

Green Lantern First Draft Manuscript

Various Character Write-Ups

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By Scott McCullar

Please Note: Just as Christopher L. McGlothlin graciously uploaded the aborted draft manuscripts of his work for the *Flash Sourcebook* and the *Green Lantern Sourcebook* in the Files Section earlier this year (thanks!), I thought I'd clear out my own files and post what I had put together for my part of the contribution. With the cancellation that came quite a while ago for continued volumes showing no prospect (that I see) of a revival for the D6 DC UNIVERSE ROLEPLAYING GAME, I'm placing what I wrote into your hands to **unofficially** use for your games after being told (off-the-record) that we could "...do as you will with your (aborted) material."

Don't ask. Don't tell.

My first-draft manuscript for the GL sourcebook is now in the Files section in .PDF format. Please be aware in advance that:

- 1) This is the unedited text, which never received the benefit of Nikki and Fred's revisions.
- 2) Comments and questions are welcome, but please bear in mind this material was written in the year 2000 and is rather out-of-date in places. (Please do not e-mail me about missing information that was revealed after this time.)

I would like to add belated thanks for your support of the D6 DC UNIVERSE ROLEPLAYING GAME where I hope you would enjoy this manuscript and make use of it for your continued playing. I'd also like to say special thanks to former editor Fred Jandt, who gave me my professional big break.

My contributions to the aborted *Titans Sourcebook* will follow afterwards.

Enjoy!

Scott McCullar

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Arisia

ALIASES: Cynella, Cindy Simpson

OCCUPATION: Green Lantern and Fashion Designer

BASE OF OPERATIONS: Graxos IV

HEIGHT: 5'9"

WEIGHT: 112 pounds

EYES: Gold

HAIR: Blond

RACE: Graxosian

TECH LEVEL: Modern (1)

The fun-loving Arisia was born the daughter of Fentara, the deceased Green Lantern of Space Sector 2815 from the planet Graxos IV. The Guardians of the Universe bestowed upon Arisia a power ring making her the Green Lantern that neighbored Hal Jordan's sector of 2814 after he father's replacement had died. The gold-skinned beauty gravitated towards the experienced Green Lantern Corps members whom she easily befriended. Arisia led a fearless life as a Green Lantern, content with combating evil across the galaxy on several occasions.

With many prominent members of the Corps at her side, Arisia came to Earth after the Crisis event in which the Guardians had given up their stewardship. On Earth, she matured into a young woman who felt an attraction to the charming Hal Jordan. The couple's romance was brief until the friction split them apart.

Arisia was one of the thousands of Green Lanterns who lost power in her ring when the Main Battery of Oa shut down after the execution of Sinestro. She remained on Earth and attempted many times to become a ring-wielding Corps member once again without luck. Accepting a job with Guy Gardner, she became a hostess at Warrior's Bar. Arisia was caught in the middle of a quarrel and was murdered by the Quorum-altered Major Force as he eliminated Gardner's allies.

STRATEGY & TACTICS: Arisia relentlessly charged into battle to prove her worth to her teammates in order to mask her insecurities based upon her feelings of inferiority due to her young age.

Arisia

Reflexes 3D: *Acrobatics* 6D, *brawling* 6D, *dodge* 4D, *piloting* 4D

Coordination 3D: *Marksmanship (power ring)* 4D

Physique 3D

Knowledge 3D: *Languages* 4D (*English, Graxosian*), *navigation* 4D

Perception 4D: *Artist* 5D (*fashion design*), *know-how (power ring)* +2D)

Presence 3D: *Charm* 7D, *disguise* 4D, *persuasion* 5D, *willpower* 17D

ADVANTAGES/DISADVANTAGES: Allies (The Green Lantern Corps) -8D, Attractive Appearance -2D, Contact (Guy Gardner, Kilowog, Hal Jordan, Wildcat) -2D each, Fast Reactions -4D, Youthful Appearance -2D, Moral Code (Protect the weak and innocent) +6D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 0

CHARACTER POINTS: 23

BODY POINTS: 27

POWERS: Healing 10D (Limitation: Self Only)

EQUIPMENT: Green Lantern Ring.

Arkkis Chummuck

OCCUPATION: Green Lantern

BASE OF OPERATIONS: Toomey IV

HEIGHT: 6'8"

WEIGHT: 375 pounds

EYES: Dark Amber

HAIR: Brown

RACE: Toomian

TECH LEVEL: Modern (1)

Two opposing warrior races from the planets Toomey IV and Xanshi had been locked in battle for many years. In an attempt to gain the upperhand, an archivist from Toomey IV named Arkkis Chummuck lured the bird-like Green Lantern from the planet Xanshi into battle. In their struggle in which Arkkis used yellow battle armor, he defeated the ring-wielder. The power ring found a worthy successor in Arkkis, who acquired the ring from his slain opponent. As the honor-bound warrior's code called for, Chummuck ate the corpse of the slain Green Lantern as custom by his race in order to give honor to his death.

Now the Green Lantern of space sector 1536, Arkkis Chummuck used his gift as an instrument that allowed him to end the war between his world and Xanshi. On Oa, Arkkis was placed on trial by the Green Lantern Corps for misusing the power ring to take over his home world's leader and conquer the Xanshi. As the proceedings ended, he was absolved because he had brought peace to the two worlds but was placed under probation.

Arkkis was killed during the rescue of three guardians who had been abducted by Maaldor. Arkkis Chummuck sacrificed his life by absorbing the emerald energy of several Corps members and allowed it to explode killing both him and Maaldor.

STRATEGY & TACTICS: The fierce Green Lantern named Arkkis Chummuck was an honor-bound warrior who used both his brute strength and keen mind to defeat his enemies.

Arkkis Chummuck

Reflexes 9D: *Brawling* 11D (*claws* +2D), *melee weapons* 12D, *piloting* 10D

Coordination 9D: *Marksmanship* (*power ring*) 10D

Physique 6D: *Lifting* 9D, *resistance* 13D

Knowledge 6D: *Arcane Lore* 7D, *computer operations* 8D, *forgery* 9D, *languages* (*English*, *Toomian*, *Xanshi* +1D each), *navigation* 9D, *research* 7D, *scholar* 6D

Perception 3D: *Know-how* (*power ring* +2D), *search* 4D, *streetwise* 4D, *tracking* 4D

Presence 4D: *Command* 5D, *intimidation* 10D, *persuasion* 7D, *willpower* 18D

ADVANTAGES/DISADVANTAGES: *Allies* (Green Lantern Corps) -8D, *Acute Senses* (Smell) -2D, *Courage* -2D, *Intimidating Grin* -2D, *Hardiness* -4D, *Special Equipment* (Power Ring) -5D, *Argumentative* +1D, *Obsessive Tendencies* (Eats his victims) +2D, *Shady Background* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +3

HERO POINTS: 6

VILLAIN POINTS: 2

CHARACTER POINTS: 24

BODY POINTS: 46

EQUIPMENT: Green Lantern Ring.

Black Canary II

REAL NAME: Dinah Laurel Lance

OCCUPATION: Florist/Adventurer

BASE OF OPERATIONS: Star City (formerly Gotham)

HEIGHT: 5'4"

WEIGHT: 115 pounds

EYES: Blue

HAIR: Black (dyed Blond)

RACE: Human

TECH LEVEL: Modern (1)

Dinah Laurel Lance is the daughter of the original Black Canary who served in the JSA. Enamored with their adventures, she donned her mother's costume to become the second Black Canary. Not soon after moving to Star City, she joined with Green Lantern (Hal Jordan) and other heroes of the Silver Age to form the Justice League of America.

While Hal Jordan had the hots for the Blond Bombshell, she was mainly interested in his sharp-shooting partner, the Green Arrow. Black Canary would later join the hard traveling heroes on their "Quest for America" after being rescued from a commune led by a cult leader named Joshua who had brainwashed her. The romance heated up between Oliver and Dinah. Green Arrow had recently lost his fortune and started a publicity agency that he ran rent-free upstairs over Dinah's flower shop. Black Canary also helped his ward, Roy Harper, go cold turkey from his heroin addiction.

STRATEGY & TACTICS: Black Canary shared a number of adventures alongside Green Lantern and Green Arrow during this era. She is a team player who uses her attractive looks to distract male opponents while taking them down with martial arts prowess or a sonic scream she calls the "Canary Cry."

Black Canary II

Reflexes 4D: *Acrobatics* 6D, *brawling* 6D, *dodge* 6D, *driving* 5D (*motorcycle* +2D), *martial arts* 8D (all maneuvers +1D each), *melee weapons* 5D, *sneak* 5D

Coordination 4D: *Catch* 5D, *lockpicking* 5D, *marksmanship* 0D, *sleight of hand* 5D

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

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

Perception 3D: *Artist (singing, floral arrangements, fashion design)* 5D each, *hide* 4D, *know-how (gardening)* 4D, *search* 4D, *streetwise* 4D, *surveillance* 4D

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

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

SPEED: 30

PDV: 3

UNARMED BDV: 4D/1D

P/L BONUS: +1

HERO POINTS: 14

VILLAIN POINTS: 0

CHARACTER POINTS: 32

BODY POINTS: 30

POWERS: Sonic Manipulation (scream) 8D.

EQUIPMENT: Motorcycle.

NOTE: The characteristics reflect the era when the Hard Traveling Heroes went on a "Quest for America".

Charlie Vickers

OCCUPATION: Actor / Green Lantern

BASE OF OPERATIONS: Space Sector 3319/Hwagaagaa (formerly Earth)

HEIGHT: 6'0"

WEIGHT: 186 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Charlie Vickers was an actor who played Green Lantern in a series on television. Charlie's brother was killed one day on the set while he was standing in for him. With the help of the "real" Green Lantern named Hal Jordan, the pair tracked down the alien murderers with the help of Tomar Re. On the Guardian's prison planet, Hal was compelled to appoint Vickers into the role of a temporary Green Lantern.

Charlie's successful stint led him to becoming fully inducted where he was assigned to patrol space sector 3319. As a Green Lantern, he remained active on many cases with the Corps but his interaction with non-humanoid shaped aliens led to him having second thoughts about his assignment. Charlie could not relate to their varied physical and social differences.

The despondent Vickers was further alienated after the death of Sinestro and the collapse of the Main Power Battery. He was left stranded on a far away world without powers where he was forced to teach those aliens around him about the virtues of Earth with strength, resistance, and sacrifice. Soon after the Green Lantern Corps was destroyed, John Stewart recruited a number of former Green Lanterns, including Charlie Vickers, to become Darkstars in order to fill the void the Corps had left. As a Darkstar, Vickers was killed in the Battle of Rann while defending the world from Grayven.

STRATEGY & TACTICS: Charlie is motivated by responsibility. Though he had Xenophobic feelings toward non-humanoid aliens, Vickers overcame his shortcomings by drawing upon the strengths of Earth's mankind in all of its resourcefulness.

Charlie Vickers

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

Coordination 3D: *Marksmanship* (power ring +2D)

Physique 3D: *Resistance* 4D

Knowledge 3D

Perception 3D: *Artist (Actor)* 5D, *know-how* (power ring +2D)

Presence 2D: *Bluff* 3D, *charm* 4D, *command* 2D, *disguise* 4D, *persuasion* 4D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Acting Ability -2D, Charismatic -3D, Contact -6D (Green Lantern Corps), Special Equipment (Power Ring) -5D, Paranoia (Xenophobic of non-humanoids) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 27

BODY POINTS: 34

EQUIPMENT: Green Lantern Power Ring.

NOTE: The characteristics listed here are from the time prior to his becoming a Darkstar.

Chaselon

OCCUPATION: Green Lantern

BASE OF OPERATIONS: Barrio III

HEIGHT: 2'0" (4'0" with robotic legs)

WEIGHT: 425 pounds

EYES: Crystal

HAIR: None (wears black Mohawk-like wig)

RACE: Barriite

TECH LEVEL: Postmodern (2)

The Green Lantern named Chaselon was a multi-faceted crystalline entity from the planet Barrio III. He had added to his spherical form a pair of robotic serpentine-like arms and legs, topped off with a black Mohawk-like wig, that led him to believe he would blend in better if he resembled other humanoid species.

This experienced Green Lantern served in many skirmishes to protect space sector 1416 and would be instrumental in the capturing of many space-traveling threats during the Defense of Oa, the Battle with the Weaponers from Qward, and the Crisis Event in which he added to his patrols the neighboring space sectors of 1417 and 1418.

Chaselon lost his power ring after the execution of Sinestro and the collapse of the Main Power Battery. This veteran Green Lantern was recruited later by Hal Jordan to help reform a new Green Lantern Corps in which Chaselon protected the Barriite City on the Oan Mosaic World and recruiting other Green Lantern Corps members. Later, a deranged Hal Jordan who had gone rogue and absorbed the power from the Main Battery shattered Chaselon into thousands of crystal fragments. His splintered remains were left floating in outer space near the location of Oa.

STRATEGY & TACTICS: Like other Barriites, Chaselon possessed thirteen different senses and can communicate with his race through a "universal harmonic". Though he was afraid he wouldn't be accepted because of his awkward appearance in comparison to other species, he sold himself short because he was well respected for his strong character, braveness, and tireless effort to work with other Corps members.

Chaselon

Reflexes 2D: *Brawling (robotic appendages)* 4D, *climbing (robotic appendages)* 3D

Coordination 2D: *Marksmanship (power ring)* +2D

Physique 4D: *Resistance* 6D

Knowledge 3D: *Science* 4D

Perception 8D: *Know-how (power ring)* +2D, *search* 9D (*other Barriites* +6D)

Presence 2D: *Willpower* 9D

ADVANTAGES/DISADVANTAGES: Acute Senses -26D, Courage -2D, Sixth Sense -2D, Enemy (Missile Men) +2D, Low Self-Esteem (appearance around non-humanoids) +3D

SPEED: 30

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 8

VILLAIN POINTS: 0

CHARACTER POINTS: 32

BODY POINTS: 45

POWERS: Supersenses 5D, Telepathy 8D (Limitation: Only linked to other Barriites).

EQUIPMENT: Green Lantern Power Ring.

Ch'p

OCCUPATION: Green Lantern

BASE OF OPERATIONS: Los Angeles and H'lven

HEIGHT: 1'9"

WEIGHT: 22 pounds

EYES: Black

HAIR: Brown

RACE: H'lvenite

TECH LEVEL: Modern (1)

Ch'p was captured and sentenced to death after defended his forest world of H'lven from the invading Crabster forces led by the traitorous Dr. Ub'x. A Guardian of the Universe recognized his courage and came to the prisoner to offer Ch'p the ring of the fallen Green Lantern who had died during the invasion. The fuzzy freedom fighter accepted the honor and used his gift to defeat the trespassers.

As the new Green Lantern of Sector 1014, the fun-loving Ch'p soon married his beloved M'nn'e. He helped the neighboring world of Berrith and participated in many errands of mercy. Soon after the so-called Crisis in which he helped, Ch'p returned to his homeworld to inexplicably find the reality of H'lven had changed. His world no longer recognized him nor his wife who had strangely married his best friend, D'll.

Ch'p left home and joined the Green Lantern Corps on Earth to make a new start. Ch'p once again encountered Dr. Ub'x and was able to convince the scientist to mend his evil ways. After visiting the 58th Century to help a race of similar descendants named the B'rkr's, Ch'p returned to his time and H'lven to win back his wife to no avail. Ch'p helped John Stewart oversee the Mosaic Cities for a short time until waking from hibernation where the dazed arboreal ring-wielder was killed by a yellow truck.

STRATEGY & TACTICS: Ch'p used cartoon-like antics to creatively control his power ring. The fearless monk used his small size to his advantage against foes that underestimated him. His will was his best weapon.

Ch'p

Reflexes 3D: *Acrobatics* 6D, *climbing* 4D, *dodge* 4D

Coordination 3D: *Marksanship (power ring)* 4D, *thrown weapons (acorns +2D)*

Physique 1D: *Lifting* 2D

Knowledge 2D: *Arcane Lore (H'lven Customs +5D)*, *languages* 4D (*English, H'lven*), *navigation* 4D

Perception 3D: *Know-how (power ring +2D, size manipulation +2D)*

Presence 3D: *Animal handling* 6D, *charm* 6D, *willpower* 16D

ADVANTAGES/DISADVANTAGES: *Allies (Green Lantern Corps)* -8D, *Animal Friendship* -2D, *Charismatic* -3D, *Contact (Dr. Ub'x)* -2D, *Courage* -2D, *Depression (Lonely)* +6D, *Obsessive Tendencies (Cartoon-like Antics)* +6D

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 0

CHARACTER POINTS: 18

BODY POINTS: 19

POWERS: Size Manipulation (Limitations: Self) 3D.

EQUIPMENT: Green Lantern Ring.

Eddore

OCCUPATION: Green Lantern

BASE OF OPERATIONS: Tront

APPEARANCE: An amoeba-like being of fluid form

EYES: Pink-like sparkles

RACE: Trontian

TECH LEVEL: Modern (1)

The Green Lantern from Tront was an amorphous alien being that moved in a gelatin like fluid form that had sparks that permeated throughout. Eddore was the Green Lantern who patrolled space sector 1419 and knew Hal Jordan's predecessor, Abin Sur. Eddore participated heavily in the battle against Nekron and Krona during a war and other various skirmishes. While Hal Jordan was exiled earlier in his career as a Green Lantern, Eddore was one of the Green Lantern Corps members called upon by the Guardians during the "psychodrama test" to evaluate Hal's capabilities.

Eddore also played a supportive role in the Invasion of Qward to battle the over two thousand members of the Anti-Green Lantern Corps. During the Crisis, the Guardians assigned Eddore to partner with Salakk of Slyggia from the neighboring space sector 1418. Eddore was killed during the struggle on Qward caused by the destruction from the events of the Crisis.

STRATEGY & TACTICS: Eddore constantly moved in his fluid like form. Neither truly gaseous nor liquid, he did emulate both a vaporous and water-like form of movement in his amoebic composition. Eddore is sealed in a protective gelatinous and malleable capsule that holds his matter together. Swiftly making his way through space, Eddore was a loyal member of the Green Lantern Corps who assisted the members of his intergalactic team.

Eddore

Reflexes 7D: *Escape artist* 10D, *sneak* 9D

Coordination 6D: *Marksmanship (power ring +2D)*

Physique 3D: *Swimming* 15D

Knowledge 3D: *Science (chemistry)* 4D

Perception 4D: *Know-how (Density Manipulation, Elasticity, power ring +2D each)*

Presence 2D: *Willpower* 10D

ADVANTAGES/DISADVANTAGES: Contact (Green Lantern Corps) -6D, Fast Reactions -4D, Special Equipment (Power ring and seal body suit) -5D each, Unattractive Appearance +2D

SPEED: 30

PDV: 4

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 19

BODY POINTS: 23

POWERS: Density Manipulation 5D, Elasticity 2D, Water Manipulation 2D, (Limitation to All Powers: Self -2D each).

EQUIPMENT: Green Lantern Power Ring.

Galius-Zed

OCCUPATION: Green Lantern

BASE OF OPERATIONS: Galavantia II (later Rann)

HEIGHT: 5'3"

WEIGHT: 679 pounds

EYES: Sepia

HAIR: none

RACE: Galavantian

TECH LEVEL: Modern (1)

Galius-Zed is a squat, pink-skinned alien with three stubby legs and two arms that are attached to his giant head. The noble Galius-Zed from Space Sector 1421 was among those Green Lanterns who participated in the battle against Nekron and Krona. While Hal Jordan was exiled earlier in his career as a Green Lantern, Galius-Zed was one of the Green Lantern Corps members called upon by the Guardians during the "psychodrama test" to evaluate Hal's capabilities.

Galius-Zed also played a supportive role in the Invasion of Qward to battle the over two thousand members of the Anti-Green Lantern Corps. He survived the Crisis but lost his power ring after the death of Sinestro and the collapse of the Main Power Battery. John Stewart recruited Galius-Zed along with a number of former Green Lanterns to become Darkstars in order to fill the void left by the Green Lantern Corps destruction. He assisted on many cases and helped repel an alien invasion of Earth.

After the Controllers abandoned the Darkstar project, the remaining Darkstars with battle armor, which included Galius-Zed, defended Rann against Gravyen. After the battle, the former Green Lantern stayed behind on Rann to help Adam Strange rebuild the destroyed city of Ranagar. Galius-Zed was killed by the villain named Fatality as she stalked former Corps members.

STRATEGY & TACTICS: The noble Green Lantern uses his intimidating looks to his advantage when battling foes. He was counterbalanced by an additional limb and was often a heavy hitter as he worked well with other team members.

Galius-Zed

Reflexes 3D: *Brawling* 5D, *climbing* 4D

Coordination 3D: *Catch* 8D, *marksmanship* (power ring +2D)

Physique 4D: *Resistance* 7D

Knowledge 3D

Perception 3D: *Know-how* (power ring +2D)

Presence 3D: *Intimidation* 8D, *willpower* 11D

ADVANTAGES/DISADVANTAGES: Contact (Adam Strange) -2D, Contact (Green Lantern Corps) -6D, Courage -2D, Intimidating Grin -2D, Special Equipment (power ring) -5D, Targeted for Assassination (Fatality) +3D, Hideous Appearance +2D

SPEED: 30

PDV: 0

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 7

VILLAIN POINTS: 0

CHARACTER POINTS: 23

BODY POINTS: 46

NATURAL ABILITIES: Extra Body Part (Third "leg" which acts as "tail" and Natural Weapon: Tail)
+2D

EQUIPMENT: Green Lantern Power Ring.

NOTE: The characteristics listed here are from the time prior to his becoming a Darkstar.

Green Arrow I

REAL NAME: Oliver Queen

OCCUPATION: Publicist/Adventurer

BASE OF OPERATIONS: Star City

HEIGHT: 5'11"

WEIGHT: 178 pounds

EYES: Green

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Playboy Oliver Queen's life changed when he was thrown overboard off a yacht and washed up on Starfish Island. In order to survive, he built himself a makeshift bow and honed his archery skills. Upon returning to civilization, he became the Green Arrow, protector of Star City who fought injustice with his sidekick, Speedy.

After Ollie and Hal Jordan met in Minglia, Green Lantern inducted Green Arrow into the JLA. Shortly later, a penniless Oliver Queen went on a "Quest for America" with Hal and the Guardian known as Appa Ali Apsa in order to examine humanity on Earth where Queen's girlfriend, Black Canary joined them later. It was also a time when the distance grew between the Battling Bowmen resulting in Roy Harper turning to heroin.

In the years to come, Hal and Oliver remained the best of friends though they often irritated each other. When Hal Jordan became Parallax, it was Green Arrow who fired the arrow into the heart of his best friend that halted Jordan's plans of reshaping the universe. Oliver Queen later died in a plane over Metropolis while saving the city from a mutagenic bomb. While it still remains a mystery of how Green Arrow returns, it looks like his old friend may have had a hand in his current resurrection.*

(*Note: This was written PRE-QUIVER and reflects the HARD TRAVELING HEROES stats)

STRATEGY & TACTICS: Oliver has a tendency to dive into action before thinking out a situation. A man of instinct who sometimes shirks responsibility, Green Arrow is the world's greatest archer.

Green Arrow (Oliver Queen)

Reflexes 4D: *Acrobatics* 6D, *brawling* 8D, *climbing* 6D, *dodge* 7D, *driving* 6D (Arrowcar +2D), *melee weapons* 6D, *piloting* 6D (Arrowplane +2D), *sneak* 9D

Coordination 4D: *Catch* 6D, *lockpicking* 5D, *marksmanship* 6D, *missile weapons* 6D (*bow* +10D), *thrown weapons* 5D

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

Knowledge 3D: *Criminology* 6D, *medicine (first aid +1D)*, *security* 7D

Perception 4D: *Hide* 9D, *invent* 5D (*trick arrows* +10D), *search* 7D, *shadowing* 7D, *streetwise* 7D (Star City +4D), *surveillance* 7D, *survival* 8D, *tracking* 9D

Presence 4D: *Bluff* 6D, *charm* 9D, *interrogation* 7D, *intimidation* 7D, *persuasion* 9D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Acute Senses (sight) -2D, Attractive Appearance -2D, Contact (Star City Government) -2D, Contact (JLA and Speedy) -4D each, Contact (Black Canary and Hal Jordan) -6D each, Fast Reactions -4D, Observant -2D, Speed Draw (arrows) -1D, Debt +8D, Delusions of Grandeur +3D, Enemy (Clock King, General Zho, John Deleon, Merlyn,

Nicholas Kotero) +3D each, Secret Identity +3D

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +3

HERO POINTS: 18

VILLAIN POINTS: 0

CHARACTER POINTS: 92

BODY POINTS: 30

EQUIPMENT: Bow (range: 60/150/240), quiver if 20 trick arrows, each with 5 Body points.

NOTE: The characteristics reflect the era when the Hard Traveling Heroes went on a "Quest for America". To reflect his current state with his recent "resurrection" states as a "hollow", he gains the Advantage Patron (Stanley Dover) -4D while gaining the Disadvantages Psychological Disorder (social readjustment) +3D and Sworn Enemy (Etrigan) +3D.

Green Arrow II

REAL NAME: Connor Hawke
OCCUPATION: Buddhist Monk
BASE OF OPERATIONS: Mobile
HEIGHT: 5'9"
WEIGHT: 160 pounds
EYES: Green
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Connor Hawke grew up in the Ashram Monastery only knowing his father through newspaper clippings regarding his adventures as the Green Arrow. His father, Oliver Queen, briefly returned to that monastery and took the youth under his tutelage though he didn't know it was his son. He found out moments too late.

Oliver died in an airplane explosion over Metropolis saving the city. To fill the void left by his father, Connor wandered the Earth as the new Green Arrow joined by Eddie Fyers at his side. Connor soon joined the JLA and became close friends with the new Green Lantern named Kyle Rayner. The two Emerald Gladiators shared a common bond due to their inherited namesakes and the lost father figures in their lives.

Connor left the JLA and was soon targeted by the Brotherhood of the Monkey Fist because of his martial art prowess. Connor recently put aside his identity as Green Arrow to search with Master Jansen and Eddie Fyers for the father he now believes is alive.*

(*Note: This was written PRE-QUIVER storyarc before GREEN ARROW #1.)

STRATEGY & TACTICS: Connor Hawke is one of the world's greatest martial artists and an excellent archer. Connor is a pacifist who weighs his options using only the minimal amount of damage he needs to use in combat.

Green Arrow (Connor Hawke)

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

Coordination 4D: *Missile weapons* 11D (bow +5D), *thrown weapons* 7D

Physique 4D: *Resistance* 5D

Knowledge 3D: *Medicine* 5D (*first aid* +1D), *security* 5D

Perception 4D: *Hide* 6D, *repair (bow and arrows)* 6D, *search* 6D, *shadowing* 5D, *tracking* 6D

Presence 3D: *Animal handling* 4D, *bluff* 4D, *persuasion* 4D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Acute Balance -2D, Contact (Arsenal, Black Canary, Eddie Fyers, Grand Rahfi, JLA, and Robin III) -6D each, Fast Reactions -4D, Speed Draw (arrows) -3D, Dependent (Master Jansen) +1D, Enemy (Lady Shiva, Milo Armitage, Silver Monkey) +2D each, Targeted for Assassination +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 12

BODY POINTS: 39

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

NOTE: The characteristics are for just after the battle with Arrakhat.

Medphyl

OCCUPATION: Green Lantern

BASE OF OPERATIONS: J586

HEIGHT: 6'9"

WEIGHT: 135 pounds

EYE: Amber

HAIR: Branches with Green Leafs

RACE: Species from J586

TECH LEVEL: Modern (1)

Medphyl was from the planet of J586, a world dominated by plant life. This one-eyed Green Lantern first met Hal Jordan during the Earthman's trial at Yquem. He fought in the battle against Nekron and Krona and also participated in the Invasion of Qward to destroy the Anti-Green Lantern Corps. Shortly after his mentor, Jothra, died, Medphyl used his power to separate the plant-beings of his J586 when they had merged with Earth's Swamp Thing who had come down to visit their homeworld. Medphyl later joined the Darkstars and fought Gravyen on the planet Rann.

Jediah Rikan, the despot of the Crown Empire of Planets who succeeded the Starman known as Prince Gavyn, recruited the powerless Medphyl to be his servant. Rikane offered the dark-hearted Medphyl power and his own planet to rule if he would act as a spy to discover what was the "Activator" that would oppose Rikane. During the citizen uprising with the return of Prince Gavyn, the deceptive Medphyl betrayed Princess Merria and Starman Jack Knight in his dark pact with Rikane. Before he was able to shoot Starman, Jack Knight beat him to the draw with his Cosmic Staff and killed Medphyl in self-defense.

STRATEGY & TACTICS: Medphyl was a courageous Green Lantern who later in life let his disgruntlement and hunger for the power again lead him to destruction.

Medphyl

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

Coordination 4D: *Marksmanship* 7D (*power ring* +2D)

Physique 4D: *Resistance* 6D

Knowledge 3D: *Medicine (first aid* +1D), *science* 5D, *security* 4D

Perception 5D: *Know-how* (*power ring* +2D), *survival* 6D (*forest* +6D)

Presence 2D: *Bluff* 9D, *disguise* (*forest* +6D), *intimidation* 4D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Contact (Swamp Thing) -2D, Contact (Green Lantern Corps) -6D, Special Equipment (*power ring*) -5D, Delusions of Grandeur +3D, Medical Problem (Over-sensitive to Cold) +6D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 34

BODY POINTS: 35

POWERS: Plant Manipulation 10D.

EQUIPMENT: Green Lantern Power Ring.

NOTE: The characteristics listed here are from the time prior to his pact with Jediah Rikane. To reflect his state after Zero Hour, he loses Special Equipment (power ring) -5D and gains Contact (Jediah Rikane) +4D Advantage while gaining the Disadvantages Dark Secret (traitor) +3D and Sworn Enemy (Starman) +3D each. He also gains 3 Villain Points.

Raker Qarrigat

OCCUPATION: Green Lantern

BASE OF OPERATIONS: Apokolips

HEIGHT: 6'4"

WEIGHT: 275 pounds

EYES: White

HAIR: Light Blue

RACE: Unrevealed

TECH LEVEL: Modern (1)

Raker Qarrigat was one of the original Green Lanterns. The Guardians dispatched him centuries ago to Apokolips after two previous envoys failed to return. Raker had his hand broken and ring removed after confronting Darkseid where he later escaped to Oa to ready the Guardians for conflict.

Raker swelled the ranks of the Green Lantern Corps to 3600 members from around the galaxy. With the Corps his to lead, Raker rallied them in an assault against Apokolips that was thwarted by Apokolips' armies who wore yellow armor because Desaad uncovered the ring's weakness. With two-thirds of the Lanterns' ranks obliterated, the Guardians interrupted the final battle and negotiated a truce with Darkseid who agreed on one condition – that Raker become his prisoner.

Expunged from the Great Book of Oa, Raker spent centuries as a fugitive on Apokolips awaiting the Guardians to free him. Due to a Boom Tube mishap, the Green Lantern named Kyle Rayner and Orion arrived on Apokolips where they met the lost Green Lantern in the sewers. Believing he had sacrificed his life so they might escape, Kyle and Orion left Raker behind alive on Apokolips.

STRATEGY & TACTICS: Raker was the natural born leader of the Green Lantern Corps. There is evidence to suggest that he holds a battery to recharge his ring in the jewel of his cowl. Why it remains charged is a mystery. He fights in the shadows against Darkseid once more where he has been all but forgotten.

Raker Qarrigat

Reflexes 3D: *Brawling* 8D, *dodge* 5D, *melee weapons* 8D, *sneak* 9D

Coordination 3D: *Marksmanship* 9D (*power ring* +5D)

Physique 5D: *Lifting* 6D, *resistance* 7D

Knowledge 4D: *Medicine (first aid)* +1D, *science* 5D, *security* 9D

Perception 4D: *Hide* 13D, *know-how* 6D (*power ring* +2D), *repair* 7D, *streetwise* 8D (*Apokolips* +10D), *survival* 14D

Presence 3D: *Command* 10D (*original Corps* +10D), *intimidation* 7D, *persuasion* 8D, *willpower* 14D

ADVANTAGES/DISADVANTAGES: *Contact (Green Lantern Corps)* -6D, *Courage* -2D, *Hardiness* -4D, *Preparedness* -4D, *Special Equipment (power ring)* -5D, *Youthful Appearance* -2D, *Enemy (Darkseid)* +6D, *Fugitive* +3D, *Shady Background (Deleted from the Great Book of Oa)* +2D.

SPEED: 30

PDV: 0

UNARMED BDV: 2D

P/L BONUS: +3

HERO POINTS: 11

VILLAIN POINTS: 0

CHARACTER POINTS: 72

BODY POINTS: 65

EQUIPMENT: Green Lantern Power Ring.

Solomon Grundy

REAL NAME: Cyrus Gold (in prior life before transformation)

OCCUPATION: Brute

BASE OF OPERATIONS: Slaughter Swamp (outside of Gotham City)

HEIGHT: 7'5"

WEIGHT: 517 pounds

EYES: White

HAIR: White

RACE: Human/plant composite

TECH LEVEL: Primitive (0)

A Gotham merchant named Cyrus Gold was murdered in Slaughter Swamp in 1894. His body was left to decay in the bog for nearly a half century when rotten wood and other vile vegetation accumulated around his skeleton and transformed him into a pale giant creature that came to life in the swamp gases.

The creature emerged from the muck and stole the clothes from two escaped prisoners who were hiding. It next came across a camp of startled hobos who asked him what his name was. All the swamp creature could say was that he was born on a Monday. One criminal remarked he was like the nursery rhyme character "*Solomon Grundy who was born on a Monday.*"

Adopting that name, Solomon Grundy went on a murderous rampage where he was finally defeated by who was to become his greatest enemy, Green Lantern I (Alan Scott). The two would class several times over the next fifty years as the creature resurrected each time with a different aspect of Cyrus Gold's personality.

STRATEGY & TACTICS: Solomon Grundy possesses a strong hatred towards Green Lantern. He is a mindless brute that plows through everything in his path with immense strength leaving a trail of destruction in his wake.

Solomon Grundy

Reflexes 3D: *Brawling* 8D (*haymaker* +2D), *dodge* 4D, *melee weapons* 4D

Coordination 2D: *Thrown weapons* 4D

Physique 8D: *Lifting* 9D, *resistance* 10D

Knowledge 1D

Perception 2D: *Hide* 4D, *survival* 3D

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

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Hardiness* -4D, *Intimidating Grin* -2D; *Impulsiveness* +2D, *Obsessive Tendencies* +2D, *Sworn Enemy (Green Lantern I)* +3D, *Technologically Challenged* +5D, *Unattractive Appearance* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 4D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 6

CHARACTER POINTS: 23

BODY POINTS: 60

NATURAL ABILITIES: Solomon Grundy is an apparently immortal plant-like being able to resurrect itself in a new form after a period of time after it is killed. Each time he is resurrected, roll a Wild Die. If a Critical Success is rolled, his *Knowledge* is 2D and he is a docile gentle being. If a Success is rolled, his *Knowledge* is 1D and he is mindless brute bent solely on destruction but easily manipulated by others. If a Failure is rolled, his *Knowledge* is 1D and he is a kind, good-hearted brute. If a Critical Failure is rolled, his *Knowledge* is 2D and he is a black-hearted being capable of cruelty and wickedness. All of his other characteristics remain the same.

Grundy's woodish structure also gives him a measure of protection against attacks (Invulnerability 6D) and nourishment (Sustenance 3D). Grundy has shown an ability to absorb some forms of energy in the past, but it is unknown whether or not this was a freak occurrence or another ability of his unnatural form.

NOTE: The characteristics listed here are from the time prior to the Silver Age.