in her arms left Torcher feeling she had nothing else to live for. Setting off one of her own incendiary bombs, she took her own life so that she could join Gunn.

LEX LUTHOR

OCCUPATION: CEO, LexCorp International
BASE OF OPERATIONS: Metropolis
HEIGHT: 6'1" **WEIGHT:** 210 pounds
EYES: Green **HAIR:** Bald (formerly red)
RACE: Human (clone) **TECH LEVEL:** Modern (1)
Reflexes 3D: *Acrobatics* 4D, *boating* 4D, *brawling* 6D, *climbing* 4D, *dodge* 6D, *driving* 5D, *martial arts* 5D, *melee weapons* 5D, *piloting* 4D, *riding* 4D
Coordination 3D: *Catch* 4D, *marksmanship* 5D, *missile weapons* 4D, *thrown weapons* 4D
Physique 5D: *Leap* 6D, *lifting* 6D, *resistance* 7D, *running* 6D, *swimming* 6D
Knowledge 5D: *Computer ops* 8D, *criminology* (criminal natures) 8D, *forgery* 6D, *languages* 8D, *medicine* 6D, *navigation* 7D, *research* 9D, *scholar* 9D (business +2D, Metropolis +3D, Superman +3D), *science* 9D (Kryptonians +1D, cloning +1D, robotics +1D), *security* 7D (LexCorp +7D)
Perception 5D: *Engineering* 12D, *invent* 12D, *know-how* 12D, *repair* 12D, *streetwise* 7D (Metropolis +7D), *surveillance* 6D, *survival* 7D
Presence 4D: *Bluff* 6D, *charm* 7D, *command* 11D, *interrogation* 8D, *intimidation* 13D, *persuasion* 9D, *willpower* 13D
ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (LexCorp and subsidiaries) -6D, Contact (Injustice Gang) -6D, Contact (business) -5D, Courage -2D, Intimidating Grin -2D, Leadership Ability -2D, Mechanical Aptitude -2D, Obscure Knowledge -2D, Observant -2D, Owed Favor (Lois Lane) -4D, Owed Favor (numerous people) -6D, Preparedness -4D, Wealth -8D; Argumentative +1D, Dark Secret (abused as a child) +1D, Delusions of Grandeur +3D, Dependent (Lena) +3D, Enemy (JLA) +5D, Enemy (Superman) +3D, Enemy (Perry White, Lois Lane) +1D each, Extremely Competitive +2D, Fanatic (destruction of Superman) +3D, Hides Emotions +1D, Shady Background +2D, Sworn Enemy (Superman) +3D, Sworn Enemy (Perry White, Lois Lane) +1D each.

Metropolis's Rogues Gallery

SPEED: 30 **PDV:** 3
UNARMED BDV: 5D/1D
P/L BONUS: +3
HERO POINTS: 2
VILLAIN POINTS: 38
CHARACTER POINTS: 300
BODY POINTS: 44

EQUIPMENT: Various devices built by LexCorp and the wealth to buy almost anything else.

BACKGROUND: Born into poverty in Metropolis's infamous Suicide Slum, Luthor endured years of hardship and abuse. These created an unquenchable desire to gain power—by any means. Luthor's rise began when he used money from his parents's insurance policy (following their mysterious deaths) to organize LexCorp. LexCorp's first creation was the famous LexWing, a revolutionary aircraft designed by Luthor himself. Using the LexWing's profits to further diversify LexCorp, Luthor's rise to power and LexCorp's growth continued unabated, leaving Luthor as the most powerful and popular man in Metropolis—until the arrival of Superman. To test his new competitor, Luthor staged a terrorist attack on board his yacht in Metropolis harbor. The plan backfired; Superman received special deputy status and arrested Luthor, instantly forging in the tycoon a burning hatred for the Man of Steel. In Luthor's eyes, Metropolis belongs to and owes its very existence to Luthor and Luthor alone.

Poisoned by kryptonite he acquired from Metallo, Luthor staged his own death, returning as his own "son," Lex Luthor II, in the body of a clone created by Dabney

Donovan. When the Clone Plague threatened Luthor's health, Lois Lane was instrumental in exposing Luthor's fraud. In response to being exposed, Luthor destroyed the city of Metropolis through secretly planted countermeasures. To fully recover from the plague, Luthor made a deal with the demon lord Neron to return him to health in exchange for his soul. Through skillful legal manipulation, Luthor convinced the courts of his innocence, claiming an insane clone was responsible for the destruction. Luthor returned to an active public life.

RECENTLY: Luthor has since had a daughter, Lena, with the Contessa Erica Alexandra del Portenza. Having produced an heir, Luthor disposed of the Contessa, but she isn't as dead as he'd thought. Luthor is an utterly devoted father, promising little Lena that one day, Metropolis will be hers for the taking. Ferociously protective of Lena, Luthor bought and shut down the *Daily Planet* when the newspaper printed a picture of his baby.

Still striving for a Metropolis he creates and controls, Luthor designed and oversaw the construction of the new Hypersector section of the city. Luthor also created the Supermen of America during the Dominus crisis and inadvertently aided Superman in defeating Dominus, a fact that gnaws at him to this day. Currently, Luthor continues to ruthlessly run LexCorp while seeking ways to discredit and destroy Superman and exert a tight grip on Metropolis.

Luthor is aided in his day-to-day affairs by a large staff, the most recent addi-



tions being Mercy and Hope, two bodyguards who claim to be Amazons. Whether they are truly Amazons is yet to be determined, but they have shown themselves to be most efficient in their jobs.

MERCY, HOPE

Reflexes 3D: *Acrobatics* 5D, *brawling* 7D, *dodge* 7D, *martial arts* 5D (*arm pin* +2D, *disarm* +2D, *leg sweep* +2D, *lunge* +2D, *throw* +2D, *weapon parry* +2D), *melee weapons* 6D, *riding* 5D

Coordination 3D: *Catch* 5D, *missile weapons* 6D, *thrown weapons* 6D

Physique 4D: *Leap* 6D, *lifting* 8D, *running* 5D, *swimming* 5D

Knowledge 2D: *Security* 5D

Perception 3D: *Streetwise* 3D (*Metropolis* +2D), *surveillance* 4D, *survival* 4D, *tracking* 5D

Presence 2D: *Command* 4D, *intimidation* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Courage -2D, Patron (Lex Luthor) -5D; Employed +4D, Hides Emotions +1D.

SPEED: 30

PDV: 4

UNARMED BDV: 5D/1D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 2

CHARACTER POINTS: 11

BODY POINTS: 38

MAXIMA

OCCUPATION: Deposed monarch

BASE OF OPERATIONS: Earth

HEIGHT: 6'2"

WEIGHT: 140 pounds

EYES: Brown

HAIR: Red

RACE: Almercanian

TECH LEVEL: Advanced (3)

Reflexes 4D (10D): *Brawling* 8D (14D), *dodge* 6D (12D), *melee weapons* 5D (11D), *piloting* 8D (14D) (*self* +1D)

Coordination 4D (10D): *Catch* 5D (11D), *marksman-ship* 6D (12D), *thrown weapons* 5D (11D)

Physique 3D (30D): *Flying* 5D (32D), *leap* 5D (32D)

Knowledge 3D: *Computer ops* 4D, *languages* (*Interlac*) 5D, *navigation* 4D

Perception 3D: *Surveillance* 4D, *survival* 4D, *tracking* 4D

Presence 4D: *Charm* 8D, *command* 9D, *intimidation* 8D, *persuasion* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Contact (JLA) -4D, Contact (Superman) -4D, Courage -2D, Leadership Ability -2D; Argumentative +1D, Center of Conversation +2D, Delusions of Grandeur +3D, Extremely Competitive

+2D, Narcissistic +3D, Obsessive Tendencies +2D, Shady Background +2D.

SPEED: 30

PDV: 6 (13 with Speed Manipulation)

UNARMED BDV: 6D

P/L BONUS: +15

HERO POINTS: 2

VILLAIN POINTS: 4

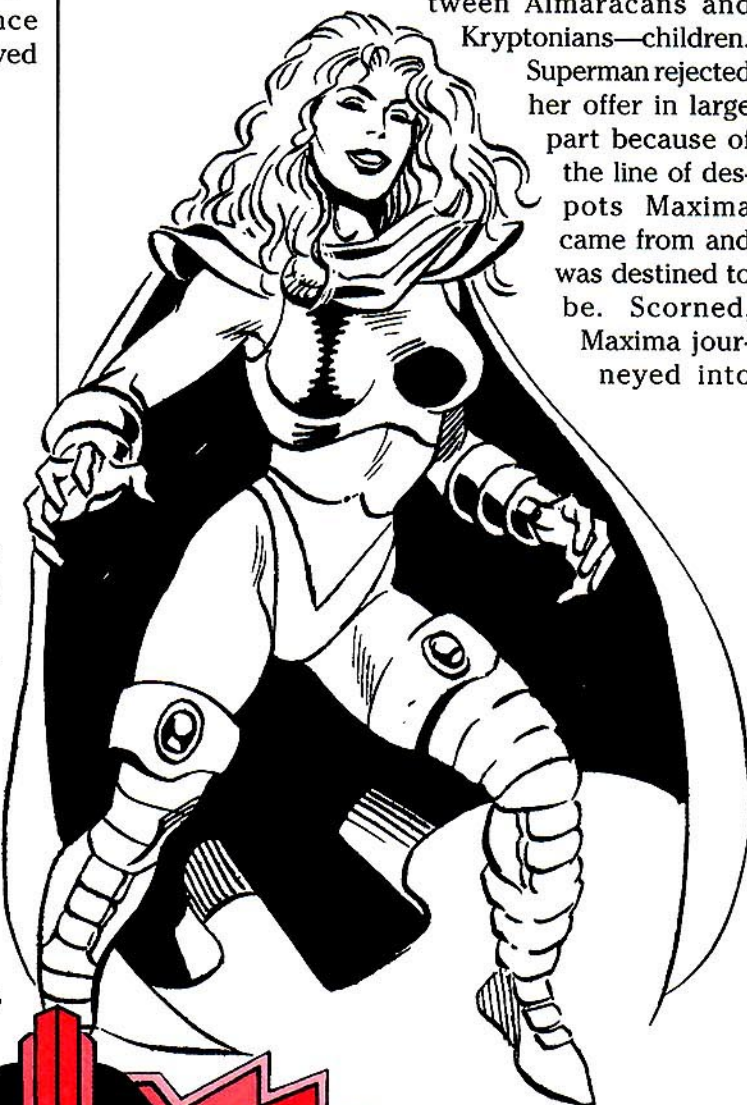
CHARACTER POINTS: 50

BODY POINTS: 133

POWERS: Superattributes: Reflexes, Coordination 6D each, Superattributes: Physique 27D, Mental Blast 10D, Psychic Blast 12D, Telepathy 12D, Flight 11D, Invulnerability 9D, Speed Manipulation (flying) 7D, Matter Manipulation 15D.

BACKGROUND: The oldest child of the royal family of Almarac, Maxima was preparing for war when she learned of the man called Superman on Earth. Deeming him the only acceptable mate within countless sectors, she journeyed to Earth and told Superman of her intentions, including—due to the genetic compatibility between Almaracans and Kryptonians—children.

Superman rejected her offer in large part because of the line of despots Maxima came from and was destined to be. Scorned, Maxima journeyed into



space, where she allied herself with Brainiac when he used Warworld to attack Earth. During the battles, Maxima switched sides because Brainiac had destroyed Alamarac. She fought against Brainiac and later joined the Justice League as part of a plea bargain that granted her amnesty for her actions.

RECENTLY: Approaching Superman after her JLA service, Maxima's advances were again rejected and she joined the Superman Revenge Squad out of spite. Defeated by Superman once more, she is now a prisoner at the Slab, and has promised that the next time she meets Superman, one of them will not walk away.

METALLO

REAL NAME: John Corben

OCCUPATION: Thief

BASE OF OPERATIONS: Mobile

HEIGHT: 6'5"

WEIGHT: 600 pounds

EYES: Green

HAIR: None

RACE: Human consciousness in robot body

TECH LEVEL: Advanced (3)

Reflexes 4D: *Brawling* 9D, *dodge* 5D, *driving* 7D, *melee weapons* 8D, *piloting (self)* 9D

Coordination 4D: *Marksmanship* 8D

Physique 28D: *Leap* 30D

Knowledge 2D: *Computer ops* 4D

Perception 3D

Presence 1D: *Command* 6D, *intimidation* 8D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Courage -2D, Intimidating Grin -2D, Technologically Advanced -20D; Debt (Owes Neron his soul) +10D, Enemy (Superman) +3D, Fugitive +3D, Sworn Enemy (Superman) +3D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 5D

P/L BONUS: +14

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 160

BODY POINTS: 152

POWERS: Invulnerability (skull) 60D, Mechanical Manipulation 30D.

BACKGROUND: Following a car crash that would have been fatal for anyone else, small-time con man John Corben's luck proved to be spectacular: the first passerby to the accident was Professor Emmett Vale, a pioneer in robotics and former colleague of Professors Will Magnus and Niles Caulder. Years earlier, Vale has seen the characteristic heat flare of Kal-el's birth matrix entering Earth's atmosphere and had eventually tracked down the pod, learning of

Krypton and Superman, as well as obtaining a two-pound chunk of a piece of Krypton, which he dubbed kryptonite.

Vale transplanted Cor-ben's brain into a robotic body and named him Metallo. Vale's first mission for Metallo was to kill Superman, whom Vale erroneously believed was the first in a wave of Kryptonian invaders. To help him on his mission as well as to power his robotic body, Vale implanted the kryptonite in Metallo's chest cavity. Metallo's first act was to kill Vale.

Once in Metallo's body, Corben wholly ignored Vale's commands but came into conflict with Superman on numerous occasions since, in his short-sightedness, he has sought to return to life as a thief.

RECENTLY: Metallo originally lost his kryptonite heart to Lex Luthor, who took it for his own purposes. Unknown to Luthor, a backup life-support system kicked in, allowing Metallo to reactivate himself and escape the LexCorp facility where he was being held.

Since then, Metallo has remained a thorn in the side



of Superman. His crimes have been nothing spectacular, he acts more like a thug than a professional criminal. Nonetheless, due to Metallo's sheer power, no other hero save Superman can quickly and effectively handle him. Of late, Metallo's powers have been upgraded, thanks to an unholy bargain with the demon Neron. Metallo is now able to morph his body into any shape he can imagine, as well as project himself into any technological or metal device. As Superman and other heroes have learned on various occasions, the most effective way to neutralize Metallo is to remove his head and isolate it, away from other metal surfaces.

Metallo has recently forged an alliance of sorts with Brainiac. Whatever will come of this partnership obviously is to be feared.

MONGUL

Reflexes 4D (12D): *Brawling* 7D (15D) (all maneuvers +2D each), *dodge* 6D (14D), *melee weapons* 6D (14D), *piloting* 5D (13D) (self +1D)

Coordination 3D (11D): *Marksmanship* 5D (13D) (chest beam +2D), *thrown weapons* 4D (12D)

Physique 5D (33D): *Leap* 7D (35D), *resistance* 6D (34D), *running* 6D (34D), *swimming* 6D (34D)

Knowledge 4D: *Computer ops* 6D, *navigation* 5D, *scholar* 5D, *science* 5D

Perception 3D: *Surveillance* 6D, *survival* 10D, *tracking* 7D

Presence 1D: *Command* 9D, *intimidation* 12D, *will-power* 11D

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Hardiness* -4D, *Intimidating Grin* -2D; *Delusions of Grandeur* +3D, *Enemy (Superman)* +3D, *Fugitive* +3D, *Hides Emotions* +1D, *Sworn Enemy (Superman)* +3D.

Speed: 30

PDV: 7 (15 with Speed Manipulation)

Unarmed BDV: 7D **P/I bonus:** +16

Hero Points: 0 **Villain Points:** 30

CHARACTER POINTS: 180 **BODY POINTS:** 177

POWERS: Superattributes: *Reflexes*, *Coordination* 8D each, Superattributes: *Physique* 28D, *Superbreath* 20D, *Flight* 12D, *Invulnerability* 10D, *Speed Manipulation* (superactions, supermobility) 8D.

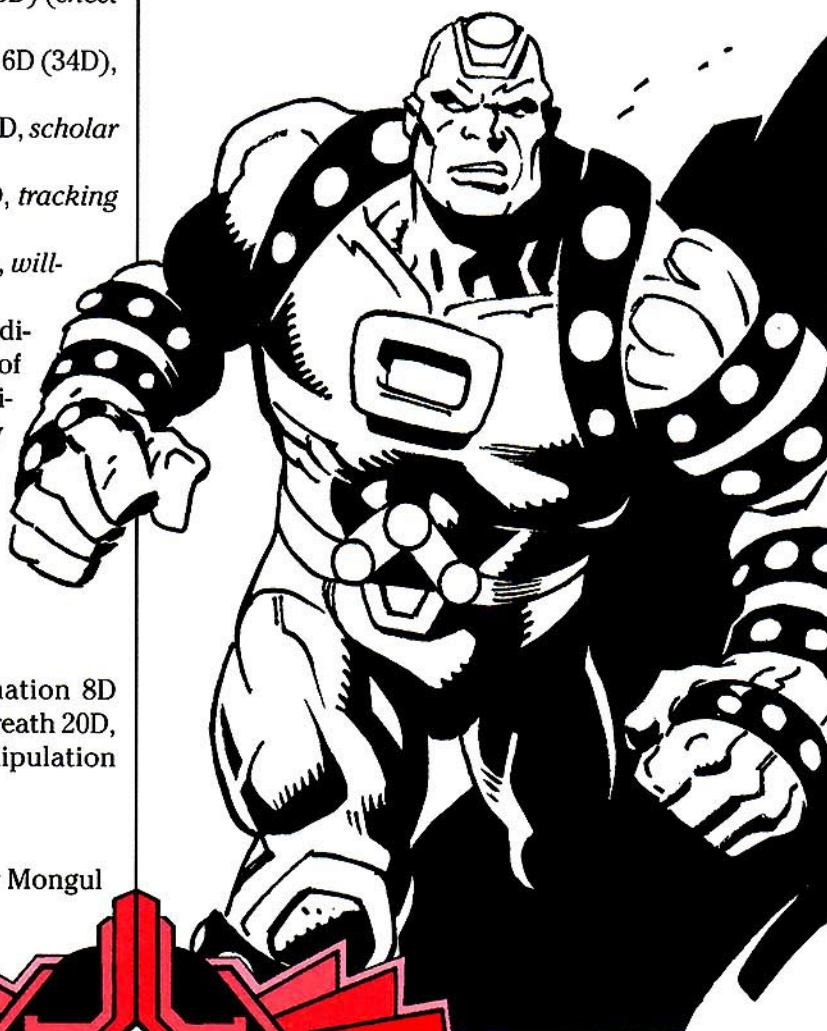
EQUIPMENT: Chest energy beam (BDV 6Dx7).

BACKGROUND: The son of the world-conqueror Mongul (who had allied with the Cyborg and aided in the destruction of Coast City before being handily killed by the demon

Neron), Mongul recently made his presence known to Superman when he crash-landed in Metropolis, soliciting Superman's aid against the world destroyer known as Imperix.

In preparation for Imperix's arrival in the Sol system, Mongul put Superman through a rigorous training program, teaching him several new forms of combat never before seen on Earth. While not yet the world dominator his father was, Mongul represents terrible potential for forcibly exerting his will on his subjects and on those he deems lesser than himself.

While he and Superman worked together on this occasion, Superman was wise to keep Mongul at arms' length, since he turned on the Man of Steel after their mutual threat had been defeated in an attempt to destroy Superman out of revenge for his father. Additionally, due to the paucity of galactic data, it is not known whether the second Mongul is the only offspring of the original. Given the type of dynasty-like scope of the original Mongul, it is considered highly likely that there are other "Monguls" out there.



MXYZPTLK

REAL NAME: Unpronounceable
OCCUPATION: Fifth Dimensional scientist
BASE OF OPERATIONS: Fifth Dimension
HEIGHT: Variable (most often 3'6")
WEIGHT: Variable
EYES: Variable
HAIR: Variable (most often white)
RACE: Unknown **TECH LEVEL:** Unknown

Reflexes 3D

Coordination 3D

Physique 3D

Knowledge 3D: *Research* 10D, *Scholar* 10D, *Science (Fifth Dimensional)* 10D

Perception 3D: *Invent* 10D, *know-how (Reality Manipulation)* 10D

Presence 3D: *Bluff* 7D, *intimidation* 6D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Charismatic -3D, Obscure Knowledge -2D; Center of Conversation +2D, Cowardice +2D, Delusions of Grandeur +3D, Enemy (Superman) +3D, Extremely Competitive +2D, Fanatic (besting Superman) +3D, Impulsiveness +2D, Obsessive Tendencies +2D, Sworn Enemy (Superman) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 18

CHARACTER POINTS: 144

BODY POINTS: 39

POWERS: Reality Manipulation 80D.

BACKGROUND: A native of the Fifth Dimension, Mr. Mxyzptlk became fascinated with our dimension after years of observation. Of particular interest to him was the hero known as Superman, who Mxyzptlk saw as a perfect adversary in a battle of wits. Adhering to the Fifth Dimension code—which says that because of this dimension's inability to comprehend or perceive Fifth Dimensional creatures or science, residents of the Fifth Dimension can only tease or pull pranks on residents of this dimension—Mxyzptlk travels to Earth whenever the interdimensional interface is available, roughly every 90 days. While Mxyzptlk sees these sojourns in a world with only three dimensions as a chance to blow off steam and relax, Superman and other heroes see the visits as a threat at worst and a nuisance at best.

When he arrives, Mxyzptlk seeks out Superman and issues a challenge and conditions for his return to the Fifth Dimension. While Mxyzptlk often assumes humorous forms, his potential for wreaking chaos is huge and has often resulted in near fatal situations for Superman, Lois Lane, and others in his way.

Mxyzptlk's magic is actually Fifth Dimensional science. Due to this dimension's residents's frame of reference and in-

ability to see beyond three dimensions, such actions as teleportation and matter creation appear as magical, breaking laws of thermodynamics and matter conservation.

RECENTLY: Mxyzptlk has most recently encountered Lex Luthor, for whom he created red kryptonite, an isotope never before seen on Earth. The red kryptonite robbed Superman of his powers for a time. However Luthor broke his arrangement with Mxyzptlk, allowing Superman to regain his powers.

While his pranks and battles of wits with Superman are usually humorous in nature, they are a positive annoyance to Superman who, with virtually every encounter, has to trick Mxyzptlk into saying his name backward (Kltzpyxm) to return him to his home dimension. The most recently Mxyzptlk sighting involved the imp and an absurd reproduction of Doomsday that "killed" Mxyzptlk, giving him the chance to experience death. Bored by death, he returned to life and the Fifth Dimension. His return to this dimension is certain.



PARASITE

REAL NAME: Rudy Jones/Dr. Torvell Freeman

OCCUPATION: None

BASE OF OPERATIONS: Mobile; currently S.T.A.R. Labs in Metropolis

HEIGHT: Variable

WEIGHT: Variable

EYES: Red

HAIR: None

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 3D: *Brawling* 6D, *dodge* 5D

Coordination 2D

Physique 4D

Knowledge 5D: *Computer ops* 7D, *research* 7D, *scholar (biology)* 8D, *science* 7D

Perception 3D

Presence 3D: *Willpower* 5D

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D; Enemy (Superman, Supergirl) +3D each, Fugitive +3D, Medical Problem (must drain life force) +6D, Unattractive Appearance +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 4D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 240 **BODY POINTS:** 38

POWERS: Mimicry 30D (limitation: Limited Range: Touch, Linked to Vampirism), Vampirism: Life Force 30D. (Whenever the Parasite

successfully drains Body Points from his target by touch, he also drains the target of any attributes, skills, or powers they have that are higher than his or that he does not have. He reduces the die code of the target's attributes, skills, or powers by the same amount of Body Points he has drained, up to a maximum equal to his Mimicry power die code. For example, the Parasite attacks and drains Superman of 20 Body Points. The Parasite would reduce any of Superman's attributes, skills, or powers by 20D and increase his own die codes by the same amount.)

BACKGROUND: A maintenance worker in Pittsburgh's S.T.A.R. Labs research facility, Jones was always looking to make a fast buck. Convinced a hazardous waste drum might hold material of value, Jones opened it, exposing himself to an unknown form of radiation that dramatically sped up his metabolism. To survive, Jones quickly realized that he needed to draw life energy from living beings and organisms, leaving the unfortunate "donor" quite dead. Dubbed the Parasite by the media, Jones found that, in a pinch, other forms of energy, such as electricity and nuclear, can sustain him. However, because of the low conversion efficiency of these forms of energy, Jones has to feed on biological energy.

Logically, the Parasite is drawn to Superman, whom he sees as the ultimate energy source, perhaps capable of sustaining him for the rest of his life. As such, Superman and the Parasite have clashed on numerous occasions. Many times these fights nearly killed Superman, but more often left him vulnerable for a period until he could recharge using solar radiation.

RECENTLY: Upon absorbing human energy, Jones often found he retained memories and experiences of individuals for a brief period. For some unknown reason, when the Parasite fooled the egotistical scientist Dr. Torvell Freeman into being absorbed, Freeman's psyche remained, giving the Parasite two consciousnesses inside his head; this made him more of a threat than ever. Additionally, the Parasite's appearance has changed over the years, becoming more like a lamprey, with a central, non-closing mouth.

The two-minded Parasite has continued to battle Superman on occasion. However, he nearly killed himself when he attempted to absorb energy from Superman in his



blue-energy form. Since then, the Parasite has run afoul of Supergirl, who quickly dispatched him during a pitched battle in Paris after he found himself in agony trying to take in her angelic powers.

He is currently being held by S.T.A.R. Labs in a specialized cell with millions of bacteria in the walls; this allows him enough energy to live but not enough to escape. S.T.A.R. Labs researchers are worried though: It appears that the consciousnesses of all of the Parasites victims may still be inside him. Until this point, they have been suppressed, but they are breaking free. Jones/Freeman has complained of hearing more than two voices in his head and has even, eerily, been observed arguing with himself, speaking in more than two different voices.

PRANKSTER

REAL NAME: Oswald Loomis

OCCUPATION: Failed comedian

BASE OF OPERATIONS: Metropolis

HEIGHT: 5'0"

WEIGHT: 125 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Acrobatics* 5D, *brawling* 4D, *climbing* 4D, *dodge* 5D, *driving* 5D, *melee weapons* 5D, *piloting* 4D, *sneak* 4D

Coordination 3D: *Lockpicking* 4D, *marksmanship* 4D, *sleight of hand* 5D, *thrown weapons* 4D

Physique 2D: *Running* 3D, *swimming* 3D

Knowledge 4D: *Computer ops* 5D, *science* 5D

Perception 3D: *Artist (comedian)* 4D, *engineering (pranks)* 7D, *hide* 4D, *invent (pranks)* 7D, *repair* 5D, *streetwise (Metropolis)* 4D

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

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Charismatic -3D, Mechanical Aptitude -2D, Ventriloquism -1D; Delusions of Grandeur +3D, Enemy (Superman) +3D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 89

BODY POINTS: 25

EQUIPMENT: Various malicious prank devices.

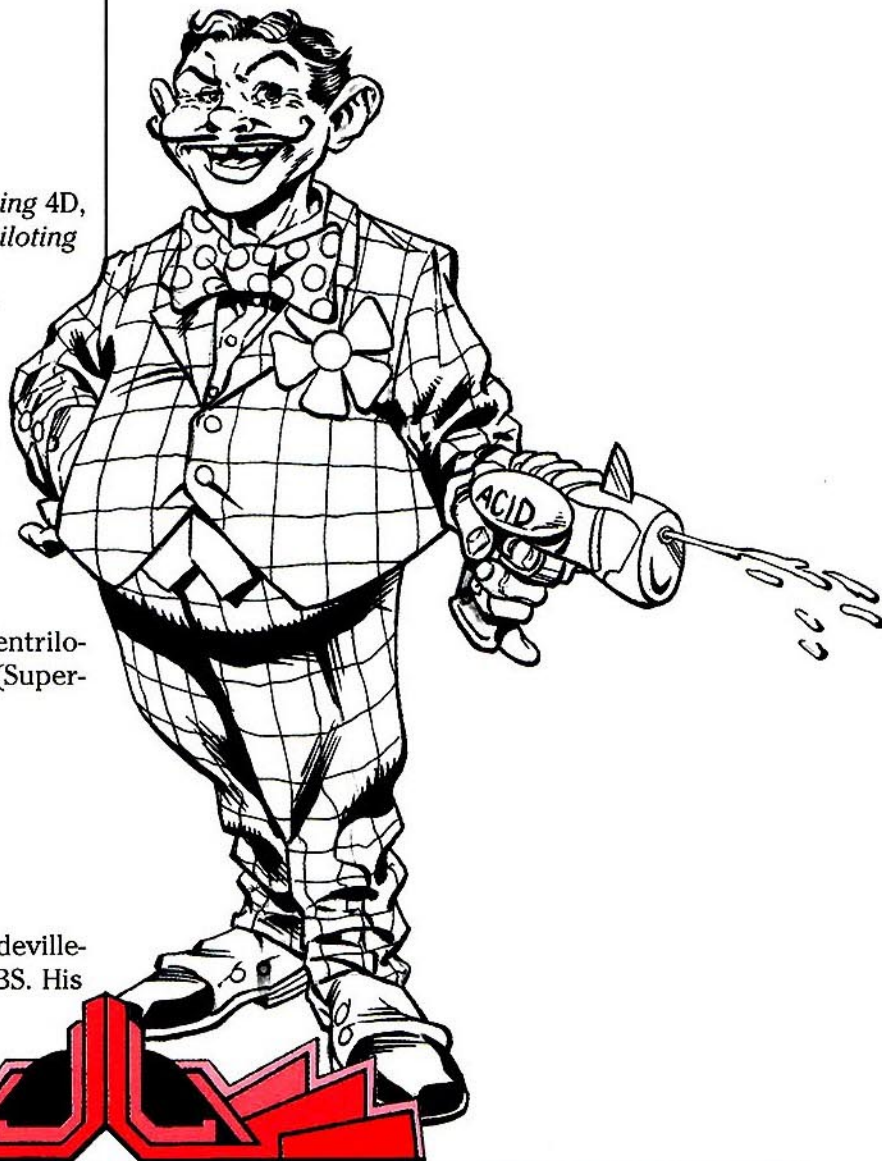
BACKGROUND: Loomis was a comedian whose vaudeville-style antics failed to find an audience on WGBS. His early-morning kiddie show was canceled in favor of cartoons, which

Loomis viewed as cheap, meaningless entertainment.

With a plan in mind, Loomis staged a series of bizarre, large-scale pranks in downtown Metropolis involving laundry soap, a gigantic squirty flower, and popcorn. With Superman occupied downtown, Loomis kidnapped Lois Lane and explained his entire plan to her, feeling that his comedic masterpiece would garner him fame and fortune.

Loomis went too far when he nearly killed WGBS's chief, Morgan Edge, in another prank. Superman quickly captured Loomis, who was sent to prison for an extended period, effectively canceling any chance of cashing in on his notoriety.

RECENTLY: The Prankster is known to have escaped from prison on at least two occasions, the first to make another attempt on Edge's life. The records on the other escape are still sealed.





RIOT

REAL NAME: Frederick von Frankenstein

OCCUPATION: Thief

BASE OF OPERATIONS: Metropolis

HEIGHT: 5'10"

WEIGHT: 140 pounds

EYES: Black

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D (6D): *Acrobatics* 9D (13D), *brawling* 3D (7D), *climbing* 5D (9D), *dodge* 9D (13D)

Coordination 2D: *Thievery* 6D

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

Knowledge 4D: *Computer ops* 6D, *research* 6D, *science* 9D, *security* 5D

Perception 2D: *Engineering* 9D, *invent* 9D, *repair* 9D

Presence 2D: *Command (duplicates)* 8D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Double Jointed -2D, Intimidating Grin -2D; Enemy (Superman) +3D, Psychological Disorder (schizophrenia) +3D, Psychological Disorder (insomnia) +3D, Shady Background +2D, Unattractive Appearance +2D.

SPEED: 30 **PDV:** 7

UNARMED BDV: 5D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 4

CHARACTER POINTS: 32

BODY POINTS: 41

POWERS: Clinging 3D, Multiplicity 15D, Superattributes: Reflexes 4D, Superattributes: Physique 3D, Telepathy (duplicates) 6D.

BACKGROUND: A bright young man in a long line of scientists, Frederick von Frankenstein duplicated himself in order to perform his research more efficiently. Originally aided by an experimental phase shifter that borrowed a copy of himself from microseconds in the future, Frederick soon devised a way to duplicate himself upon impact, using the kinetic energy to activate the change.

As a side effect of the duplication process, Frederick's face began to resemble a skull, while he began to see himself as a corporate entity, since there were always copies of himself around. Additionally, Frederick, who now called himself Riot, never slept because of the constant chatter of the temporal duplicates in his head. This added to his rapidly deteriorating sanity.

RECENTLY: Banished from science, Frederick turned to a life of crime and was quickly recruited by the Superman Revenge Squad. He had many clashes with Superman over the months and was finally captured with the use of a phase shift integrator that pulled, and held, all the Riots together at one time in one place. Free from the voices, he finally was able to sleep. He was taken into custody by Metropolis S.C.U. and is currently at Stryker's Island.

Rock

REAL NAME: Micah Flint

OCCUPATION: Pilot

BASE OF OPERATIONS: Metropolis

HEIGHT: 6'7"

WEIGHT: 450 pounds

EYES: White

HAIR: None

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 4D (8D): *Brawling* 6D (10D), *driving* 5D (9D), *piloting* 7D (11D)

Coordination 4D (8D)

Physique 4D (30D): *Leap* 5D (31D), *resistance* 6D (32D), *running* 5D (2D), *swimming* 5D (2D)

Knowledge 3D: *Computer ops* 4D, *navigation* 5D, *scholar (space travel)* 4D, *science (aeronautics)* 4D, *security (LexAir)* 4D

Perception 3D: *Repair* 4D, *survival* 4D

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

ADVANTAGES/DISADVANTAGES: Hardiness -4D; Physically Limited (stone-like body reduces his movement rate, lowering his run-

Metropolis's Rogues Gallery

ning and swimming skill values) +7D, Shady Background +2D, Sworn Enemy (Lex Luthor) +3D, Unattractive Appearance +2D.

SPEED: 30 **PDV:** 4
UNARMED BDV: 5D **P/L BONUS:** +15
HERO POINTS: 1 **VILLAIN POINTS:** 2
CHARACTER POINTS: 24 **BODY POINTS:** 162

POWERS: Superattributes: Reflexes, Coordination 4D each, Superattributes: Physique 26D, Sustenance 40D, Natural Armor: Stone Skin 10D.

BACKGROUND: A top LexCorp test pilot, Mitch Flint eagerly volunteered for a top-secret program funded by LexCorp to bio-engineer explorers for deep-space missions. Such explorers would have to be capable of withstanding the rigors of space—in other words, much, much tougher than an average human, almost rocklike in their appearance.

Unhappy with the slow process of the experiments, Luthor fought for and won changes in the program's administration, allowing for relaxed standards. These lowered standards resulted in an explosion at the experimental facility, which presumably killed all the researchers and subjects.



For some unknown reason, Flint survived and dug his way out of the wreckage. Transformed into a being with augmented strength

and stamina and covered with a rocky epidermis, Flint sought to kill Lex Luthor. After being stopped by Superman, Flint joined the Superman Revenge Squad before being apprehended by Superman. He blames Superman for preventing him from revenging himself against Luthor.

RECENTLY: "Rock," as he is now called, is serving time at Stryker's Island for attempted murder and making terroristic threats while the Department of Justice investigates his claims against Luthor. Although Flint knows that any escape on his part will reflect poorly on the DOJ investigation, he has an extremely short temper and can easily be brought into a full rage.

SILVER BANSHEE

REAL NAME: Siobhan McDougal and Lacy MacElwain
OCCUPATION: Spirit of vengeance, reformed art thief
BASE OF OPERATIONS: Mobile
HEIGHT: 6'11" **WEIGHT:** 180 pounds
EYES: White **HAIR:** Silver
RACE: Supernatural entity with human host
TECH LEVEL: Modern (1)

Siobhan McDougal

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

Coordination 3D (5D)

Physique 3D (30D)

Knowledge 2D: *Arcane lore* 7D, *languages* 6D (Gaelic +2D), *scholar* (Irish/clan history) 8D

Perception 3D

Presence 3D: *Intimidation* 8D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Courage -2D.

SPEED: 30

PDV: 4 (14 when using Speed Manipulation)

UNARMED BDV: 4D **P/L BONUS:** +15

HERO POINTS: 1 **VILLAIN POINTS:** 5

CHARACTER POINTS: 30 **BODY POINTS:** 161

POWERS: Superattributes Reflexes, Coordination 2D each, Superattributes: Physique 27D, Astral Form 1D (limitation: Duration Change [Permanent], Limited Range -2D [cannot travel more than a few feet from her host]; enhancement: Mastery [can become tangible when desired]), Flight 10D, Invulnerability 9D (20D to bullets), Sonic Manipulation (sonic blast) 15D, Speed Manipulation (supermobility) 10D, Magic Manipulation 1D. All powers have the limitation: Linked to Magic

Manipulation and are only usable by the Silver Banshee, not her host.

Lacy MacElwain

Reflexes 3D: *Brawling* 5D, *dodge*

5D, *melee weapons* 5D, *sneak* 5D

Coordination 3D: *Thievery* 6D

Physique 3D: *Running* 4D

Knowledge 2D: *Languages* 6D, *scholar (Irish/clan history, art)* 8D each

Perception 3D: *Hide* 5D

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

ADVANTAGES/DISADVANTAGES: *Courage* -2D; *Shady Background* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 5

CHARACTER POINTS: 30

BODY POINTS: 26

BACKGROUND: Years ago, Siobhan was denied the right to lead her clan through the machinations of her uncle, Seamus McDougal, who sought to give leadership to her younger brother, Bevan, whom he could control.



Headstrong, Siobhan wanted the leadership for herself and began the mystical preparations that would grant it to her. Bevan interrupted the proceedings, allowing Siobhan to be abducted by beings from the netherworld, whose gateway was weakened by Siobhan's preparations.

Siobhan languished in the netherworld for years, until she was taken in by an entity known as the Crone. He granted her the power to return to Earth as the fearsome Silver Banshee. Siobhan's first action was to travel to Metropolis to find the written history of the clan, where Bevan had shipped it. Silver Banshee's manner of killing anyone and everyone in her way brought her into conflict with Superman, who stopped her with the aid of the Martian Manhunter.

Superman has fought against the Silver Banshee on other occasions. Thanks to the aid of Batman, justice finally came to the clan McDougal, with Siobhan, Bevan, and Seamus all pulled into the netherworld for judgment.

RECENTLY: Siobhan was magically enthralled by the demon known as Blaze for a brief period, but she was freed with the help of Superman. Most recently, Siobhan sought the aid of the remaining Clan McDougal member, Lacy MacElwain, to free herself from the curse of the Silver Banshee.

The attempt brought MacElwain and the Banshee in conflict with the sorceress Hecate and her animal familiars. However, through the intervention of Superman, the Banshee was able to defeat Hecate. Unfortunately, Lacy was fatally injured in the process. With freedom at hand, Siobhan chose to bond with MacElwain instead. She currently remains near MacElwain at all times, just out of human sight.

SUPERMAN ROBOTS

Although each robot has a different appearance from the others, they all have the same general statistics.

Reflexes 10D: *Brawling* 12D, *dodge* 12D, *melee weapons* 12D

Coordination 10D: *Marksmanship (heat vision)* 12D, *thrown weapons* 12D

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

Knowledge 2D: *Computer ops* 7D, *languages* 7D, *navigation* 7D, *scholar* 7D, *science* 7D, *security* 7D

Perception 2D: *Surveillance* 7D, *tracking* 7D

Presence 1D: *Command* 5D

ADVANTAGES/DISADVANTAGES: *Contact (Superman)* -6D, *Courage* -2D, *Observant* -2D; *Fanatic* (pro-

Metropolis's Rogues Gallery



ing Lois Lane, protecting the Fortress of Solitude, or enforcing Superman's ban on nuclear weapons.

Programmed to stop and prevent crime, the robots were unwavering in their mission until they came into conflict with the JLA and Earth's military forces. The majority of the robots were thought to have been destroyed in the resultant battles. However, at least three and perhaps more robots survived, some—such as the robot guarding the Fortress of Solitude—with Superman's blessing. There are reports of Superman robots in remote corners of the world still operating, despite Superman's efforts to rid the globe of their form of tough love.

The robots have been programmed by Superman and follow this programming unswervingly. Although they have been given a measure of sentience, when faced with a dilemma they will choose a solution that is the most logical solution that their programming will allow.

The robots's programming can be altered only by voice commands in Kryptonian, although enterprising individuals may be able to find ways around this artifact of Superman's construction. It is suspected that Lex Luthor has secured the remains of at least four Superman robots

gramming) +3D.

SPEED: 30

PDV: 6 (13 with Speed Manipulation)

UNARMED BDV: 6D **P/L BONUS:** +12

HERO POINTS: 2 **VILLAIN POINTS:** 2

CHARACTER POINTS: 22 **BODY POINTS:** 30

EQUIPMENT: Robot body (body AV 24 against physical and energy attacks; head AV 6 against physical and energy attacks; Flight 12D, Microwave Projection (eyes) 8D), Speed Manipulation (superactions, supermobility) 7D. Robots have solar-powered cells that continually recharge.

BACKGROUND: Constructed by Superman during the Dominus/Superman Rex Crisis, these robots are powered by Kryptonian technology. They were originally charged with policing Earth 24 hours a day. Every robot wears a unique, stylized version of Superman's costume. Many were originally programmed for specific functions, such as safeguard-

as well as a still functioning version, while several nations in the Middle East and Asia are known to have absconded with the robots in hopes they would be able to reverse-engineer an army of Superman robots to fight their wars.

TOYMAN

REAL NAME: Winslow Schott

OCCUPATION: Toymaker

BASE OF OPERATIONS: Metropolis

HEIGHT: 5'4"

WEIGHT: 155 pounds

EYES: Blue

HAIR: Light brown

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 2D: *Boating* 4D, *dodge* 4D, *driving* 4D, *piloting* 4D, *riding* 4D

Coordination 2D: *Marksmanship* 4D, *missile weapons* 4D, *thrown weapons* 4D

Physique 2D

Knowledge 5D: *Computer ops* 10D, *demolitions* 7D, *research*

Chapter 3

8D, scholar (toys) 11D, science 9D

Perception 4D: Artist (toy making) 11D, engineering (toys) 11D, invent (toys) 11D, repair 11D, streetwise (Metropolis) 5D, surveillance 5D

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

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude -2D, Technologically Advanced -10D; Cowardice +2D, Enemy (Superman) +3D, Psychological Disorder (hears voices that tell him what to do) +2D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 15

CHARACTER POINTS: 120

BODY POINTS: 24

EQUIPMENT: Numerous toys that may have an assortment of hidden technology within them, including toy soldiers with working weapons, exploding jack-in-the-boxes, and spray string with the tensile strength of steel.

BACKGROUND: Once known as England's premier toymaker, Schott was loved by children, who eagerly awaited the latest marvels from his factory, and admired by adults, who had grown up with his toys and viewed him as a surrogate parent for their own children. Most remarkable of his skills was his grasp of micro-electronics and robotics. If he had so chosen, Scott would have been ranked beside Professors Emil Hamilton and Niles Caulder in his technological achievements. However, as it was later learned, Scott remained in toymaking due to severe psychological problems.

Schott's problems first manifested themselves when he was told his ideas and toys were outmoded and not modern enough to attract an audience. Rather than change, Schott brutally murdered his boss and four major stockholders, using modified toys as weapons. Leaving England, Schott traveled to Metropolis in order to kill Lex Luthor, who had bought the company Schott worked for and then instituted the changes in the toy line.

Schott's plan of revenge earned him the attention of Superman, who failed in his first attempt to capture him. Intergang

captured him instead and made him work as a weapon designer. After the fall of Intergang,

Schott integrated their Apokolips-derived technology into his creations. The toys kidnapped their owners and took them to Toyland, a fantastic underground theme park built by Schott with Intergang's resources. Superman eventually discovered and apprehended Schott.

Facing defeat after defeat at Superman's hands apparently pushed Schott over the edge psychologically. Originally, Schott designed toys to satisfy his need for earning approval from children and extract cruel, childlike revenge on those who wronged him. Now, convinced that he was bad because none of his plans worked, Schott began hearing authoritarian voices in his head that told him what to do, letting loose a much darker side of his psyche.

Under the influence of this side of his personality, Schott began kidnapping children from what he saw as troubled households, including Adam Grant, son of WGBS anchorwoman Cat Grant. In a fit of pique when the children rejected Schott's "rescue," he murdered them all.

RECENTLY: Schott has spent years under psychiatric treatment since his killing spree and has apparently made significant advances toward recovery. However, he has had relapses, such as when a line of Superman action figures was released in support of the new *Superman: The Animated Series* without a Toyman figure. He also teamed with the Cyborg to construct a device that ultimately split the blue-energy Superman into two beings, red and blue. Superman summarily recaptured Schott.

After further rehabilitation, Schott moved from maximum security to a work-release program; this allows Schott to construct toys for homeless and orphaned children.

The move, supervised by Superman, gives Schott the chance to once again make welcomed toys, which seems to add much-needed stability to his psyche.





CHAPTER 4

RULE OPTIONS

NEW COMBAT OPTIONS

POWER PUNCH

With this close combat option, the character can increase the amount of damage inflicted on his opponent. Characters may only use this option with *brawling* or *martial arts* attacks, but it can be used in conjunction with any extremity, with close combat maneuvers, or with Natural Weapons.



The power punch requires concentration and energy, so it's tiresome to perform. Characters without the Speed Manipulation or Speed Manipulation (superactions) power can do a power punch once per round (bonus actions received from using *martial arts* do not increase this). For characters with Speed Manipulation, the power punch option costs a base of two actions for the first punch, and the number of actions doubles for each subsequent punch. Thus, the first punch costs two actions, the second punch four actions, the third punch eight actions, the fourth punch 16 actions, and so on.

Use this chart to determine how much damage the character inflicts with the power punch. Use the *Physique* die code after Superattributes and Telekinesis bonuses are included. Note: The damage bonus replaces the character's normal *Physique/lifting* bonus only when using the power punch.

Physique **New Physique/lifting Bonus**

1D-15D	$(0.5 \times \text{Physique or lifting}) + 3$, rounded down
16D-26D	$0.75 \times \text{Physique or lifting}$, rounded down
27D+	<i>Physique or lifting</i>

For example, Superboy and Superman are sparring. They've been at it for some time, so they both decide to end the match with power punches. Since Superboy doesn't have Speed Manipulation (superactions), he can only make one power punch. If it connects with Superman, Superboy's *Physique/lifting* bonus is +12 for this punch. Superman could do up to four power punches (with 20 actions left). Each of these would have a *Physique/lifting* bonus of 36.

TAKE-AWAY

The hero attempts to separate an opponent from their devices, gadgets, or wonders in the midst of combat. If the



hero attempts this maneuver, the difficulty is increased by +3, but with a successful roll, the piece of equipment is removed from the opponent's possession. The difficulty may be increased for very small items, such as rings.

EXPANDED LIFTING DIFFICULTIES & MODIFIERS CHART

Due to the number of heroes and villains in this *sourcebook* with greater than 15D in *Physique*, the "Lifting Difficulties & Modifiers" chart has been expanded to include those beings with 16D to 40D in *Physique*. The chart on the next two pages now includes two more columns, *Legendary* and *Mythical*, to account for these immensely strong beings. For more information on using the *lifting* skill and the chart, see pages 207–208 of the *DC Universe Roleplaying Game* rulebook.

NEW POWERS

Bind (new Physical power)

Base Cost: 5

Specialization Cost: 1

Duration: Semipermanent

Range: normal

Base Damage Value: normal

Managing Skill: know-how (*Bind*),
melee weapons, thrown weapons

EXPANDED LIFTING DIFFICULTIES & MODIFIERS

Difficulty					Weight
Physique is:					
Human (1D–5D)	Metahuman (6D–10D)	Superhuman (11D–15D)	Legendary (16D–25D)	Mythical (26D–40D)	
1					20 pounds
2					50 pounds
3					100 pounds
4					200 pounds
5					400 pounds
6					1,000 pounds
7					1,500 pounds
8					1 ton
9					2 tons
10	1				3 tons
11	2				4 tons
12	3				5 tons
13	4				6 tons
14	5				7 tons
15	6				8 tons
16	7				9 tons
17	8				10 tons
18	9				20 tons
19	10	1			30 tons
20	11	2			40 tons
21	12	3			50 tons
22	13	4			100 tons
23	14	5			150 tons
24	15	6			200 tons
25	16	7			250 tons
26	17	8			300 tons
27	18	9			400 tons
28	19	10	1		500 tons
29	20	11	2		600 tons
30	21	12	3		700 tons
31	22	13	4		800 tons
32	23	14	5		900 tons
33	24	15	6		1,000 tons
34	25	16	7		1,100 tons
35	26	17	8		1,200 tons
36	27	18	9		1,300 tons
37	28	19	10		1,500 tons
38	29	20	11		2,000 tons

Specializations: projection from specific body part (eyes, hands, chest)

Description: With this new Physical power, the hero can project filaments or nets that can be used to strike an enemy (using the *melee*

EXPANDED LIFTING DIFFICULTIES & MODIFIERS CONT.

Difficulty					Weight
Physique is:					
Human (1D-5D)	Metahuman (6D-10D)	Superhuman (11D-15D)	Legendary (16D-25D)	Mythical (26D-40D)	
39	30	21	12		2,500 tons
40	31	22	13		3,000 tons
41	32	23	14		3,500 tons
42	33	24	15		4,000 tons
43	34	25	16		4,500 tons
44	35	26	17		5,000 tons
45	36	27	18		5,500 tons
46	37	28	19		6,000 tons
47	38	29	20	1	7,000 tons
48	39	30	21	2	8,000 tons
49	40	31	22	3	9,000 tons
50	41	32	23	4	10,000 tons
51	42	33	24	5	11,000 tons
52	43	34	25	6	12,000 tons
53	44	35	26	7	13,000 tons
54	45	36	27	8	14,000 tons
55	46	37	28	9	15,000 tons
56	47	38	29	10	20,000 tons
57	48	39	30	11	25,000 tons
58	49	40	31	12	30,000 tons
59	50	41	32	13	35,000 tons
60	51	42	33	14	40,000 tons
61	52	43	34	15	45,000 tons
62	53	44	35	16	50,000 tons
63	54	45	36	17	55,000 tons
64	55	46	37	18	60,000 tons
65	56	47	38	19	65,000 tons
66	57	48	39	20	70,000 tons
67	58	49	40	21	75,000 tons
68	59	50	41	22	80,000 tons
69	60	51	42	23	85,000 tons
70	61	52	43	24	90,000 tons
71	62	53	44	25	100,000 tons
72	63	54	45	26	110,000 tons
73	64	55	46	27	120,000 tons
74	65	56	47	28	130,000 tons
75	66	57	48	29	140,000 tons
76	67	58	49	30	150,000 tons

weapons skill) or entangle and prevent her from moving (using *thrown weapons*). The hero can also use the power for movement by ensnaring an object and swinging along the filaments (using *thrown weapons*).

Narrator decides on the specifics of the new timeline, which should be based on the changes that were made in the original timeline's past. A time traveler only can control which timeline he is in if he has power over Hypertime.

The power has a normal range, but with Elasticity linked to it, the hero can reach further out or wrap around a larger target. When the hero purchases the power, it must be determined what energy or material the bonds are made of and what form they take when manifested.

Once a target is successfully ensnared, she will be unable to perform any other actions until she makes a successful *Physique* or *lifting* roll against the die code of the power and break free. If the hero succeeds in the opposed roll, however, the target takes three times the power's die code in damage from constriction (if the hero chooses).

Temporal Manipulation (*new Universe Manipulation power*)

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *know-how* (*Temporal Manipulation*)

Specializations: specific aspect, specific direction (future, past)

Description: The hero can move through and affect the flow of time. This power should not be taken lightly: If a traveler makes changes to the past and then returns to his "present" (or the starting point from which he went into the past), he will actually have moved to a new timeline. At low levels of this power, he has no control over which timeline he ends up in; the



TIME CHART

Die Code	Time Traveled or Affected
1D-5D	Up to the die code in minutes
6D-10D	Up to the die code in hours
11D-15D	Up to the die code in days
16D-20D	Up to the die code in weeks
21D-25D	Up to the die code in months
26D-30D	Up to the die code in years
31D-35D	Up to the die code in decades
36D-40D	Up to the die code in centuries
41D+	Up to the die code in millennia

Temporal Manipulation Aspects

Die Code	Control of Power
1D	The hero can see through time. He can see into the past or present up to the die code according to the "Time Chart."
5D	The hero can travel forward or backward through his timeline up to distance according to the "Time Chart."
10D	The hero can stop time for the world around him for a length of time equal to the "Time Chart." The hero can also move others through time with him; he can move one other person for every 5D he has in Temporal Manipulation.
15D	The hero can cause time to slow down or speed up in a certain area or on a certain target. For example, he could make a tree grow ancient, wither, and die within a matter of seconds.
20D	The hero can step outside of time. While outside of time, he can see time flow around him, but he is not affected by it (for example, he doesn't age). Anything within the time stream will flow through him as if he was not there.
25D	The hero can pull others outside of time. He can pull out one other person for every 5D he has in Temporal Manipulation.
30D	The hero can move through Hypertime, that is, into timelines divergent from his own. Unless he also moves forward or backward

in time in the same action, he appears in the new timeline at the exact same moment that he left the previous timeline.

60D The hero can manipulate Hypertime. For example, the hero can pull people and objects from one timeline into another, possibly affecting events in these other timelines in the process. The hero can also cause people or objects in his timeline to change into their corresponding versions from another timeline.

NEW DRAMATIC EFFECTS CARDS

On the next page, there are nine new Dramatic Effects cards for you to use. (You may want to photocopy them and affix them to cardboard or stiff paper for durability.)

Dramatic Effects cards can increase player involvement in adventures and encourage roleplaying. You can find more information about using Dramatic Effects cards on page 45 of the *Narrator's Book* (which comes with the *Narrator's Screen*).



ACTION/DIALOGUE:

ASK ANOTHER CHARACTER TO DO SOMETHING. THEN SAY, "THAT WAS NOT A REQUEST."

REWARD:

+1 SUCCESS TO ONE INTIMIDATION OR INTERROGATION ROLL

22

ACTION/DIALOGUE:

USE A TITLE AFTER YOUR NAME, SUCH AS, "DESTROYER OF GALAXIES" OR "CHAMPION OF JUSTICE."

REWARD:

1 CHARACTER POINT

23

ACTION/DIALOGUE:

ALLOW A VILLAIN TO MAKE HIS GRAND SPEECH. THEN STRIKE A POSE AND DECLARE, "NOT WHILE I'M AROUND."

REWARD:

ACT FIRST IN THE NEXT ROUND

24

ACTION/DIALOGUE:

HELP A DOWNED FOE.

REWARD:

3 CHARACTER POINTS

25

ACTION/DIALOGUE:

SPEND A HERO POINT TO SAVE THE LIFE OF ANOTHER, WHILE PLACING YOURSELF IN DIRECT LINE OF THE VILLAIN'S ATTACK.

REWARD:

2 ADDITIONAL HERO POINTS

26

ACTION/DIALOGUE:

NEXT TIME YOU ATTACK A VILLAIN, APOLOGIZE INCESSANTLY.

REWARD:

NEGATE AN OPPONENT'S SUCCESSFUL ACTION AGAINST YOU

27

ACTION/DIALOGUE:

ANNOUNCE YOUR ACTION TO NO ONE IN PARTICULAR BEFORE YOU PERFORM IT.

REWARD:

1 CHARACTER POINT

28

ACTION/DIALOGUE:

WHEN YOU ARE IN YOUR SECRET IDENTITY BE CRITICAL OF YOUR ACTIONS AS A HERO.

REWARD:

+2 SUCCESSES TO ANY ONE SKILL OR ATTRIBUTE ROLL

29



TRUTH

WHEN PLAYED, THE NARRATOR GIVES THE HERO A SIGNIFICANT PIECE OF INFORMATION THAT SHE WOULD NOT OTHERWISE KNOW.



CHAPTER 5

CREATING DEVICES, GADGETS, & WONDERS

You've probably already read about the various metahumans that frequent Metropolis. There are plenty of heroes and villains, however, who hold their own without powers, relying instead on their equipment. "Equipment" works as a good catch-all label for the various weapons, tools, and armor that heroes and villains take into battle. For the purposes of game mechanics, equipment is split into three types: devices, gadgets, and wonders, depending on the kinds of characteristics the equipment has.

This chapter supplements Chapter 13 of the *DC Universe Roleplaying Game* rulebook. It delves deeper into how to design equipment that won't unbalance the game by giving dice and Character Point costs for most of the equipment categories detailed in Chapter 13. When making a piece of equipment after hero creation, the Narrator may still opt to follow the steps outlined in that chapter once the Character Point cost has been determined.

This chapter focuses on personal equipment, items that require only one person to operate. Thus, characteristics such as crew, passengers, cargo capacity, and maneuverability will not be discussed.

TYPES OF EQUIPMENT

DEVICES

Devices are commonly available or premade pieces of equipment. People buy and use devices every day, ranging from the tools of a plumber to the handguns issued to police officers to an M1 Abrams Main Battle Tank. Anyone with the proper permits and the right amount of money can buy devices. Some heroes may be brave enough to confront super villains wielding nothing but these commonly available items, but they are often of minimal effective-

ness against villains who shrug off bullets and let boiling lava wash over them like waves at the beach.

Certain devices, such as a first aid kit or a rifle scope, enhance a character's skill. However, they never have powers or attributes and these bonuses can always be explained in scientific terms.

Devices can be purchased only with money, though at hero creation, the Narrator may allow each character to start with a certain number or types of devices.

GADGETS

Gadgets are specially designed pieces of equipment. Many heroes augment their abilities with gadgets, items not available to the average citizen. Custom-outfitted assault helicopters won't be found on the shelves of the downtown hardware store, and car dealerships don't offer the "Batmobile" package of options.

As with devices, gadgets do not have powers or attributes, but they might offer skill bonuses (called Enhancement Modifiers). Unlike devices, all gadgets are specially made for their users.

During hero creation, the Narrator may opt to have characters spend dice to gain gadgets. After hero creation, gadgets are purchased with a combination of money and Character Points. The Narrator may also decide that particular gadgets require the right kind of contacts before the hero may even consider getting them.

WONDERS

Wonders are technological items that are far beyond the bounds of modern science. The effects of a wonder can be explained only by giving it one or more powers, though the wonder may also offer scientifically explainable skill Enhancement Modifiers. Won-

ders include such equipment as Starman's cosmic staff, Green Lantern's power ring, and Steel's armor.



Narrators should require characters who want wonders to spend dice during hero creation getting them. After hero creation, both money and Character Points—and perhaps a few of the right contacts or resources—are needed to gain the unique piece of equipment.

EQUIPMENT CREATION

Some heroes spend years perfecting their arsenal before they begin their costumed careers. For others, acquiring an unusual piece of equipment inspires them to become heroes in the first place. If players want their heroes to begin with special equipment, they must take that into consideration during hero creation.

DESIGN

The first step is for the player to clearly describe the item. Use the template and guidelines on pages 230–232 of the *DC Universe Roleplaying Game* rulebook to help with this step. When designing, remember that devices and gadgets do not have any powers, while wonders do. (Note: For a hero to create a wonder himself, he must have the proper *scholar* or *science* skills, as well as *invent*, *engineering*, and possibly *repair*.)

COST OF EQUIPMENT CATEGORIES

The next step is to determine the dice or Character Point cost of the new equipment. Costs have been given to various aspects that a piece of equipment might have. For further explanation of each of the categories, please see pages 230–232 of the *DC Universe Roleplaying Game* rulebook.

Note that the categories of crew, passengers, cargo capacity, and maneuverability have been dropped, since this chapter relates only to personal equipment. Additionally, any dice or points gained because of restrictions placed on the equipment must be used for the equipment; they are not given to the character. Thus, an item may never have a cost less than zero.

Speed: This is not the Speed of the device or gadget, but the amount that it enhances the user's speed. The cost is 1D or three Character Points for each additional 15 feet per round the character can move. Wonders can improve Speed by incorporating the Speed Manipulation power.

Passive Defense Value: Items that are worn do not have Passive Defense Values—the Passive Defense Value of the wearer,

plus any appropriate modifies, determines the success of hitting the item. In some instances, such as a staff or other

standalone item, Passive Defense Value may be included to reflect the material strength of the item. In this case, the Passive Defense Value depends on the type and strength of the material the equipment is made of, as well as the item's size. The cost for every 2 points of the Passive Defense Value is 1D or three Character Points. Use the "Inanimate Objects" chart (page 198 of the rulebook) for some ideas of the types of materials that have similar Passive Defense Values.

Base Damage Value: For every 6 points of damage the item can do, the cost is 1D or three Character Points.

Fire Arc: Any fire arc can be picked without cost.

Range: The cost is 1D or three Character Points for a base range of 15 feet, 30 feet, and 45 feet for Short, Medium, and Long ranges respectively. For each additional 10 feet to all of these, the cost is another 1D or three Character Points. Thus, an item with a range of 25/40/55 has a range cost of 2D.

Ammunition: (You can also use this category to list the equipment's power source.) Requiring the equipment to be reloaded or recharged is a good way of gaining dice or points. The cost modifier depends on the commonness of the ammunition or power source and how quickly it is depleted. Select as many of these characteristics as apply to the ammunition or power source:

- common (–1D or gain three Character Points), rare in some locations and common in others (–2D or gain six Character Points), or difficult or expensive to obtain (–3D or gain nine Character Points)
- easy to transport (0) or heavy or cumbersome to transport (–2D or gain six Character Points)
- fraction of total amount depleted with each use (–1D or gain three Character Points) or completely drained after each use (–2D or gain six Character Points)

Some equipment may require both ammunition and a power source; determine the cost modifier separately for each of these. If the piece of equipment has no limit on ammunition or expends energy but never needs to be recharged, then it's a wonder and a suitable power must be chosen for it.

Rate of Fire: Most equipment can be used once per round (or more often with a multi-action penalty). The point cost is reduced by 1D or three Character Points for every two rounds needed to

prepare the equipment for use (such as reloading, recharging, or aiming). Thus, a weapon that fires once every two rounds has a -1D modifier to the cost. This category also can indicate how much ammunition or power is used up per action to do the listed damage.

Enhancement Modifier: (Also list Impairment Modifiers here.) For every 1D or three Character Points, a piece of equipment can have +3D Enhancement Modifier. This modifier can be put in one skill or split among two or three. The equipment might also restrict the user in some way. Called an Impairment Modifier, 1D or three Character Points are gained for every -3D penalty against one or more skills. No equipment can have skills or attributes or offer enhancements or impairments to attributes.

Armor Value: Every 3 points of Armor Value per type of attack protected against costs 1D or three Character Points. The different types of attacks include physical (bullets, fists, and so on), mental (psychic blasts, possession attempts, and so on), energy (heat, cold, radiation, and so on), and magical (blasts of mystical energy). For small items, the Narrator may restrict the Armor Value to offering protection for the item, not for the wearer.

For devices, the Armor Value reduces the amount of damage done to the wearer. Typically, after one use of the equipment, the armor is replaced (for example, a bullet proof vest used by a police officer is replaced if the officer gets hit there), so players don't need to worry about Body Points. For gadgets, wonders, and devices with Body Points, there can be several levels of protection provided, making determining the final Damage Total a little more complex. See the sidebar for more information about this.

Body Points: Ten Body Points costs 1D or three Character Points. Indicate here how fixable the item is: can be easily repaired (0); repairs are difficult and require special equipment, parts, or conditions (-3D or gain nine Character Points); or repairs are impossible to make by the user (-6D or gain 18 Character Points).

When a piece of equipment is reduced to zero Body Points, it ceases to function. For easily repaired items, Body Points may be replaced with a successful *repair* skill roll (see page 216 of the rulebook) or by spending Character Points to replace Body Points (see page 103 of the rulebook for information on using Character Points to reduce the Damage Total). For fixable items with zero Body Points, a successful Heroic *repair* skill roll (to see if the device is salvageable) must be made before any Body Points can be regained.

The Narrator should require more difficult skill rolls and a greater expenditure of Character Points or resources for items that are difficult to repair. Furthermore, Narrators may decide that items the user cannot fix have a chance of being repaired by someone with greater technological knowledge or experience.

Armor Levels of Protection

If you want to keep it simple, armor has no Body Points: the Armor Value reduces the damage done to the wearer, and the item is replaced after each use. Items can be replaced by purchasing more of them or possibly by asking a Narrator's character to make another one. For sturdier or repairable items, this view doesn't reflect those situations.

When determining how much damage is done to the armor and how much is done to the wearer, follow these levels, skipping over the ones not relevant to the item. After subtracting the various levels of protection from the Damage Total, if the value is above zero, this is the amount of damage that the wearer takes. Once the Body Points of the item reach zero, the equipment is severely damaged or destroyed and no longer provides any level of protection to the wearer.

Level 1—Invulnerability: In wonders, the Invulnerability power only determines whether a weapon can do harm to the item. It does not confer an extra level of Armor Value on to the wonder.

Level 2—External Protection (such as a forcefield): If the wonder has a forcefield, such as given by the Forcefield power, then damage has to get past this external layer first.

Level 3—Natural Armor: The Natural Armor power describes the amount of damage that is absorbed by the power before being taken by the armor itself.

Level 4—Armor Value: This is the amount of damage that the armor absorbs (subtracts from its Body Points) before any damage is done to the wearer.

Cost: This category refers to the monetary price of the item. Considering the broad scope of equipment, the final cost is left up to the Narrator, who may require that the player find out the cost of a similar piece of equipment.

Additional Information:

In addition to other miscellaneous details, this is where the power or powers the wonder has are listed. While it may be tempting to describe all aspects of a piece of equipment with powers, restrict powers to features that can't be explained any other way. Figuring Base Damage Value, Enhancement Modifiers, Armor Value, and so on as described previously is often cheaper and certainly more realistic than giving the item a power.

Powers in Wonders

Except in a few cases, the wonder doesn't bestow powers on the user or anyone else. (Most items that do are considered magical, and constitute a topic for another book.)

Powers are included in wonders in nearly the same way as they are included in heroes. In addition to determining how the equipment manifests each power, the designer needs to pay the appropriate costs as listed in the rulebook. When limitations are added to powers, the cost of the limitation is taken off of the total cost of the equipment, not off of the base cost of the power or specialization. (How this works is discussed later in this chapter.) To determine the Character Point value for limitations or enhancements, multiply the die code listed by three.

There are some exceptions and adjustments to the way in which powers, power limitations, and power enhancements work in equipment. When creating new equipment, use the information provided here in addition to what's in the rulebook. Narrators may choose to restrict various powers further to maintain the balance or tone of their particular campaigns.

Revised Powers for Wonders

Animation

The wonder can animate other objects, but it cannot animate itself.

Disintegration, Microwave Projection, Projectiles

When using these powers with wonders, they can only be purchased as specializations (that is, they can only be shot from specific portions of the item). However, there is no limit to the number of specializations of the power that the equipment can have. Additionally, the specialization base cost is reduced to 3D. The designer decides where the power emanates from on the wonder.

Energy Absorption, Natural Armor

When found in wonders, these powers give protection to the equipment. The only way the user can benefit from these powers is by integrating them into armor (see the "Armor Levels of Protec-

tion" sidebar for more information about how this works).

Flight

This is another power that the user can take advantage of only when it is integrated into something the hero can hold onto or wear. The power could also allow the wonder to fly under its own volition, seemingly without a power source. However, in this case, the flight must be controlled by a user, through preprogramming or by remote. Without direction, the wonder travels in a straight path until something prevents further forward movement or the time limit dictated by the power's die code expires.

Healing, Resurrection

Healing and Resurrection may only be used on living beings. With the Self-Only limitation, these powers in wonders affect the user only. With the Others-Only limitation, when in wonders, they do not affect themselves or their users. For a wonder to repair or restore itself and/or other equipment, it must have Mechanical Manipulation or the repair specialization of that. (When using Mechanical Manipulation to figure out how much is repaired, use the "Healing Rate" chart on page 74 of the rulebook.)

Immunity, Infravision, Longevity, Sonar Sense, Supersenses, Sustenance, Vampirism, X-ray Vision, Any Mental power

For all of these, the user gains the power by using the wonder. The piece of equipment can't tap into these powers. These powers cannot have the Self-Only or Others-Only limitations.

Invulnerability

Base Cost: 10 (*in wonders only*)

Specialization Cost: 3 (*in wonders only*)

Duration: Permanent

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (radiation, poison, heat, mental); specific portion of equipment

Description: Invulnerability in wonders is used only to determine whether a weapon can damage the item; it does not offer any Armor Value. (See page 74 of the rulebook for more details on this power.)

When in wonders, this power offers protection just to the wonder. As with Energy Absorption and Natural Armor, the only way the user can benefit from this power is by integrating it into armor (see the "Armor

Levels of Protection" sidebar for more information about how this works).

Superattributes

This power does not give the wonder attributes. Instead, it enhances the user's attributes and/or skills. There are certain restrictions to this: Superattributes: Physique does not improve the user's *resistance* skill, nor is it used to determine Body Points at hero creation. (However, the Narrator may allow a Superattributes: Physique drug to increase the user's *resistance* skill.) When determining which level the character rolls on when using the *lifting* skill and the wonder, add the equipment's Superattributes: Physique or Superattributes: Physique (lifting) to the hero's *Physique* score.

New & Revised Limitations & Enhancements for Wonders

Starred limitations and enhancements are new and can be included in wonders only. Narrators may choose to allow certain high-powered gadgets to have some of these limitations.

Delayed Reward (-1D to -10D)*

In adventures in which the character uses the wonder, 10 percent times the die code in this limitation of the adventure's reward is delayed until the end of the next adventure.

Experience Drain (-10D)*

The hero loses one Character Point each time she uses the pieces of equipment. The Narrator may allow this limitation to be taken with some gadgets.

Others-Only (-2D)

The power cannot affect the wonder and, if worn, the user. For example, a ring might be able to project a forcefield, but the ring and its wearer could not be in the forcefield's area of protection. The Narrator should restrict the inclusion of this limitation, requiring a sound explanation for how the limitation manifests itself. (Note also the reduced limitation die value.)

Rechargeable (-1D to -6D)

When creating a wonder, use this limitation instead of the suggestions under the "ammunition" category.

Remote (+4D)*

With this new enhancement, the user can control the powers in the wonder at a distance, with a +2 to the difficulty of using the item. The Narrator may opt to require this enhancement be taken for certain gadgets in addition to wonders.

Example: E.M.P. Gauntlet

Jon is creating a Power Level 5 member of the Superman of America named Vector, who carries a gauntlet that allows him to shoot an electromagnetic pulse that disables electronic equipment carried by criminals. As a multipurpose weapon is always more useful, he also wants it to act as a laser cannon and to shoot out a capture net. Since he doesn't want to concern himself with ammunition, Jon chooses to make a wonder.

To write up the wonder, Jon first draws up a list of the powers it should have. The most obvious is Magnetic Manipulation, but since he only wants the E.M.P. aspect, he specializes the power to Magnetic Manipulation (electromagnetic pulse). Then he adds Light Manipulation (laser projection) and Snare: Net. After deciding how many dice he wants in each power, his list looks like this:

Power	Amount	Cost
Magnetic Manipulation (pulse)	9D	12D
Light Manipulation (laser projection)	7D	11D
Snare: Net	9D	9D
Body Points	30	3D
Total Cost		37D

Jon decides to gain back a few points by giving the gauntlet the Removable limitation at -3D. If it was still too expensive, Jon would have to either consider adding limitations to the gadget's powers, lower the level of the powers, or remove one of the powers altogether.

Rethinking his character, Jon decides that vector's gauntlet should be expanded to a suit of powered armor. In addition to the powers he already has decided upon, he wants the armor to provide him with some protection, some additional strength, and to have an onboard computer that scans his surroundings. His list of costs is:

Power	Amount	Cost
Magnetic Manipulation (pulse)	9D	12D
Light Manipulation (laser projection)	7D	11D
Snare: Net	9D	9D
Superattributes: Physique (lifting)	3D	10D
Enhancement Modifier: surveillance	+3D	1D
Enhancement Modifier: tracking	+3D	1D
Armor Value: physical	15	5D
Body Points	30	3D
Total Cost		52D

Giving Vector's armor the Removable limitation at -3D (it will come in several pieces—helmet, a chest carapace, gauntlets, and boots—which could potentially be torn away by opponents) helps Jon save dice. Again, if Jon wanted to make the armor cheaper, he could add limitations to its powers, lower the power levels, or remove one of its powers. But he's happy with the armor as is and copies it over onto his character sheet.

Removable (-1D to -3D)

The Removable limitation has been slightly redefined: At -1D, the wonder cannot be taken away in combat. This does not

mean that the wonder can never be removed; even if the wonder is attached to or implanted inside the hero, a villain could knock the hero unconscious and then surgically remove the wonder. Professor Hamilton's cybernetic arm is an instance of a wonder that cannot be taken away in combat.

At -2D, the wonder can be removed in combat but few others can use it. For example, only Kyle Rayner, Hal Jordan, and Kyle's descendants can use his power ring.

At -3D, the wonder can be easily removed or dropped and anyone picking it up can use it. The Legion flight ring is an example of this level.

At the Narrator's option, the Removable limitation can also be applied to certain gadgets, even though they don't have powers.

Self-Damaging (-4D)

The Body Points lost from this limitation are taken off of the wonder's Body Points, not the hero's.

Self-Only (-2D)

The power can only affect the wonder, not its user or anyone else. The Narrator should feel free to restrict the inclusion of this limitation for certain powers, such as Protection powers, in armor wonders.

Side Effects (-1D to -3D)

The side effect can act on the hero or the wonder. If it affects both, then the limitation should be taken more than once.

Super Hero Form (-1D to -6D)

The hero must "get into" or "put on" his wonder before he can use it. This process can take anywhere from one round to several minutes. The die code of this limitation is -1D for each round it takes the hero to strap himself into and activate his wonder, up to a maximum of six rounds, or -6D. If the character attempts to use the item without first putting it on, the Narrator may opt to increase the difficulty of the action.

If it takes longer than six rounds to get into the wonder and activate it, the Narrator may choose to assign a larger penalty and require that the hero wear the item throughout each adventure. This should be effectively like trapping the character in the wonder. If the hero is without his wonder and combat or another dramatic situation suddenly ensues, he should be unable to get to it until well after the situation is over.

Upkeep (-1D to -10D)*

The wonder takes a great strength of will to operate, which is reflected in a reduction in Character Point rewards for each

adventure. The reward reduction equals 10 percent times the die code of the limitation, rounded down. The character re-

ceives a minimum reward of one Character Point. The Narrator may decide to lower the reduction if the hero rarely uses the wonder during the adventure.

User-Damaging (-4D)*

The use of the wonder's power weakens, and could potentially kill, the user. Each time the power is activated, the user loses one Body Point. The Body Points are regained at a rate of one for every round the hero doesn't use the power. (See the Self-Damaging limitation description on page 33 of the rulebook for an example.)

User-Invulnerability (+3D)

The user is immune to the effects of the wonder's power. As long as the user holds the item, its power cannot hurt him, nor will it hurt him if it's reflected back at him. However, the user and the wonder can be damaged by others with similar powers.

Vulnerability (-3D to -10D)

The vulnerability can either affect the wonder, or it can give the user a vulnerability.

FINAL EQUIPMENT COST

Once all of the applicable characteristics for the new equipment are determined, add the costs. Power and equipment limitation cost modifiers are subtracted from the total cost, not merely from the power base cost (unlike with powers in heroes). The minimum final cost is zero for devices and 1D for gadgets and wonders.

Additionally, the Poor Disadvantage and the Wealth Advantage can have an effect on the final cost.

For devices: If the hero has the Poor Disadvantage, the total monetary cost of all equipment is doubled. If the hero has the Wealth Advantage, the total cost of all equipment is reduced by a percentage equal to 10 times the die code in the Advantage, with a minimum cost of 1D. After the percentage is taken off of the total, round this number down to get the final cost.

For gadgets: If the hero has the Poor Disadvantage, the total cost of all equipment is doubled. If the hero has the Wealth Advantage, the total cost of all equipment is reduced by a percentage equal to 5 times the die code in the Advantage, with a minimum cost of 1D. After the percentage is taken off of the total, round this number down to get the final cost.

For wonders: If the hero has the Poor Disadvantage, the hero must also have the Special Equipment Advantage.

EQUIPMENT AFTER HERO CREATION

Designing and creating wonders after hero creation works the same as during, except that the player uses the Character Point costs instead of the dice cost. The Narrator may also decide that a certain monetary or time outlay is necessary depending upon the type of materials or lab facilities needed in the creation of the piece of equipment.

CONTROLLING EQUIPMENT

Using and controlling equipment and powered armor is done just as if the hero possessed the equipment's powers. This means that, if the item has powers, the hero will need the appropriate managing skill to make the item work. (See page 56 of the *DC Universe Roleplaying Game* rulebook for more details on managing skills and powers.)

If the user doesn't have the skill that the Enhancement Modifier gives the bonus to, then equipment's skill score is used (even if it's lower than the character's governing attribute), because the character doesn't really know how to use that skill. However, do not include the no-skill modifier to the difficulty.

GADGETS & WONDERS OF METROPOLIS

CONDUIT'S BATTLESUIT

Speed: same as wearer's

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

Base Damage Value: same as wearer's

Fire Arc: forward

Range: as per powers

Ammunition: kryptonite radiation (power source— infinite while in contact with Kenny Braverman).

Rate of Fire: 1

Enhancement Modifiers: *dodge* +10D, *melee weapons (whips)* +5D, *piloting (self)* +5D, *marksmanship (energy beams)* +5D, *flying* +5D, *computer ops* +4D, *navigation* +6D, *search* +4D, *surveillance* +5D, *survival* +4D, *tracking* +3D

Armor Value: 20

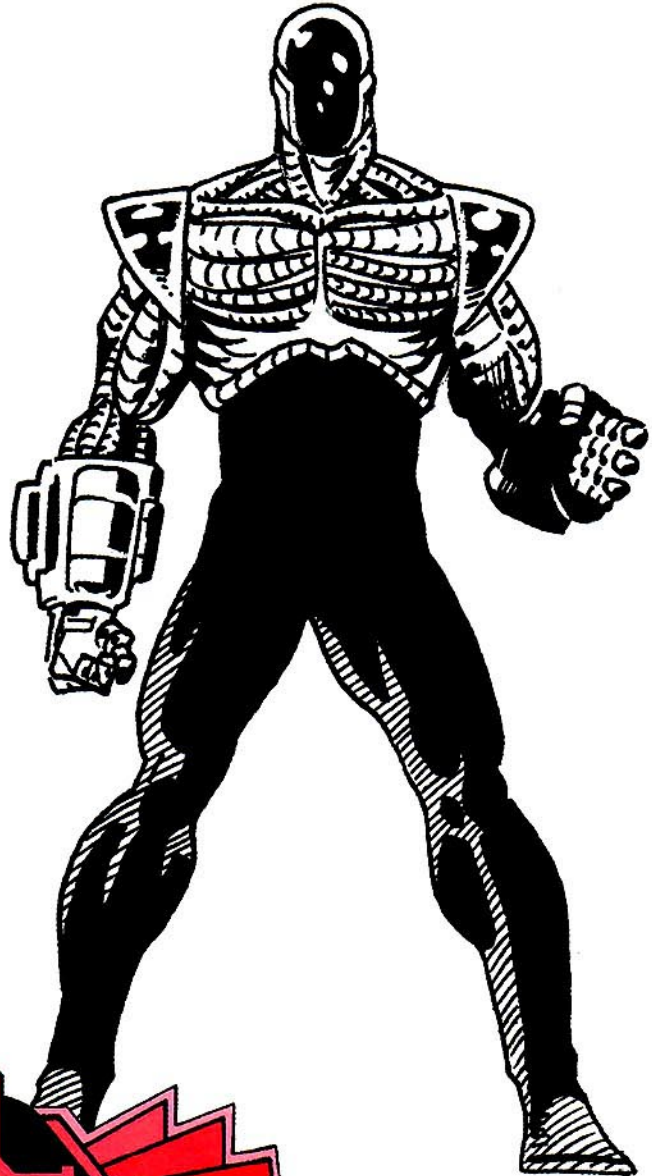
Body Points: 150

Additional Information:

The armor is physically bonded to its wearer, so any damage done to the armor is felt by the wearer. Each time the armor takes damage, the wearer loses one Body Point to reflect the pain he or she is feeling.

Powers: Bind (cybernetic cables) 10D, Flight 10D, Invulnerability 7D, Natural Armor: plating 10D, Speed Manipulation (flying) 1D, Energy Manipulation (kryptonite radiation projection) 10D (enhancement: Mastery [This is an enhanced version of Braverman's natural power and replaces the die code of the innate power while he is wearing the armor.]), Super Attributes: Physique (lifting) 18D. All powers have the limitation: Removable -1D.

Conduit wore a cybernetic set of armor fused directly into his nervous system. The cables that shot out of his gauntlets could ensnare opponents in com-



bat and were prehensile enough to pick up objects over 100 feet away. It has never been revealed who had the technology to give Conduit his abilities.

KRYPTONIAN BATTLESUIT

Speed: 150 (for battlesuit)

Passive Defense Value: 4

Base Damage Value: 4D (+6 *Physique*/lifting bonus)

Fire Arc: forward

Range: as per powers

Ammunition: The power source is a Kryptonian fusion reactor with solar backups.

Rate of Fire: 1

Enhancement Modifiers: *brawling* 7D, *dodge* 8D, *melee weapons* 6D, *marksmanship* 10D, *missile weapons* 6D, *thrown weapons* 5D, *leap* 7D, *running* 4D, *Knowl-*

edge 3D, *computer ops* 5D, *languages (English, Kryptonian)* 4D each, *navigation* 7D, *scholar* 4D, *science* 4D, *security* 4D (*Fortress of*

Solitude +2D), *search* 4D, *surveillance* 4D, *tracking* 4D

Armor Value: 50

Body Points: 400

Additional Information: *Skill note:* Although the battlesuit has the *Knowledge* attribute, it can only use this to process commands given to it. Also, the Enhancement Modifiers are used by the battlesuit and not added to the pilot's skill levels.

Powers: Disintegration (eyes) 10D, Jump 2D, Microwave Projection (hands) 12D, Sonar Sense 7D, Super-attributes: *Physique* (lifting) 12D, *Sustenance* 5D, *Energy Absorption* 10D (limitation: Linked to Disintegration), *Natural Armor: Plating* 20D. All powers have the enhancement: Remote, and the limitations: Removable -2D and Super Hero Form -3D.

Superman's Kryptonian battlesuit towers over 30 feet tall. It's incredibly intelligent, able to follow complex orders without any further input, and boasts an impressive array of abilities, including a full sensor suite, systems that allow it to absorb and redirect energy, and an amniotic fluid that fills the cockpit and sustains every need of the user from breathing to eating and drinking.

PROJECT CADMUS SUITS & WEAPONS

The government installation known as Project Cadmus undertakes some dangerous experiments in genetic engineering and therefore requires a heavily armed security force. Above and beyond a corps of standard security officers, the force also includes a squad of armored ground troopers and a wing of soldiers in Cadmus-designed flightsuits.

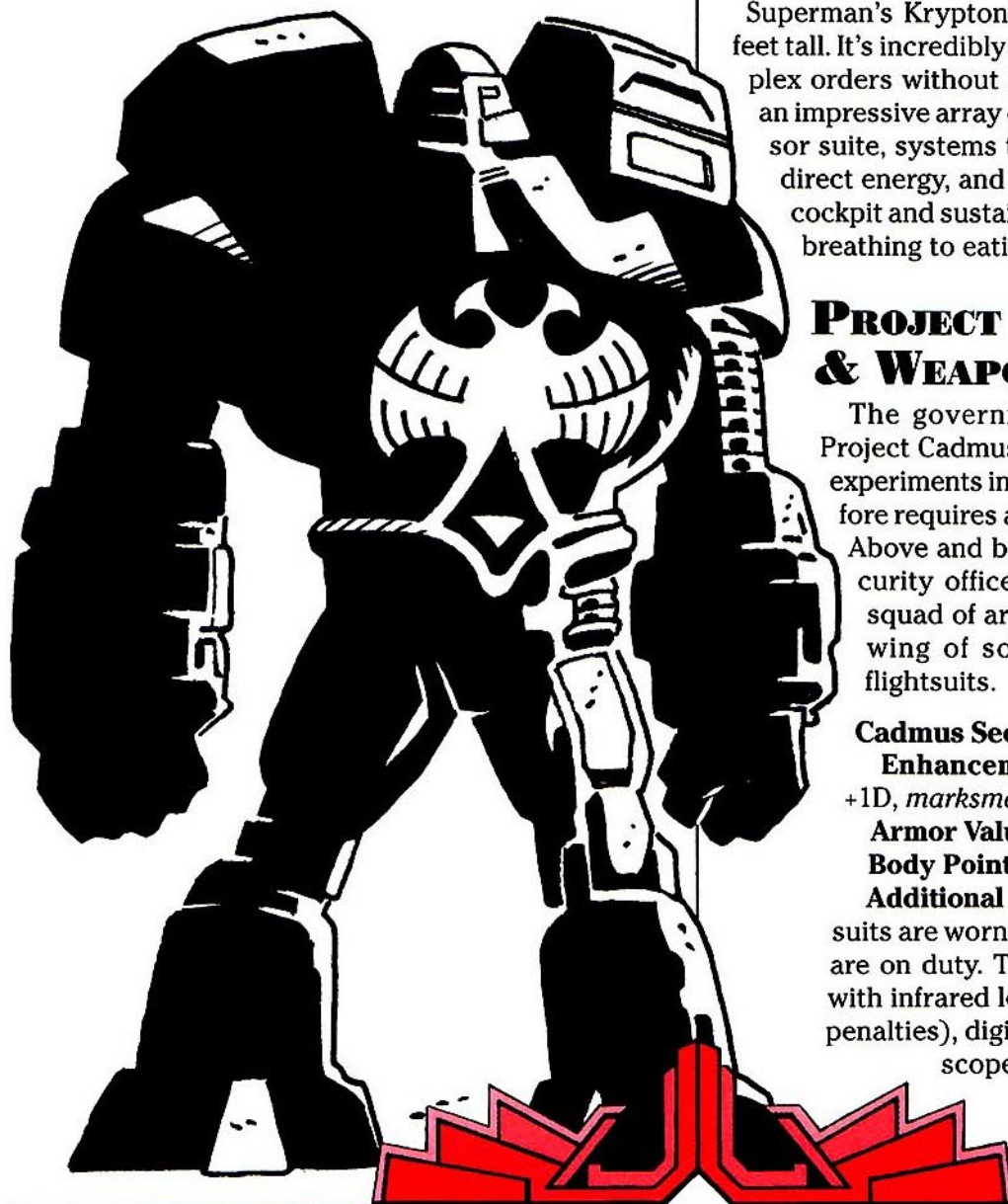
Cadmus Security Trooper Armor

Enhancement Modifiers: *surveillance* +1D, *marksmanship* +1D

Armor Value: 15

Body Points: 60

Additional Information: These full body suits are worn at all times when the troopers are on duty. The trooper helmets are fitted with infrared lenses (which negate darkness penalties), digital imaging systems, targeting scopes, and closed circuit radios.



Cadmus Security Trooper Laser Rifle

Base Damage Value: 6Dx4

Range: 375/1500/3000

Ammunition: Energy cell lasting 60 minutes of continuous firing

Rate of Fire: 1

Body Points: 20

Cadmus Flightsuit

Enhancement Modifiers: *piloting (self) +2D, flying +1D, surveillance +3D*

Armor Value: 10

Body Points: 45

Additional Information: *Powers:* Flight 3D, Speed Manipulation (flying) 1D. The flightsuit has the limitations: Removable -1D and Super Hero Form -3D.

A variant of the standard trooper armor, the flightsuit is less heavily armored, but in addition to

allowing the wearer to fly near the speed of sound, it incorporates infrared sensors, improved visual imaging systems, and a closed circuit radio.

S.C.U. BATTLESUIT

Speed: 100 (for battlesuit)

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

Base Damage Value: hand-to-hand: same as wearer's, plus adjusted *Physique/lifting* bonus; ranged: as per powers

Fire Arc: forward

Range: as per powers

Ammunition: Sophisticated energy cell lasting for 12 hours at maximum output of all systems.

Rate of Fire: 1

Enhancement Modifier: *dodge +2D, marksmanship +2D, leap +3D, running +3D, surveillance +2D*

Armor Value: 20

Body Points: 125

Additional Information: *Powers:* Microwave Projection (shoulder cannon, hands) 8D, Pro-

jectiles: stun beam (shoulder cannon) 15D

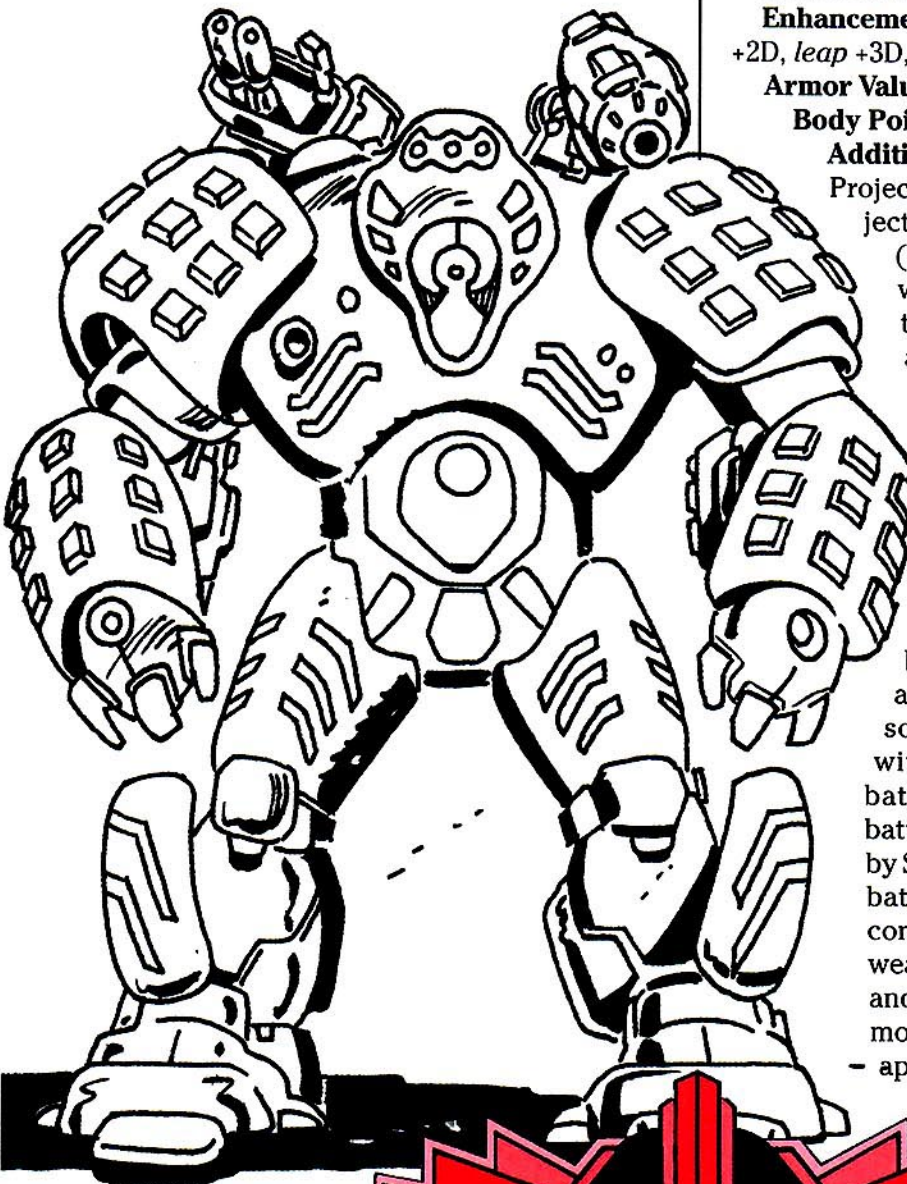
(damage done lasts 15 minutes, after which only those Body Points lost due to the stun beam are recovered), Super-

attributes: *Physique* (lifting) 8D, Flight 2D, Natural Armor: Plating 8D, Energy

Manipulation (photon burst, shoulder cannon) 7D. All powers have the

limitations: Removable -1D and Super Hero Form -6D.

This suit, called the Leviathan armor system by its maker, was created for the Metropolis Special Crimes Unit by John Henry Irons (otherwise known as the super hero Steel). Combining some of his technological advancements with the design of the former S.C.U. battlesuit and that of the Kryptonian battlesuit, which he was allowed to study by Superman, Irons created the new S.C.U. battlesuit. The mecha-style suit comes complete with fully integrated armor and weaponry; encephalo-sensitive command and response, flexible land, air, and sea mobility; and an array of interchangeable - apparatus designed to help in nearly any situation.



STEEL'S ARMOR

Speed: same as wearer's

Passive Defense Value: same

as wearer's, adjusted by Enhancement Modifier

Base Damage Value: same as wearer's

Fire Arc: forward

Range: as per powers

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

Rate of Fire: 1

Enhancement Modifiers:

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

Armor Value: 25

Body Points: 250

Additional Information: *Powers:*

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

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

STEEL'S HAMMER

Speed: *Physique/lifting* roll x10 feet per round

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

Fire Arc: forward

Ammunition: inertial dampeners

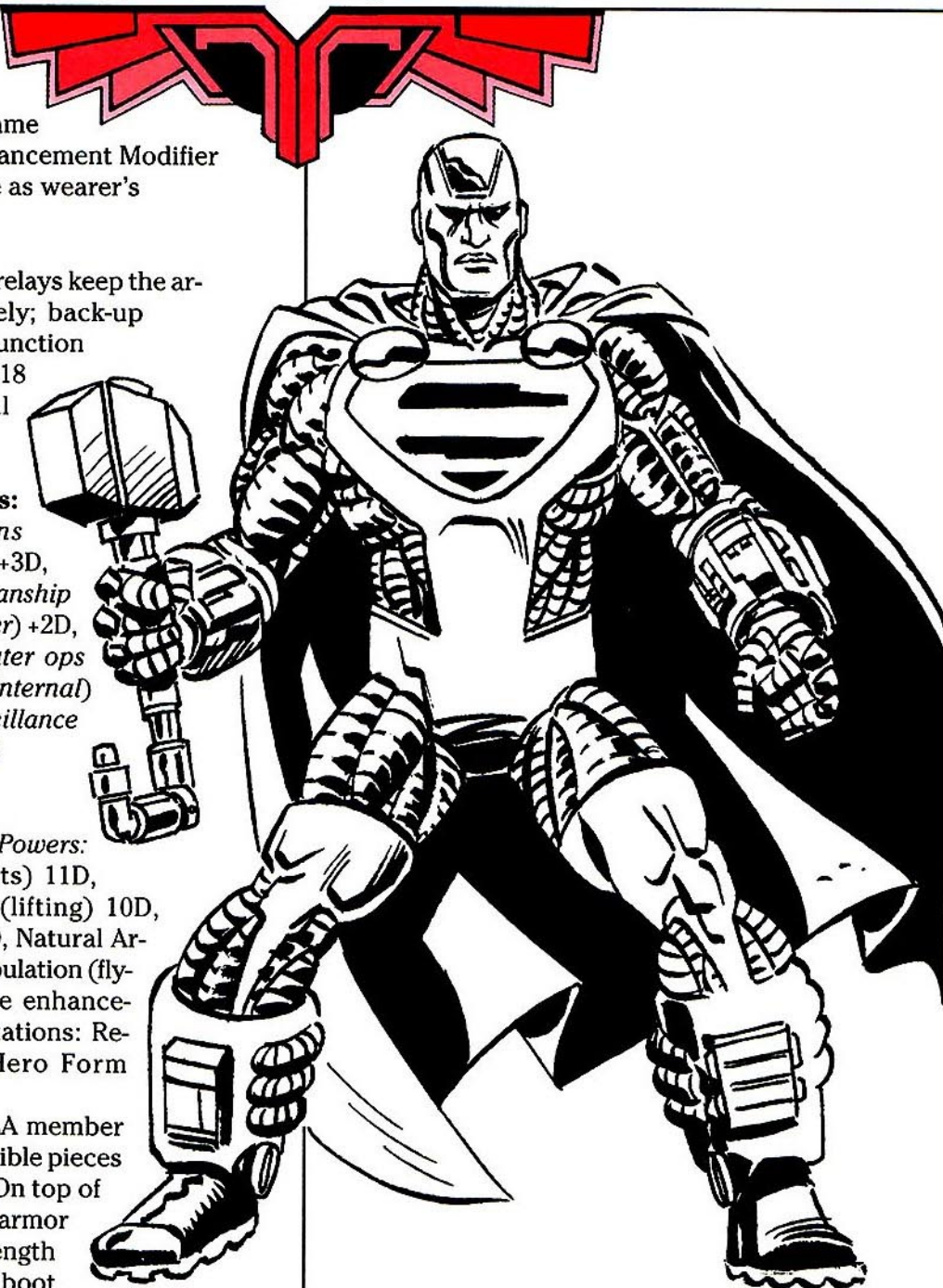
Rate of Fire: 1

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

Body Points: 200

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

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



TEAM LUTHOR BATTLESUIT

Speed: same as wearer's
Passive Defense Value: same as wearer's, adjusted by Enhancement Modifier
Base Damage Value: 7Dx3
Fire Arc: forward
Range: 750/3000/6000
Ammunition: The power source is an energy cell that lasts for 12 hours at maximum output.
Rate of Fire: 1
Enhancement Modifier: *dodge +2D, piloting (self) +2D, marksmanship +2D, flying +3D, surveillance +1D, tracking +1D*
Armor Value: 18
Body Points: 100

Additional Information: *Powers:* Superattributes: Physique (lifting) 4D, Flight 6D, Natural Armor: Plating 6D, Speed Manipulation (flying) 1D. All powers have the limitations: Removable -1D and Super Hero Form -4D.

The elite of LexCorp's security force is Team Luthor, which Lex Luthor has provided with customizable battlesuits. While the technology incorporated into them is impressive, Team Luthor is a perfect example of how battlesuits are only as good as the men inside them—the team is often roundly trounced.

Note that in addition to the armor giving them enhanced strength, flight, destructive energy beams, a sensor array, and communications systems, Team Luthor also has been seen in action with a variety of specialized equipment, ranging from firefighting gear to energy bubbles designed to hold captives.

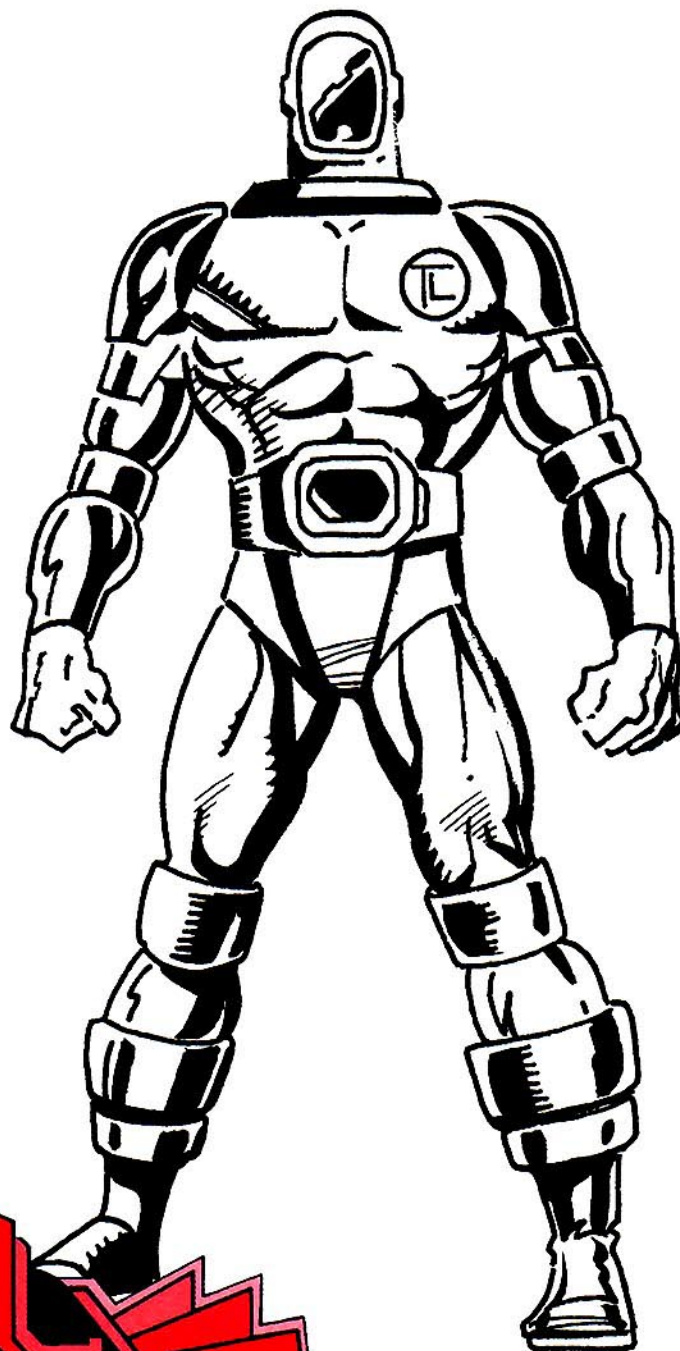
LEX LUTHOR'S BATTLESUIT

Speed: same as wearer's
Passive Defense Value: same as wearer's, adjusted by Enhancement Modifier
Base Damage Value: 8Dx3
Fire Arc: forward
Range: 750/3000/6000
Ammunition: The power source is an energy cell that lasts for 18 hours at maximum output.
Rate of Fire: 1
Enhancement Modifier: *dodge +2D, piloting (self) +2D, marksmanship +2D, flying +3D, surveillance +2D, tracking +2D*
Armor Value: 20
Body Points: 125

Additional Information:

Powers: Superattributes: *Physique (lifting)* 5D, *Flight* 8D, *Natural Armor: Plating* 7D, *Speed Manipulation (flying)* 3D. All powers have the limitations: *Removable -1D* and *Super Hero Form -4D*.

Once used by one of Lex Luthor's henchman to attack Superman, it is believed that this prototype armor was impounded when Luthor's former employee was apprehended by the Man of Steel. Although the suit has never resurfaced, Luthor is sure to have at least one duplicate in his possession, more than likely enhanced since the last time it was seen.





CHAPTER 6

CREATING A SUPER-HEROIC CITY

DESIGNING A CITY

Everyone's got to be somewhere, even super heroes and super villains. Most comic book stories take place in the big city, whether it's a real one such as New York City, or a fictional one such as Metropolis.

Established settings can be a great place for you to start, but sooner or later most Narrator's are going to get the itch to create their own cities.

REAL OR FICTIONAL

You first must choose whether to base this city on a real-world metropolis or design a fictional city from the ground up. There are pros and cons to each approach.

Real cities are easier for a you to adapt—there are plenty of guidebooks, newspapers, and other resources to draw on. They are also easier for players to envision. Players may or may not feel an attachment to a fictional landmark, but they are certainly going to be proud when their heroes save the Golden Gate Bridge from a rampaging Bizarro.

There are drawbacks, however. Some players may be more familiar with the chosen city than you are, which can provoke arguments or confusion when discrepancies arise. Involving real-world corporations, public figures, and neighborhoods in play can ruffle feathers—a player may not like how you portray his favorite politician, for example. Finally, you may find yourself doing more research, instead of being able to create details of the city on the fly. A fictional city requires more work, but it also offers complete control over the setting. No preconceptions or inconvenient real-world details need to be overcome. The challenges in creating a fictional city arise in giving players a sense that their heroes are adventuring in a living, breathing city.

HISTORY

The first place to start in designing a fictional city is its history. You must decide when the city got its start, who founded it, and why. The answers to these questions can go a long way toward defining the overall layout, atmosphere, and nitty-gritty details of the area.

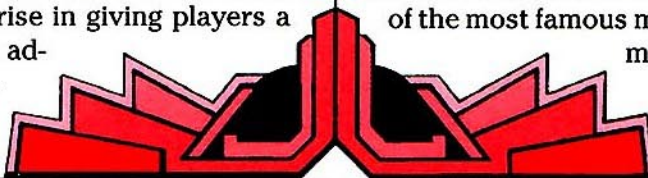
The oldest cities have ports. Cities created in the mid-1800s or later have railroad or highway junctions.

You must also figure out how the city evolved over the decades. Waves of immigration, first from Europe, Asia, and Africa, and more recently from Russia, Latin America, and Southeast Asia, are key to the backgrounds of many cities. Racial tensions, segregation and prejudice are unpleasant, but unavoidable, facets of a city's history that can have a profound effect even in modern times.

Commerce and industry also play critical roles in the evolution of a city. The creation of a thriving new corporation may have sparked an economic boom, fueling growth of the city. Or the bankruptcy of a key company could have sent the metropolis into an economic tailspin.

Don't neglect the super heroes and enemies of days gone by, either. Shadowy crime fighters, World War II mystery men, and Silver Age super heroes all add an extra dimension to the escapades of modern heroes. A few well-placed clues in the history can lead to all kinds of fun as threats from the distant past reappear, lost gadgets are recovered, and age-old grudges are resurrected. A Golden or Silver Age hero might even serve as a mentor to the modern heroes.

A detailed history provides a foundation for everything about the city. Streets, parks, and schools may bear the names of famous personages of the past. Some of the most famous may have statues or other landmarks in their honor—including some of the city's former super heroes.



LAYOUT

The next step is to rough out a map of the city, drawing on the history to determine exactly where the city began and how it grew.

Start with the terrain—the presence or absence of coastlines, rivers, and other topographical features sets the stage for everything to follow. A floodplain could hinder expansion of the city in a certain direction, for example, while a forest may be preserved as part of a wildlife refuge or nature park.

Most cities consist of a downtown, or core, surrounded by suburban neighborhoods.

The downtown tends to be older, containing many historic buildings and landmarks. The inner-city neighborhoods of some urban areas have decayed as wealthier residents flee to the suburbs. But the central city also serves as a focal point for government, business, and entertainment. Corporate headquarters, office towers, and the like define the skyline of a metropolis.

Industrial districts are another vital component of any city. Older factories are found in or near downtown, while newer, more high-tech endeavors may be clustered in outlying regions.

Suburbs stretch out around the city core, combining shopping malls and industrial districts with winding streets lined by houses and neatly manicured lawns. Businesses tend to be retail stores or professional offices serving the everyday needs of the populace. Most residents commute to work downtown or in outlying areas.

Other key elements of a city include airports, seaports, military bases, major parks, universities, bridges, churches, museums, and highways.

You may want to define a few key regions of the city in greater detail, such as the downtown financial district, a public housing project plagued by crime, or an eerie neighborhood known for mystic goings-on.

Older cities often contain ethnic neighborhoods, where people of a particular background live in great numbers. Many U.S. cities contain a Chinatown or Little Italy, for example. Often these areas began when prejudice forced new arrivals to the United States to live in segregated neighborhoods, but over time, they have become known as rich pockets of other cultures and home to fine restaurants featuring exotic cuisine.

As you flesh out the city, you should note important places on the map. The location of city hall, police headquarters, famous restaurants, and corporate high rises are bound to become important sooner or later.

For building suggestions and floorplans, check out

“Locations & the People in Them” in the *Narrator’s Book*, pages 27–40.

GOVERNMENT & PUBLIC SAFETY

Cities are governed by an elected city council (other names, such as a board of aldermen, are also sometimes used). The council sets policies, reviews budgets, hires key officials, and approves proposals for new construction.

A mayor, elected citywide, presides at council sessions. In some cities, the mayor works closely with other officials to oversee day-to-day operations, while in others the post is mostly ceremonial.

Cities also employ thousands of people. Public works crews keep streets, sewers, water lines, and other key services in shape, while planners review proposals for new homes, offices, stores, factories, and other projects. The city manager serves as chief executive officer of the metropolis, overseeing the activities of all city departments.

The fire department, a branch of the city government, responds to blazes, medical emergencies, toxic spills, traffic accidents, and a hundred other critical situations. Firefighters and paramedics risk their lives every day to serve the public.

Law enforcement duties in cities fall primarily to police departments. A division of the city government, the police department has jurisdiction over all crimes in the city limits and also enforces traffic laws on city streets. A police chief, typically appointed by the city council or a police commission, runs the department. Patrol officers keep order on the streets and respond to emergencies, while detectives investigate crimes. A number of special detachments exist in most departments, ranging from heavily armed SWAT teams to helicopter units patrolling the skies.

Outside the city limits, the county sheriff’s department handles law enforcement duties. Sheriffs are usually elected by the voters, but otherwise their agencies are much like police departments.

Other key players in the criminal justice scene include the district attorney, public defender, and court system. The district attorney, an elected official, heads an office of attorneys and investigators who prosecute accused criminals. On the other side of the courtroom, lawyers from the public defender’s office represent suspects who cannot afford private defense attorneys.

Two separate court systems exist in each city.

State courts try all violations of state law and are often divided into municipal courts,

DAILY LIFE

which handle misdemeanors, and superior courts, which deal with felonies. Federal courts try cases involving federal laws. The two court systems are independent, and each includes a series of higher courts that handle appeals of lower-court rulings. The state Supreme Court is the highest authority on state law, while the U.S. Supreme Court is the ultimate court in the country.

Once a criminal has been convicted, he may be sent to a local jail for a light sentence, a state prison

every day. Creating the mundane aspects of the city can help you flesh out this metropolis and turn it into a real place.

The law requires all minors to go to school. Public schools, overseen by elected boards and run by hired superintendents, are funded by the government. Depending on tax revenues, they may be state-of-the-art centers of advanced learning or run-down campuses

plagued by crime and despair. Private schools rely on tuition paid by the families of students for financing, but may offer a few scholarships to allow poorer children to attend. They tend to offer a better education, or at least a safer environment, since no parent would spend that kind of money to send their child to an inferior school.

Most cities have universities or colleges, these may be public or private. At these places of higher learning, even public institutions require students to pay tuition. A university offers degrees in scores of career fields, but typically becomes best known in two or three areas of study. Many professors are experts in their fields, spending nearly as much time in the research lab as they do in the classroom. They are great resources for obscure trivia that may be just what the heroes need to capture the villain.

Most major cities are home to at least a few top corporations. They may be regional or divisional operations of an international firm, or even the worldwide corporate headquarters. Banks, insurance companies, manufacturers, research labs, software designers, and communications firms are just a handful of the possibilities.

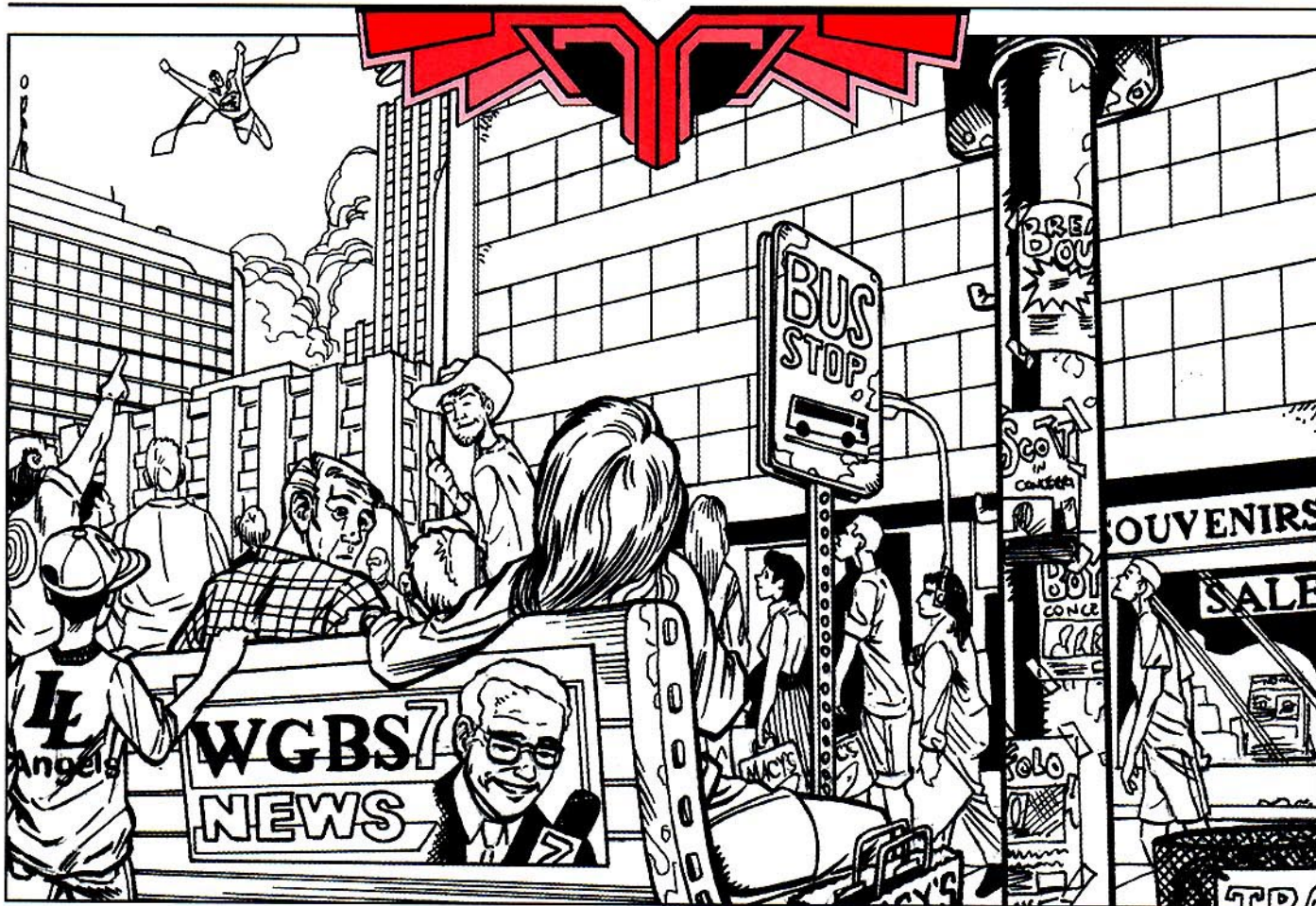
A corporation run amok or headed by a villain can be a great foe for the heroes. Corporations have a lot of resources to draw on and, depending on their line of work, may have access to high technology that helps to even the odds against super heroes.

Globe-spanning corporations may get a lot of attention, but most people are a lot more familiar with everyday enterprises. Grocery stores, record shops, burger joints, bookstores, copy centers, and thousands of other businesses constitute

the commercial world of a city. Some are franchises in local,



for longer sentences, or a federal penitentiary for violating federal laws. Metahumans may be assigned to an ultrasecure facility—such as Belle Reve, Slabside Island Maximum Security Penitentiary, Stryker's Island, or one of your making—to prevent them from escaping.



national, or even international chains, while others are independent operations, possibly owned by the same family for generations.

This also means that cities have a higher percentage of professionals. Bankers, stockbrokers, attorneys, insurance agents, real estate brokers, engineers, talent agents—the list is endless. Blue-collar trades are also higher in number. Construction workers, factory workers, mechanics, and people in a thousand other jobs keep cities running smoothly.

Cities are served by numerous hospitals and medical clinics, both private and public. Most large cities have at least one acute trauma center, where seriously injured patients are taken by ambulance or helicopter for life-saving treatment. If the city has a major university, chances are at least one hospital has an affiliation with its medical school, training new doctors and surgeons to provide health care for the future. Metahumans injured in battle may be taken to a special clinic or to a specified hospital prepared to handle their peculiar medical needs.

Scientific research not only underpins the economic base of many cities, it can be downright critical in a world of super powers. Any city populated by super heroes needs scientists capable of

analyzing strange gadgets, advising heroes on handling bizarre crises, and assisting metahumans with all of the endless outlandish circumstances they seem to attract. S.T.A.R. Labs fills this role in Metropolis and in several other large cities across the country. You may wish to create a branch operation or a similar enterprise in your own city.

As helpful as many scientists can be to heroes, their less ethical colleagues often pose a great threat. Mad inventors and deluded researchers can cause no end of trouble, from creating super villains to accidentally unleashing a bioengineered plague virus.

In social settings, every city has a high-society scene. Charity balls, coming-out parties, country club dinners, and other such occasions fill the social registries of the city's moneyed elite. A super-hero costume may not be enough to get heroes into some of these invitation-only affairs, although an astute host or hostess might consider it a coup to invite a famous hero to their party.

On the flip side, homelessness and poverty are also part of daily life in U.S. cities. Homeless people often congregate downtown, where food closets, soup kitchens, and overnight shelters can all be found. A high percentage of homeless people

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suffer from mental illness, alcoholism, or drug addiction—sometimes a combination of all three. In good weather, many homeless people prefer to camp out in public parks, along rivers, or anywhere else they can stay out of sight, rather than sleep in a noisy, crowded shelter.

MEDIA

People need to know what's going on in their neighborhood, city, nation, and world. It's the job of the press to convey that information in a fair, accurate, and timely manner.

Each big city has at least one major daily newspaper, while the largest have two or more papers locked in fierce competition for readers and ad sales. City papers are huge operations employing thousands of people, from hard-working reporters to gruff pressmen. The publisher runs the entire business, and the editor or executive editor oversees the newsroom. Reporters cover the news, usually in a specific beat such as crime, courts, city government, society, or education. A photo can be worth a thousand words, and it's up to the paper's photographers to get the right shots. Columnists and editorial writers, unlike reporters, voice their own opinions on topics in the news.

Competition from TV and online news services, along with rising newsprint expenses and other troubles, have forced some newspapers to close in recent years. Many cities now have only a single metropolitan daily. In Metropolis, the venerable *Daily Planet* recently fell to LexCom and was shut down, but has since reopened.

Television and radio stations are another key component of the media. News directors are in charge of the information-gathering efforts, while anchors deliver the news. Reporters and camerapeople hit the streets in search of stories and film to illustrate them. TV stations, in particular, rely on all kinds of high-tech gear, including live satellite trucks and helicopters.

You should develop some information on the major newspapers and TV stations of the city. Metahumans attract a lot of attention, and the heroes are definitely going to be dealing with reporters on a regular basis—for good or ill.

ENTERTAINMENT

When the working day is done, relaxation and entertainment are in order before it's time to get up the next day and start all over again.

Restaurants, from fine dining establishments to the greasy spoon on the corner, can be

a good place to wind down. Bars and clubs offer dancing, live music, or just a place to meet people.

The fine arts are also a key part of the city. Art galleries, ballet troupes, dance companies, theaters, and symphonies all have strong followings. Museums are not only interesting places to visit, but may hold lost artifacts or historical clues useful to super heroes—or their enemies.

Tours featuring national or even international musical acts make the rounds of major cities. Likewise, circus companies tour the United States or world to bring a taste of the big top to children of all ages.

Cities take a lot of pride in their major-league sports teams, whether it be in baseball, football, basketball, or hockey. Home games are likely to be packed, with huge traffic jams on surrounding streets.

But some people prefer playing sports over just spectating. City recreation programs offer organized leagues in almost every sport imaginable for youths and adults alike, and pick-up basketball games and sandlot baseball contests abound in every neighborhood.

Cities with coastlines, rivers, or nearby lakes are home to all kinds of water sports, while parks, zoos, and amusement parks draw a family crowd.

You can use entertainment venues as backdrops for battles or adventures, but they also make a great place to explore the personal side of the heroes. A night out on the town can be an interesting way to examine the man or woman inside the costume.

THE UNDERWORLD

The criminal element—every city has one; every city wishes it were otherwise.

Heroes, of course, are probably going to spend a lot of their time trying to stop street crimes and thwart criminal organizations. You definitely need to have a handle on your city's crime world.

Street crimes are perpetrated by individuals or small, disconnected groups of criminals. Most are classed as either property or violent crimes. Burglaries and auto thefts are property crimes, while robberies, assaults, rapes, and murders are violent crimes. The frequency and types of these crimes vary throughout each city. Wealthier and better patrolled sections typically have fewer violent crimes than poorer areas.

Depending on the power level of the heroes, stopping a street crime can be anything from a momentary interlude to a complete adventure in itself. Superman could probably rescue the hostages

from a band of bank robbers without breaking a sweat, but the same task would require careful planning on the part of Nightwing or Green Arrow, in order to avoid injury or death to the hostages.

Criminal organizations represent another key facet of a city's underworld. There are all kinds of real-world organized crime groups, including the mafia, outlaw motorcycle gangs, yakuza syndicates, tongs, and street gangs. Most rely on some form of drug trafficking for the lion's share of their income, but gun-running, protection rackets, illegal gambling, and prostitution are popular sidelines. Small or secret organizations (like the 100 or the 1,000) may be run from abandoned buildings, while a city industry leader could actually be a front for a crime network.

For suggestions on criminal activities and statistics on typical villains, peruse "Stock Encounters" in the *Narrator's Book*, pages 55–60. The adventure in the book, "Arkham Mayhem," pages 61–76, might also provide some inspiration.

BRINGING THE CITY TO LIFE

Creating the city, or purchasing a pregenerated city setting, is just the first step. Now you have to breathe some life into those facts and figures. No matter how complete the sourcebook or original material, without some extra effort, it's all just words on the page.

ATMOSPHERE

Each city needs a hook—an overall sense of the place that lets players quickly grasp its essential nature. The name Metropolis, for example, conjures images of a bustling downtown of gleaming chrome-and-glass skyscrapers, while Gotham City connotes a dark, dangerous place of crime and decay.

Select a guiding theme for the city, then make sure all the elements of the metropolis—its history, top businesses, civic leaders and so on—connect to the chosen motif. For example, you might de-

sire a high-tech atmosphere for your city. The major corporations are in fields such as computers, lasers, biotech, robotics,

space technology, and other cutting-edge enterprises. Police cars and buses run off nonpolluting fuel cells. Local newspapers all have online components, while every school has a complete computer lab thanks to generous local companies. Industrial espionage and thefts of advanced prototypes dominate the crime scene. Many super-hero adventures revolve around experiments gone wrong, villainous plots to steal high-tech gadgets, and robots run amok.

ORDINARY PEOPLE

For every metahuman in a city, there are hundreds of thousands of ordinary people. They may not have super powers, but they have plenty of hopes, fears,



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virtues and failings of their own.

Ordinary people are more than just spectators for metahuman battles or handy hostages for escape-minded super villains—they *are* the city.

Skyscrapers, bridges, stores, streets, and homes are just empty shells. Only inhabitants bring a city to life. The people who live, work and play in the city create its pulse—and provide its soul. They can do the same for a roleplaying game campaign.

Nearly every DC Comics hero has a supporting cast of regular people, and so too should your heroes. They may be family, co-workers, crime-fighting allies, or romantic interests. Some might even be enemies, perhaps romantic or professional rivals.

But you should also spend some time thinking about how everyday citizens regard metahuman heroes and villains in the city. How does the man or woman on the street feel? Perhaps more important, how do civic leaders, such as the city council or corporate executives, view metahumans?

The heroes may have super powers, but average humans can still cause a lot of trouble for them. In Gotham City, Commissioner James Gordon works closely with Batman. But imagine how much more difficult the Dark Knight's pursuit of justice might have been if he had to deal with a hostile police department that had actively sought his arrest. To cite another example, Lex Luthor has bedeviled Superman time and again in Metropolis, yet Luthor has no superpowers—just incredible wealth, resources, and influence.

Ordinary humans can be just as interesting as those with super powers. Anyone the heroes will encounter on a regular basis should be developed into a three-dimensional person with a unique background, personality, character, family life, and reputation. Also, hobbies or pastimes can go a long way toward rounding out a nonplayer character. (For ideas on how to do this, see "Adding Depth to Characters" in the *Narrator's Book*, pages 13–20.)

You should try to make everyone the heroes interact with memorable in some way, even those they will never meet again. A personality quirk, nervous habit, distinctive appearance, or unusual way of speaking can make even a perfectly normal person intriguing.

LIFE IN THE BIG CITY

Cities are busy places. There's a lot more going on than any one person, even a metahuman, can handle or even know about.

You need to make your city

a vibrant, living place full of activity. Even describing mundane details, such as a fender-bender tying up traffic on a key street

or a poster promoting an upcoming concert, can help players believe their heroes operate in a real place that is home to millions of people.

This is where all the work of naming fine restaurants, creating local TV anchors, and mapping out the downtown area comes into play. The heroes may never go into the restaurant or meet the TV news anchor, but a mention here and there helps establish continuity and promote a cohesive feel to the city.

Most metahumans are best at overt threats. When aliens threaten to invade, every super hero knows what to do. But more subtle, long-term plots can be a lot harder to detect, let alone foil. For example, a campaign by LexCorp to drive residents of a poor downtown neighborhood from their homes to make way for a new office tower could slowly build over several months. Intimidation, mysterious fires, a rise in crime as street gangs are paid to make trouble—super heroes may not even notice most of the goings-on until desperate citizens come to them for help and all the pieces suddenly fall into place.

You may wish to write a series of news briefs to hand out to players before each session. The packet can include news stories, headlines, magazine articles, transcripts of TV and radio broadcasts, ads, and just about anything else you can imagine. Along with being a great place to plant clues and hints about future adventures, the news briefs can illustrate the vibrant and varied life of the city. A story or two about mundane events in the city, such as a traffic jam or fund-raising event, can help players feel their heroes reside in a living, breathing city, not merely in a backdrop for super-powered battles.

You aren't the only person responsible for bring the city to life, however. The players can help by remembering and using the information you have prepared. They should incorporate elements of the city into the background of their heroes—instead of saying the hero used to work for some generic big corporation, pick one created by you. Does the hero live in a downtown apartment or a suburban house? Which newspaper does he read? What's his favorite local restaurant? And does he think the city's football team has what it takes to go all the way next season?

By working together, Narrators and players can create memorable cities full of fascinating people and opportunities for adventure.

CHAPTER 7

COLLECTION CUBED

"Collection Cubed" is an adventure for three to four Power Level 1 or 2 heroes. The Narrator is strongly encouraged to change the strength of the opponents in this scenario to match the power level of the heroes. If not, the battles could be so easy that players

lose interest in the game. Conversely, the battles might be too difficult or even impossible for the heroes to win. Narrators should use their experience with the group of heroes to adjust the strength of the heroes' opposition.



BACKGROUND

Winslow Schott (better known as the Toyman) is a mentally unstable person. He hears voices in his head that sometimes tell him to kill. The adventure begins with Schott being released from jail on a technicality. The details of this release are unimportant to this adventure, although this could be a good "loose end" for a Narrator to tie up with a future adventure. The important fact for this adventure is that the Toyman is not legally considered to be a criminal. This makes the heroes' involvement necessary—otherwise, the Metropolis S.C.U. might never give the heroes the Toyman's location.

Schott returned to one of his old hidden shops after his release from prison. He was surprised to find someone had refurbished the shop while he was in jail. It wasn't long after this discovery that Schott began to hear the voices in his head again. But the voice was so different than the ones he remembered...it told him to make toys. No tricks, no traps. Just toys.

The toys were cute little dolls that could be stuffed into little cubes. Schott called the dolls "Incarcivals" and the cubes they came in "Incarcicubes." Fitting names for a man just out of jail, figured Schott. The voice came to him again, giving him ideas for the dolls and names to go with them. The Toyman started building toys.

Summary

In this adventure, the heroes battle the raging, giant dolls. When defeated, the creatures shrink down into their Incarcubed. The cubes come complete with both the name and the number of the toy. These clues combine to provide a word that can be used to send Mxyzptlk back to the fifth dimension. The cubes also have a magical aura that forces the heroes to carry the cubes around with them. The heroes just have to collect them all! Heroes within sight of a cube must make a Heroic *willpower* test to escape the siren call of the collectible doll.

The names of the individual dolls are actually names of famous DC personages spelled backward. The dolls are twisted, "backward" versions of the characters they are named after. The names of the dolls and the characters they are patterned after are as follows:

Doll #1: Etisarap (Parasite)—Etisarap has the ability to boost energy levels instead of draining them like Parasite does.

Doll #2: Ollatem (Metallo)—Ollatem has the ability to assimilate and control plants, where Metallo can do the same thing with machines.

Doll #3: Dieskrad (Darkseid)—Dieskrad is the master of the Alpha effect, which forces people to feel unbelievably, overwhelmingly happy.

Doll #4: There is no doll four.

Doll #5: This is the "answer" to the puzzle. See "Puzzle or Perish" for details.

Doll #6: Namrepus (Superman)—Mxyzptlk figured the best way to get Superman angry was to insinuate that he was a little cry baby. Therefore, he had the Toyman build Namrepus. The sonic blast the doll generates will give the heroes something to cry about.

Doll #7: Rohtul Xel (Lex Luthor)—While Lex Luthor has no hair, Rohtul Xel is nothing but hair.

The Toyman is unaware of the identity of his new "voice." The part of the voice in the Toyman's head is being played by none other than the irascible Mr. Mxyzptlk! Mxyzptlk is using Schott to take a most unusual approach to getting Superman's attention. Some of the toys that the Toyman made have been imbued with fifth-dimensional technology. They can grow to a large size and move around by themselves. Mxyzptlk had the Toyman mail these special versions of the dolls to certain meaningful locations. The dolls have been preprogrammed to cause general destruction, with the exception of Dieskrad, who merely lies in wait to attack any who are able to track him down.

JAILBREAK!

Begin the adventure by asking the players what their characters are doing. You can set the

adventure on any day of the week, but the adventure begins at noon. Heroes with secret identities might be at work or school.

Full-time heroes could be anywhere, but even heroes have to take lunch breaks. Try to get everyone in a position where they can hear the news at noon on WGBS. Then read the following aloud:

Things sure have been dull in Metropolis lately. Usually, a quiet day in Metropolis means only two disasters strike instead of the normal five. Today, evil hasn't reared its ugly head at all. You turn on the news almost out of habit and prepare to absorb your daily dose of mass media as well as your lunch. You flick on the set just in time to catch the lead story...

"This is Rich Yant reporting from WeeBee Toys in downtown Metropolis. 'Incarcubals' fever is sweeping America, and Metropolis is no exception. The craze to collect these cute little dolls is truly amazing, but it is the appeal these dolls have to children that has made the Incarcubals the biggest selling toy line of the year. The dolls are soft, and you can stuff them into these little carrying cubes so you can take them with you. The dolls are such hot sellers that the stores are having trouble keeping them on the shelves..."

"Sorry to cut you off there, Rich, but we have a story breaking live right now at the Stryker's Island prison facility. Nicole Vans is on the scene live from the Action chopper. Nicole?"

"Thanks, Dave. As you can see, a giant baby is lumbering toward the prison entrance. The baby is at least 20 feet tall, and the deafening wail coming from him is equally large. Our sound meter got a reading of nearly 400 decibels when it broke. The sound is so loud we cannot get any closer than this without risking permanent hearing loss. OK, we're getting a better close up of the thing now. It's still kind of hard to see from way back here, but it appears to actually be an oversized infant! The child is wearing red and blue pajamas...it's dressed like Superman. I can't really tell whether the child is a boy or a girl from this camera shot. One thing's for sure:





the terrible toddler's going to scream a hole right into the side of the prison! Where is Superman? Back to you, Dave."

"Thanks, Nicole."

Wow! Metropolis, Metropolis! You can always count on this city to throw the unexpected your way, but this is serious left-field material. A Superbaby? Well, Superman would have responded by now if he were in town. Looks like every crook on Stryker's Island is going to get an early release via ultra-tantrum if you don't do something about it fast.

The heroes have to get to Stryker's Island as rapidly as they can. The group can meet at the island or gather at some predetermined spot and go over as a team. However they approach, it's important they do so quickly. No precise timetable of the doll's progress is given because different heroes have different powers and means of transport. If the heroes go straight to Stryker's by the quickest means available to them, the wall of the prison is intact and no prisoners will have escaped. If the heroes gather first and then go, they are showing organization and team spirit. The heroes will arrive to find the wall seriously damaged, but

all the prisoners still locked in their cells. If the heroes stop to get some ear protection on the way to Stryker's, they are showing intelligence and forethought. In this case, the heroes arrive in time to see the doll blast through the outer wall of the prison, but no prisoners have escaped yet. If the heroes do anything else that demonstrates that they are not hurrying to the scene, you can teach them a lesson by having someone escape. For example, Riot is kind of a one-man jailbreak anyway. If Riot isn't enough of a challenge, feel free to add or substitute any of Stryker's nastier residents.

Riot. All stats are 2D except: *Reflexes* 2D (6D), *acrobatics* 9D (13D), *brawling* 3D (7D), *climbing* 5D (9D), *dodge* 3D (7D), *thievery* 6D, *Physique* 2D (5D), *leap* 3D (6D), *running* 3D (6D), *Knowledge* 4D, *computer ops* 6D, *research* 6D, *science* 9D, *security* 5D, *engineering* 9D, *invent* 9D, *repair* 9D, *command (duplicates)* 8D, *willpower* 6D. Advantages: Acute Balance -2D, Double Jointed -2D, Intimidating Grin -2D; Enemy (Superman) +3D, Psychological Disorder (schizophrenia) +3D, Psychological Disorder (insomnia) +3D, Shady Background +2D, Unattractive Appearance +2D. Speed: 30. PDV: 7. Unarmed BDV: 5D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 4. Character Points: 32. Body Points: 41. Powers: Clinging 3D, Multiplicity 15D, Superattributes: Reflexes 4D, Superattributes: Physique 3D, Telepathy (duplicates) 6D.

The sonic field the doll emits causes 9 points of damage per round to anyone that comes within 90 feet of it. This damage automatically affects the heroes, so no skill test is necessary. Appropriate defensive powers might lessen or negate this damage. The best way to deal with it is by hitting it with a distance weapon. If the heroes are having any trouble, an S.C.U. sniper with ear protection shows up and takes the doll out.

Superbaby (Namrepus). All stats are 2D. Speed: 10. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 0. Body Points: 10. Powers: Sonic Manipulation (blast) 3D (enhancement: Extended Range [30 times die code]).

When defeated, the doll shrinks into a cube. The cube reads "Namrepus—doll #6 of 7." Any hero within sight of the cube must make a Heroic *willpower* test. Those who fail rush to grab the cube. Once someone grabs it, the other people affected by the collecting frenzy feel no further compulsion to get that particular cube. The hero who actually

takes the cube will not part with it for any reason.

After the doll (and possibly an escaped prisoner) is taken care of, Maggie Sawyer from the Metropolis S.C.U. shows up. Read the following aloud:

A woman in S.C.U. armor with short, light brown hair approaches with a grim look of determination on her face. "Well, that was interesting," she says. "I'm Inspector Sawyer. Thanks for helping out. Never a dull moment in this town. That doll contained some advanced technology. If I didn't know better, I'd say that Winslow Schott was responsible. Our sources say he had a shop in an old warehouse on the edge of the downtown area. Too bad we only have circumstantial evidence. Otherwise the S.C.U. could do something about this before anything else happens."

If the players don't recognize who Winslow Schott is, have everyone make Easy scholar rolls to see if their heroes remember that Winslow Schott is the Toyman, a former toy maker who uses playthings and games in his crimes.

Maggis is strongly suggesting the heroes check out the Toyman. If the heroes don't immediately decide to examine the warehouse, Maggie continues, "This guy is dangerous, and someone is going to get hurt if he isn't stopped. There's not much we can do right now, but we'd be grateful if you'd take a look at the place, and let us know what's going on."

The heroes have been directly told what to do, so they should be doing it. Continue on to "Power Problems." If the heroes refuse or decide to do something else, continue with "Power Problems" anyway, since they will be able to see it no matter which direction they choose to go.



POWER PROBLEMS

When the heroes leave Stryker's Island, read the following aloud:

As you head toward your destination, a bright flash on a TV screen catches your eye. You turn to get a better look and are instantly struck speechless by the strange scene that plays itself out



before you. A large purple dinosaur is perched atop the Greensburg Nuclear Facility. You rub your eyes, and look again. Yes, there definitely is a large purple dinosaur sitting on the power plant! It seems to be shooting some kind of weird energy out of its eyes right into the reactor itself. This would officially qualify as a bad thing.

The dinosaur has the ability to increase the power value of objects and people that get within 100 feet of it, causing all kinds of trouble. The power plant is overloading, and there will be a meltdown in 15 rounds. If the monster is defeated, the plant cools down, and disaster is averted. Heroes who get within 100 feet of the doll have their powers boosted by 5D per round of exposure! The result of this boosting should not be a good thing for the heroes, at least not at first. Heroes with Flight are suddenly flying *really* fast, careening off into the upper atmosphere. Heroes with Super-attributes: Physique are suddenly muscle-bound. It's up to the Narrator to decide exactly what to do to the heroes and their powers, but make sure the effect is spectacular and memorable. After a few rounds of boosting, allow the heroes to make *willpower*

checks. Heroic results or better indicate the hero has gained control over their boosted powers for two rounds. Characters who gain bonuses to their *willpower* due to the boosting can use their improved score to make the *willpower* test. The heroes who succeed should be able to beat the dinosaur to a pulp. Even if they don't right away, every round they keep getting boosted, so eventually the heroes should win. If the heroes find a way to lose this fight, you have two options.

First, you let the plant explode. So much for Metropolis. All wiped away in a dramatic nuclear blast.

For a more heroic solution, you can always have someone come to rescue the heroes. Superman isn't around, but Outburst and the other Supermen of America (stats are on pages 35–37) can show up in the nick of time. With his powers boosted to ridiculous proportions by the doll, Outburst can just point at the nuclear core and magnetically contain it, preventing it from exploding. He follows up his magnificent performance by finishing off the big purple dinosaur with a magnetic blast.

If the heroes win all by themselves, things go a little better. They save the city and become even bigger heroes. After the adventure is over, the heroes can expect media attention over this little fracas. The public just loves to be saved from total annihilation. In Metropolis, if the rescuing is done by someone other than Superman, the public wants to know! This newfound fame is a good hook for future adventures. The details, as always, are left to the Narrator to work out.

Purple dinosaur (Etisaraap). All stats are 2D except: *brawling* 10D, *Physique* 20D, *leap* 22D, *lifting* 24D. Speed: 50. PDV: 1. Unarmed BDV: 5D. *Physique/lifting* bonus: +12. Hero Points: 0. Villain Points: 1. Character Points: 5. Body Points: 70. Powers: Reality Manipulation (power/energy boost) 5D (affects everything within 100-foot radius, increases powers by +5D per round of exposure. A Heroic *willpower* roll will allow the victim temporary control over their boosted powers for two rounds. Powers revert to normal five minutes after the victim leaves the area of the power's effect. Enhancement: Extended Range [20 times die code]).

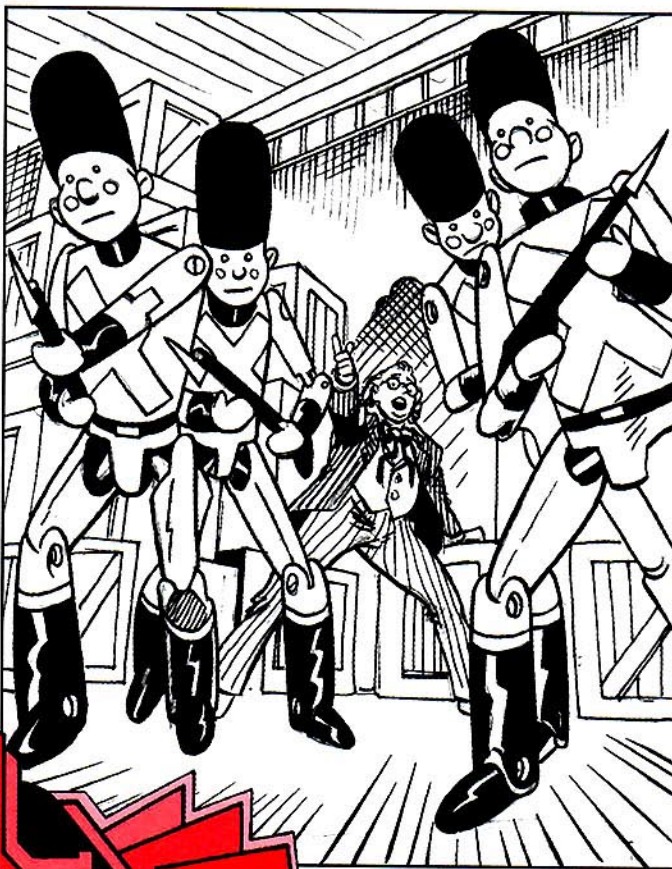
When defeated, the doll shrinks into a cube. The cube reads "Etisaraap—doll #1 of 7." Heroes who see the cube must make a Heroic *willpower* test. Those who fail will rush to grab the cube. Once someone takes it, no one else feels any further desire to get that particular cube. The hero who now has the cube will not part with it under any circumstances.

After the battle is over, the heroes should continue on to "Heroes in Toyland" and check out the Toyman. The heroes can stop and do whatever they want along the way, but as long as they indicate they are headed for the villain's place eventually, nothing special happens until they reach the Toyman's shop. If the heroes want to ignore the Toyman altogether, skip to "Garden of Doom." The panic in the park will be noticeable even from a distance, and no hero should refuse to help civilians in need. From there, they would be able to see the commotion at the Bald Club and proceed to "Hairy Situation." After that, the heroes won't know where to go to find the last doll unless they go to the Toyman's shop to get the delivery slip first. It pays to be thorough!

HEROES IN TOYLAND

When the heroes check out the address they got from Maggie Sawyer, read the following aloud:

The address you were given belongs to a run-down old warehouse. There is only one entrance to the building, the front sliding door. It is big enough to accommodate a truck, but looks to be so flimsy and lightweight that one person could easily move it. It does not appear to be locked, either. For that matter,



the whole building looks pretty flimsy. You could probably make your own entrance in any wall (or ceiling) with an application of muscle.

The door, walls, and ceiling have only 5 Body Points and a Passive Defense Value of zero. An unpowered human with a running start could probably blast right through the walls of this place, which are thin sheets

Once the security grid detects an intrusion, it automatically activates four toy soldiers. The toy soldiers fight until destroyed.

If the heroes bypass the grid, the soldiers never activate and the combat is avoided. In either case, read the following aloud when the heroes enter the warehouse:

The inside of this place is as dilapidated as the outside. Cardboard boxes litter the floor, stacked to the ceiling in places. The dim light filters through the dusty air, giving the whole room a dull glow. You can see the Toyman sitting in the corner of the room. He regards you with a vacant stare, barely acknowledging that he even notices your presence. He seems to be muttering something to himself, but you can't quite understand what he's saying.

If the heroes tripped the security system, continue by reading the following aloud:

Before you can approach the Toyman, four toy soldiers erupt out of some nearby boxes. These toy soldiers are five feet tall, and they carry big rifles complete with bayonets. They don't seem to want to play nice!

The heroes have to defeat the soldiers in combat before they can talk to the Toyman.

Toy soldiers. All stats are 2D except: *melee weapons* 4D (bayonet +2D), *marksmanship* 4D (toy rifle +2D). Speed: 20. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 1. Character Points: 10. Body Points: 30. Equipment: Toy rifle (BDV 5Dx4) with bayonet (BDV 4D).

Whether the heroes activate the soldiers or not, they eventually have to approach the Toyman. When they do, read the following aloud:

The Toyman doesn't react to your approach. He just sits on the floor, staring into space and muttering to himself. You can just make out what he's saying. "There is no fourth doll. There is no fourth doll. There is no fourth doll." That's all he says. Schott repeats the phrase over and over like some kind of mantra. The only other thing you notice is the slip of paper he is holding. You easily take the piece of paper from the Toyman and see that it is a confirmation of delivery slip. No details are given on what exactly was delivered, but the items were dropped off at the following locations: Stryker's Island Prison, Greensburg Nuclear Facility, Metropolis Park, The Metropolis Bald Club for Men, and Spilokopa Corporation.

The slip also gives the addresses of the locations, so

Metropolis Intracity Business Delivery

Confirmation of Delivery

Sender:

Winslow Schott

26B Warehouse Drive

Bakerline

Deliver To:

Number of Packages

Stryker's Island Prison - Stryker's Island 1

Greensburg Nuclear Facility - Hell's Gate 1

Centennial Park - New Troy 1

Metropolis Bald Club for Men - New Troy 1

Spilokopa Corporation - Queensland Park 1

Total Number of Packages:

5

Handout #1

of tin nailed to rotten wooden studs. Any disturbance of the walls or ceiling, however, alerts the Toyman to the heroes. Every inch of wall and ceiling is covered by a grid of tiny wires that activates an alarm with the smallest movement. This extremely effective security system can be avoided through a Legendary *security* roll or the use of certain superpowers. A hero with Teleportation and X-ray Vision, for example, could look inside to find an open spot to teleport to. A hero like the Atom could shrink small enough to pass through the wires without touching. Blasting through the floor from beneath is possible, but the security system will detect the vibration. Just use common sense when the heroes use their strange and unusual powers in creative ways.

you can find them easily. It looks like your work is cut out for you.

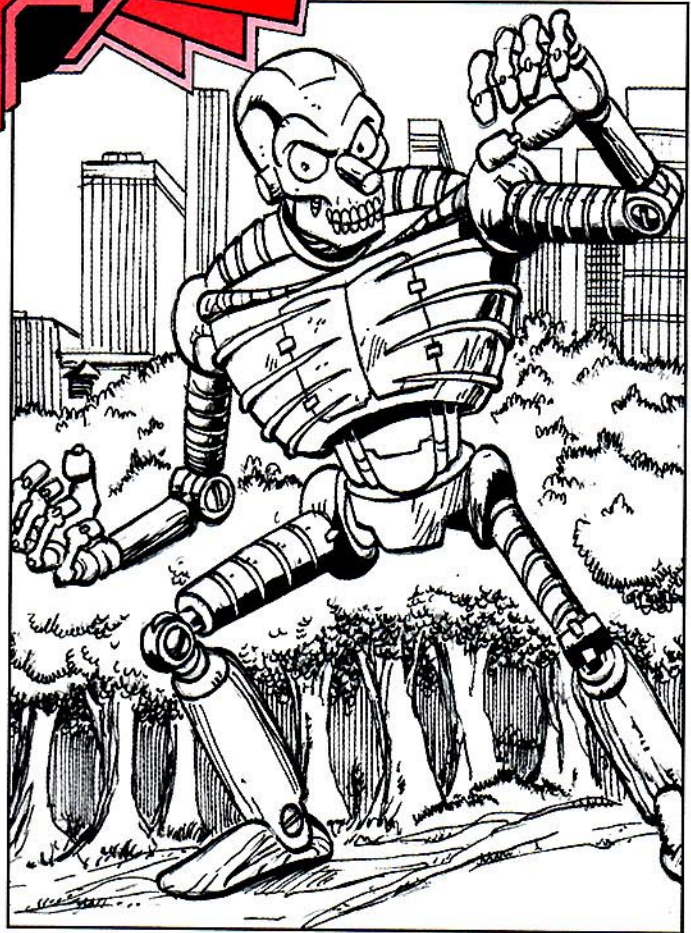
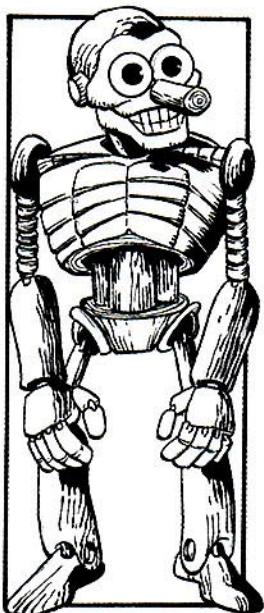
The heroes can approach the rest of the adventure in whatever order they want. Once they collect all five cubes, proceed to "Puzzle or Perish." Until then, it's up to the heroes to decide where they want to go. The Toyman is in shock from his exposure to Mxyzptlk's thoughts. Schott's three-dimensional mind is incapable of dealing with the Fifth Dimensional science used to build the dolls. He will remain in his comalike state until his mind is able to reject and forget the information. This should only take a few months at a nice, quiet mental health facility.

GARDEN OF DOOM

When the heroes check out the park, read the following aloud:

Centennial Park is lovely this time of year. The lush emerald grass and glorious flowers make this place an island of natural beauty in an ocean of concrete, steel, and glass. Families gather here to have picnics and enjoy the scenery. The sun is shining, the birds are chirping, and a giant wooden robot is attacking innocent bystanders. So much for a pleasant day at the park. As you bravely head toward the dangerous-looking automaton, it grabs a tree. In mere moments, the tree is sucked right up into the structure of the monster! When it assimilates the tree, the creature grows a little bit. There is a whole grove of trees just a few dozen feet away from the monster.

Big wooden robot (Ollatem). All stats are 2D except: *brawling* 10D, *Physique* 15D, *lifting* 20D. Speed: 30. PDV: 1. Unarmed BDV: 5D. *Physique/lifting* bonus: +10. Hero Points: 0. Villain Points: 1. Character Points: 5. Body Points: 50. Powers: Plant Manipulation (wood assimilation) 10D (when Ollatem absorbs a medium-sized tree, he can recover Body Points as if he had Healing at 10D or he can grow 1 foot; limitation: Rechargeable [absorb vegetation: equivalent of one medium-sized tree for every use of the power]).

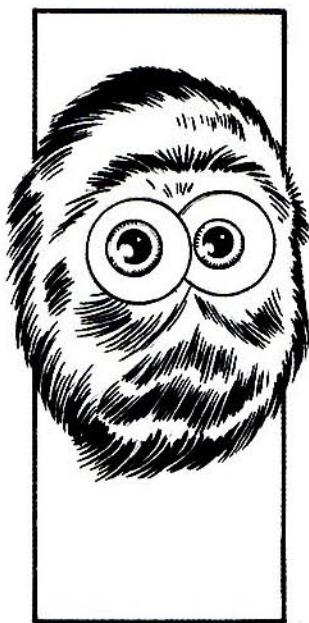


When defeated, the doll shrinks into a cube. The cube reads "Ollatem—doll #2 of 7." Any hero within sight of the cube must make a Heroic *willpower* test. Those who fail rush to grab the cube. Once someone grabs it, the others feel no further compulsion to get the cube. The hero who actually took the cube will not part with it for any reason.

HAIRY SITUATION

When the heroes travel to the Metropolis Bald Club for Men, read the following aloud:

The Bald Club for Men is a haven for the hair-challenged males of Metropolis. As you near the address, you hear a chorus of screams and the sound of a large amount of glass breaking. You arrive just in time to see one of the weirdest sights you are likely to see for a while. A giant ball of hair is rolling out of the front of the Bald Club for Men building, and it's headed down the street toward you! To make matters worse, there are a whole lot of innocent bystanders on the street who are going to meet a very hairy end if you don't help them quickly!



Giant hairball (Rohtul Xel). All stats are 2D except: *brawling* 15D, *Physique* 20D. Speed: 40. PDV: 1. Unarmed BDV: 7D. *Physique/lifting* bonus: +10. Hero Points: 0. Villain Points: 1. Character Points: 5. Body Points: 70. Powers: Snare: Hair 10D (on a successful *thrown weapons* hit, the victim is entangled, but he takes no damage the first round. Each round thereafter, the victim can make an op-

posed *Physique* or *lifting* roll against the power. If the victim succeeds, he escapes. If not, he's trapped in the giant ball of hair. Every third round, the victim is slammed into the ground, taking 7D+10 damage. No Effect Value is generated in this case, as this is an automatic hit).

After its defeat, the doll shrinks into a cube. The cube reads "Rohtul Xel—doll #7 of 7." Heroes within the area of the cube must make a Heroic *willpower* test. Those who fail the roll rush to grab the cube. As soon as someone picks it up, the other people under the influence of the frenzy feel no further desire to get that cube. The hero who actually takes the cube refuses to share it or give it up.

THE ANTI-FUN EQUATION

When the heroes check out Spilokopa Corporation, read the following aloud:

Spilokopa Corporation is a brand-new corporate entity. In fact, you can't really figure out what business they are in. The place looks normal enough—a plain office door in a plain old office building. The door isn't locked, and the lights are on. They must be open. Maybe you caught them before they opened the package that has the deadly doll in it.

You walk into a neatly appointed office. A large mahogany desk dominates the room. A high-back leather chair is situated behind the desk. The chair faces away from you, but from its

slight tilt, you can tell someone is sitting in it. The nameplate on the desk reads "Mr. Dieskrad." Beyond the desk and

chair is a huge window that offers a panoramic view of the Metropolis skyline. The person in the chair begins to speak.

"The city is beautiful, isn't it? I really think you should agree with me. Bad things happen to those who don't."

The chair spins around to reveal a clean-cut, average-looking businessman. But the dazzling energy beams that leap out of his teeth are anything but normal!

Dieskrad uses his Alpha Effect to make the heroes like him a lot. Anyone who succumbs to his Alpha Effect will defend Dieskrad at all costs, even against her other teammates. If the scene needs more action, have any approach or comment to Dieskrad, whatever its intent, be greeted with an attack by the controlled heroes. If all of the heroes are under Dieskrad's manipulation, Dieskrad will chuckle and leave the room. This also breaks the influence, freeing the heroes to deal with the animated doll.



PUZZLE OR PERISH



Not-so-normal businessman (Dieskrad). All stats are 2D except: *brawling* 3D, *dodge* 4D, *driving* 3D, *marksmanship* 4D (Alpha Effect +2D), *Knowledge* 3D, *computer ops* 4D, *languages* 4D, *medicine* 4D, *scholar* 4D (business +2D), *Presence* 5D, *bluff* 7D, *charm* 10D, *command* 7D, *persuasion* 10D, *willpower* 10D. Advantages: Attractive Appearance -2D, Charismatic -3D, Leadership Ability -2D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 1. Character Points: 15. Body Points: 25. Powers: Mind Control 10D (Alpha Effect; limitation: as soon as Dieskrad leaves the room, the effect wears off).

If defeated, the doll shrinks into a cube. The cube reads "Dieskrad—doll #3 of 7." Any hero within sight of the cube must make a Heroic *willpower* test. Those who fail will rush to grab the cube. Once someone grabs it, the other people affected by the collecting frenzy feel no further compulsion to get that cube. The hero who actually takes the cube will not part with it for any reason.

The heroes might decide to search the desk. It's mostly empty, except for a few business cards (see Handout #2).

When the heroes have all five cubes, read the following aloud:

Now you have collected five Incarcicubes. You feel a strange sense of accomplishment and self-worth. It's odd that collecting a bunch of rare dolls would make a grown person feel important, but there isn't time to think about that now. A flash of light temporarily blinds you. When your vision clears, you are greeted by a most unpleasant sight. You find yourself in a classroom, complete with blackboard, desks, and a teacher. The teacher is dressed in cap and gown, and you recognize him immediately—it's Mr. Mxyzptlk! Suddenly, the weirdness of the whole day becomes crystal clear. You notice that you are no longer in costume but are in caps and gowns similar to those of Mxyzptlk. Your "teacher" begins to speak: "Ah, my prized pupils! What have you learned this fine day? ... Oh really? Well, I am saddened that you learned so little. I was hoping you had figured out the anti-fun equation by now. Raise your hand if you think you have the answer..."

Mxyzptlk (see Chapter 3 for stats) calls on the heroes one at a time. If the heroes try to discuss the problem with each other, he shushes them, but he doesn't stop them if they whisper. The players must solve the puzzle to dispel Mxyzptlk back to the Fifth Dimension. The outcome of the adventure hinges on their answer. The puzzle works as follows: Take the name of the doll and its number. The number actually refers to which letter of that name is included in the anti-fun equation, which the heroes should have found on the business card in Dieskrad's office. So:

$1 + 7 + 6 + 3 + 2 = 5$
IS THE EQUATION FOR
NO FUN!

Handout #2

Doll #1, Etisarap: letter #1, which is E

Doll #2, Ollatem: letter #2, which is L

Doll #3, Dieskrad: letter #3, which is E

Doll #4: There is no doll four.

Doll #5 (this is the "answer")

Doll #6, Namrepus: letter #6, which is P

Doll #7, Rohtul Xel: letter #7, which is X

Plug the letters into the anti-fun equation, $1 + 7 + 6 + 3 + 2 = 5$, for: E X P E L = 5

If the heroes say "expel = 5" (or something similar), Mxyzptlk starts to disappear. Read the following aloud:

"Fiddlesticks! I can't believe I was foiled by you Superman-loving hero-types. What an embarrassment! I'll never live it down. My friends back in the Fifth Dimension will make fun of me. Ninety days of torture all because of you! When I get back to this three-dimensional mudball, I won't be after Superman, I'll be after you! Better count the days, students...the next lesson is a real killer! Ha ha ha ha ha ha..."

Mxyzptlk's laughter echoes through the classroom as he fades from view. Soon the classroom fades from view as well. You find yourselves back in your own clothes on the streets of Metropolis. Ninety days. You feel the unfamiliar sensation of fear when you think about it. Ninety days, and he'll be back. That's not a lot of time to figure out how to deal with such a powerful entity. Maybe you can talk to Superman about it. After all, no one has defeated Mxyzptlk more times than Superman. Ninety days to prepare. Doesn't seem like enough time.

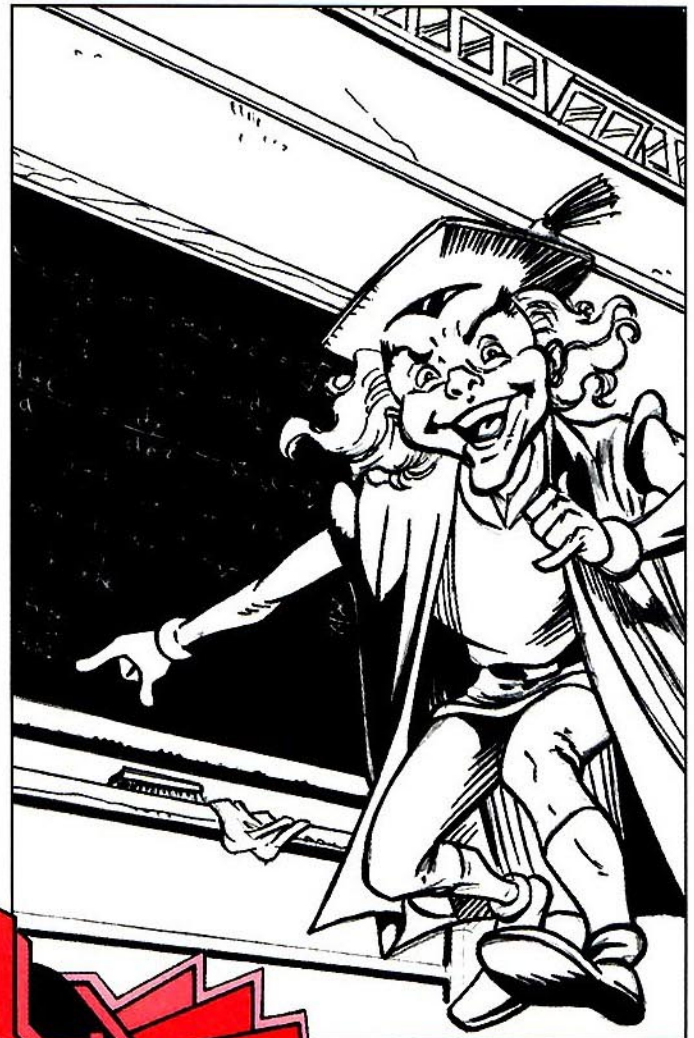
In the past, Mr. Mxyzptlk would return to the Fifth Dimension if he was tricked into saying his name backward. If the players cannot solve the puzzle, allow them to attempt to trick Mxyzptlk into doing this. The players can use the backward doll names to their advantage. If they compliment Mxyzptlk to get him off guard, he might make a mistake. For example, the players could say, "This scheme was really brilliant. I mean, you are a true genius. I especially like the names of the dolls. Quite droll, having them be famous people's names spelled backwards. I didn't understand that fifth doll, though. You know, Mxyzptlk? What was that supposed to be?" When he responds "Kltptyxm," of course, he vanishes. Not as much fun as the puzzle, but it will do in a pinch. Just be sure to make Mr. Mxyzptlk a fearsome and intelligent opponent. Judge any trick the players come up

with as fairly as possible, and deal with the results. If all else fails, let Mxyzptlk grow bored and leave. You could use this as a springboard for another adventure, and have the heroes chase after Mxyzptlk in another contest of wits.

REWARDS

Once the adventure has come to a close, it's time to give out points to reflect the heroes' experiences. Give each player two Character Points per scene that their heroes didn't need someone else to bail them out of trouble. If the players and their heroes work together to overcome each doll and Mxyzptlk, hand out 12 Character Points to each player. Figuring out the puzzle and sending Mxyzptlk back to the Fifth Dimension is worth one Hero Point per character.

Pass out two to four Character Points to those who roleplayed well. Finally, if everyone in the group had a good time, award each player with one or two more Character Points.



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