

The Flash Sourcebook
Final Draft Manuscript by Christopher McGlothlin, M.Ed.

The Flash I

REAL NAME: Jason “Jay” Peter Garrick

OCCUPATION: Former research scientist

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 5'11"

WEIGHT: 179 pounds

EYES: Blue

HAIR: Brown (now graying)

RACE: Human

TECH LEVEL: Modern (1)

While attending Keystone City’s Midwestern University in 1938, Jay Garrick gained super-speed after an accidental exposure to the fumes of irradiated water. Inspired by pulp hero Whip Whirlwind, Garrick developed his own costumed identity, calling himself the Flash. On his first case, he rescued fellow student Joan Williams’s kidnapped father from the clutches of gangsters.

Throughout the 1940s, Joan was the Flash’s girlfriend, his crime-fighting partner, and the only one privy to his secret identity. Later, as the Flash’s fame grew, so did his affiliations: Garrick was a founding member of the Justice Society of America and worked with the All-Star Squadron during World War II. Through these teams, Garrick met his best friend, Alan Scott (the Golden Age Green Lantern), and became well acquainted with his fellow speedsters Johnny Quick and Quicksilver (later known as Max Mercury). Less able help for the speedster came in the form of three bumbling assistants, Winky, Blinky, and Noddy.

The Flash also developed a cabal of regular opponents. The greatest of these were the Fiddler, the Shade, and the original Thinker, each of whom battled the speedster into the present era. Other recurrent Flash foes included the original Turtle, the first Star Sapphire, the villainous Thorn, the malicious Rag Doll, and the evil speedster Rival.

A combination of factors, including his marriage to Joan and the disbanding of the JSA, led to the Flash’s retirement in 1950. Using money earned from his many scientific patents, Garrick purchased Keystone Research Laboratories. For the next few years, he occupied his time with business and scientific research.

In 1956, the Flash’s three greatest foes suspended Keystone City in time, completely erasing it from the outside world’s memories. They then robbed the city at will. Twelve years ago, the second Flash (Barry Allen) intervened to restore Keystone to its normal state. The younger hero then helped his predecessor defeat the villainous trio.

Free again, Garrick resumed crime fighting on a semi-retired basis (often teaming with his successor). He later joined the JSA when it reunited. One of the team’s modern cases led to Garrick’s imprisonment in a different dimension, fighting the forces of Ragnarok (the judgment day of Norse mythology) for a time. Yet another heir to his mantle welcomed his return, and Jay became a sort of “substitute grandfather” to the third Flash, Wally West.

Thanks to his connection to the Speed Force, Garrick remains surprisingly vital for a man of his years. While not as active a crime fighter as he once was, the original Flash is ever-ready if he’s needed by the current generation of costumed heroes.

RECENTLY: Garrick still watches over Keystone City, assisting Wally West whenever the cause arises. However, he now devotes most of his time as the Flash to the new JSA, alongside whom he has fought several of his enemies—even some once believed dead, such as the Thinker and Rival.

The Flash I

Reflexes 3D: *Brawling 7D (clothesline, disarm, spin attack +1D each), dodge 8D*

Coordination 3D: *Catch 9D, thrown weapons 5D (helmet +3D)*

Physique 2D: *Running 10D*

Knowledge 3D: *Criminology 4D, research 5D (speed reading +3D), scholar 5D, science 5D*

Perception 2D: *Engineering 5D, invent 5D, know-how (Speed Manipulation) 10D, repair 5D, search 8D, streetwise (Keystone City) 7D*

Presence 3D: *Charm 5D, command 5D, disguise (blurring facial features) 7D, persuasion 7D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Ally (JSA) –20D, Ally (Flash III, Jesse Quick, Max Mercury, Impulse) –8D each, Charismatic –3D, Courage –2D, Fast Reactions –4D, Leadership Ability –2D; Age: Old +9D, Dependant (Joan Williams-Garrick) +1D, Enemy (the Fiddler, the Shade, the Thinker) +3D each, Enemy (Injustice Society of the World) +5D.

SPEED: 30

PDV: 4 (15 while moving with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 28

VILLAIN POINTS: 0

CHARACTER POINTS: 224

BODY POINTS: 30

POWERS: Flash package (see Chapter 8) except: Speed Manipulation 11D, Sustenance 3D.

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

Johnny Quick

REAL NAME: John Chambers

OCCUPATION: Businessman, former newsreel photographer

BASE OF OPERATIONS: New York City

HEIGHT: 5'11"

WEIGHT: 170 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

A tragic automobile crash left young Johnny Chambers an orphan. The famed

mathematician Ezra Gill then became his legal guardian, and Chambers grew up observing the professor's quest for the secret formula of all space and time.

In his final days, Gill succeeded. With his dying words, he taught Chambers the formula and made him swear to use it to serve only justice. Once Chambers could mentally visualize what the formula described, he found he could move at tremendous speeds after reciting it aloud.

Chambers's lifelong interest in photography earned him a job as a newsreel photographer for Sees All/Tells All News, working for producer Thaddeus Morgan. Morgan assigned Tubby Watts to assist Chambers, and the two quickly became best friends.

While on assignment in mid-1941, Chambers saved a man's life using his speed formula. He also learned he had been the target of a murder attempt. To capture the guilty parties while incognito, Chambers devised his crime-fighting alter ego Johnny Quick, entrusting only Tubby Watts (who soon became Quick's sidekick) with the secret of his dual identity.

During World War II, Quick served as one of the All-Star Squadron's core members, where he first met Libby Lawrence (Liberty Belle). After a brief courtship, Johnny and Libby married in the spring of 1942.

Chambers continued appearing as Johnny Quick through 1954, but sometime afterwards, he put away his costume and left his job at Sees All/Tells All News to explore his power's origins and raise his daughter, Jesse. During his explorations, various meta-physicians convinced him the formula was really a mantra that released his full human potential, an idea Chambers lucratively promoted on the lecture circuit.

The formula also maintained Chambers's youth over the decades, and he then began to market products that promised the same results through his company, QuickStart Enterprises. The business became a financial success, but it also put distance between Chambers and his wife, which eventually led to divorce.

RECENTLY: Chambers's loneliness made him long for the All-Star Squadron's camaraderie, and he eventually returned as Johnny Quick to help his old friends in times of emergency. During one such occasion, Chambers fought Savitar and his minions, and finally heard the Speed Force's call. With his daughter now carrying on his heroic legacy, Chambers felt his purpose on Earth had been served. At long last, he left this plane of existence to merge with the extradimensional source of his powers.

Johnny Quick

Reflexes 2D: *Acrobatics 3D, brawling 6D, dodge 6D, piloting (self) 7D*

Coordination 2D: *Catch 4D, sleight of hand 4D*

Physique 2D: *Flying 4D, running 8D*

Knowledge 2D: *Criminology 3D, research 4D, scholar 3D*

Perception 2D: *Artist (filmmaking) 5D, know-how (journalism) 6D, know-how (Speed Manipulation) 7D, repair 5D, search 8D, streetwise 5D*

Presence 2D: *Bluff 7D, charm 7D, persuasion 8D, willpower 7D*

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Fast Reactions -4D, Observant -2D, Wealth -4D; Employed +4D, Secret Identity +3D.

SPEED: 30

PDV: 3 (12 while moving with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 21

VILLAIN POINTS: 0

CHARACTER POINTS: 160

BODY POINTS: 29

POWERS: Speed Manipulation 9D [Limitation: Limited Ability (the Speed Manipulation die code drops by an amount equal to the die code in Gravity Manipulation when he is in flight) –2D], Gravity Manipulation (flight) 5D [Limitations: Limited Ability (Self Only) –2D, Linked to Speed Manipulation (can only fly when moving ultra fast)]. All powers have the Limitation: Duration Change: Activated (he must speak the formula “3X2(9YZ)4A” to activate power).

Chunk

REAL NAME: Chester P. Runk

OCCUPATION: Removal specialist

BASE OF OPERATIONS: Southampton, New York

HEIGHT: 6'

WEIGHT: 515 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Chester Runk demonstrated his genius by constructing a matter-transmitter at age 24. During its initial test, it imploded and melded itself to Runk’s body. Afterwards, Runk was forced to transfer huge amounts of matter into the extraspatial “Chunk Dimension” or else implode into the dimension himself.

Runk encountered the third Flash while absorbing various valuables around New York City. Their brief first confrontation resulted in West’s banishment to the Chunk Dimension, however, he eventually persuaded Runk to free him and other captives in order to commence a better life.

West and Runk soon became fast friends. Runk embarked on a lucrative new career as a removal specialist, consigning unwanted materials to the Chunk Dimension for a fee. Runk hired Mary West, as his administrative assistant. He even purchased West’s mansion in an effort to help alleviate his friend’s debt problems.

The mansion was soon occupied by a plethora of Runk’s distant relatives, who took advantage of his sweet and generous nature. This did little to alleviate Runk’s persistent feelings of loneliness, as West increasingly ignored their friendship. His feelings were shared by West’s then-girlfriend, Connie Noleski, who confided her troubles to Runk. This led to a romantic relationship between them, the news of which surprisingly resulted in no ill feelings between the longtime chums.

RECENTLY: Runk answered the call of Roland, a friend of Bart Allen’s from Manchester, Alabama, whose town was in danger of being washed away in a flood. Touched by the

youngster's plea, Chunk not only saved the town, but did it free.

Chunk

Reflexes 2D

Coordination 2D

Physique 3D: *Lifting 4D*

Knowledge 5D: *Computer ops 6D, research 6D (physics +2D), scholar 6D (Chunk Dimension +4D), science 7D (physics +2D), security 6D*

Perception 5D: *Engineering 6D (applied physics gadgets +2D), invent 6D (applied physics gadgets +2D), repair 6D (applied physics gadgets +2D)*

Presence 3D: *Charm 5D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Contact (The Flash [Wally West]) -4D, Mechanical Aptitude -2D, Wealth -6D.

SPEED: 20

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +2

HERO POINTS: 6

VILLAIN POINTS: 0

CHARACTER POINTS: 42

BODY POINTS: 40

POWERS: Dimensional Travel (Chunk Dimension) 20D (Enhancements: Mastery [can't end up in wrong dimension] +6D, Additional Effect [Chunk dimension is much larger than normal pocket dimensions] +3D; Limitation: Side Effect [gets drawn into the Chunk Dimension if he doesn't absorb enough material, though he can return from it] -2D).

Joan Garrick

REAL NAME: Joan Williams Garrick

OCCUPATION: Former research assistant, now retired

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 5'9"

WEIGHT: 148 pounds

EYES: Blue

HAIR: Blonde, now gray

RACE: Human

TECH LEVEL: Modern (1)

In 1938, Joan Williams was a student at Keystone City's Midwestern University, where she first met her future husband, Jay Garrick. Though initially unimpressed with him, she developed a greater appreciation for Jay after he used his newly developed hyperspeed powers to save her from a mobster's bullet. Pursuing her assailants as the Flash, Garrick brought them to justice and freed Joan's kidnapped father from their clutches.

Joan was the only person Jay entrusted with the knowledge of his secret identity, which

created a bond between them that only strengthened as she assisted in the Flash's cases throughout the 1940s. Their bond quickly developed into a deep and abiding love. The couple finally wed in 1947.

The Garricks gave up crime fighting in 1950 and settled into a blissful retirement together lasting until 1956, when a trio of Jay's old costumed enemies suspended Keystone City in time. There it remained until just over a decade ago, when the intervention of the second Flash (Barry Allen) finally restored the city to its normal state.

Though Jay resumed his role as the Flash, Joan was content to remain behind and keep house. This led to a lengthy separation between them, as Jay spent a considerable stretch of time trapped in an extradimensional limbo. During this time, Joan supported herself on Jay's patent royalties alone, and she became a sort of "substitute grandmother" to the third Flash (Wally West).

With Jay's return from the limbo, the Garricks were joyously reunited. While her husband still seems in no hurry to hang up his costume, Joan continues to enjoy the quiet life, though she remains his main source for advice and support.

RECENTLY: Joan was targeted for assassination by her husband's old enemy Rival, but Jay's last-second actions once again saved her life.

Joan Garrick

Reflexes 2D: *Driving* 3D

Coordination 2D

Physique 2D

Knowledge 2D: *Computer ops* 3D, *research* 5D, *scholar* 5D, *science* 3D

Perception 2D: *Hide* 3D, *search* 3D

Presence 3D: *Charm* 4D, *persuasion* 4D (*Jay* +1D)

ADVANTAGES/DISADVANTAGES: Contact (Justice Society of America) -6D, Wealth -2D; Age: Old +9D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 20

BODY POINTS: 24

Tina McGee

OCCUPATION: Nutritionist, now research scientist

BASE OF OPERATIONS: Central City, Missouri; formerly Syracuse, New York

HEIGHT: 5'8"

WEIGHT: 130 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Tina McGee first met Wally West after receiving a grant to study his unique metabolism. At the time, she was estranged from her husband, Jerry. After helping West defeat the villain Kilg%re, she felt a growing attraction to the young speedster that eventually led to a romantic relationship.

The affair proved to be a troubled one, as Wally was nearly killed by the jealous Jerry who had become a hyperfast villain. After that ordeal, Tina and Wally ended up sharing a mansion with West's mother, Mary, who strongly and openly disapproved of their adulterous relationship. The end came after Jerry McGee beat the drug addiction that had driven them apart in the first place, and the couple reconciled.

To mark their new beginning, the McGees accepted positions at S.T.A.R. Labs' Central City offices. They remain good friends with Wally West. They use their scientific knowledge to assist him in his cases whenever the need arises, such as when they recently helped free his new love Linda Park from a frozen state induced by the villain Chillblaine.

RECENTLY: The drug traces in Jerry McGee's system reactivated, changing him into the villain Speed Demon. Tina immediately called upon the Flash for assistance. The situation was made more tense not only by the remembrance of their past failed relationship, but by the presence of West's new flame, Linda Park. Happily, the situation ended well for all involved.

Tina McGee

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 4D: *Computer ops 7D, medicine 7D, research 7D (biomechanics +2D), scholar 7D, science 7D (biomechanics +2D), security 7D*

Perception 4D: *Engineering 7D (biomechanics +2D), invent 7D (biomechanics +2D), repair 7D (biomechanics +2D)*

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

ADVANTAGES/DISADVANTAGES: Wealth -2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 0

CHARACTER POINTS: 12

BODY POINTS: 22

Mason Trollbridge

OCCUPATION: Apartment building manager, truck driver, home-improvement specialist

BASE OF OPERATIONS: Keystone City, Kansas; formerly New York City

HEIGHT: 5'11"

WEIGHT: 165 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

During the Great Depression, Mason Trollbridge acted as the youthful sidekick of a costumed vigilante known as the Clipper, or so he claims. When Wally West first met him, Trollbridge worked as the manager of his apartment building, but he wound up assisting the third Flash in successfully resolving one of his cases. The two became friends and later roommates after West relocated to Keystone City.

Once there, Trollbridge opened up his own business, U-Fix-It, acting as a consultant on various home-improvement projects. He further added to his already crowded resume by briefly assuming a role as the new Clipper and engaging in his own crime-fighting activities, as well as helping the Flash whenever he could.

During one such instance, Mason renewed acquaintances with Lenore MacDonald, who later called upon him and West to shield her from a masked vigilante known as the Last Resort. Amazingly, the Last Resort was revealed to be Trollbridge's long-lost son Donnie. When it became clear Donnie was not really trying to harm Lenore, Mason and his son expressed a mutual desire to restore their ties.

This, coupled with Mason's renewed attraction to Lenore MacDonald, led to his exit from West's day-to-day life. At the wedding of Wally's mother, Mary, Mason surprised Lenore by popping the question. When she accepted, the ceremony was instantly transformed into a double wedding. Mason has since concentrated on enjoying married life and left the adventuring to Wally.

Mason Trollbridge

Reflexes 2D: *Brawling 3D, boating 3D, dodge 4D, driving 3D, melee weapons 3D (whips +1D)*

Coordination 3D: *Marksmanship 4D, thrown weapons (whips) 4D*

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

Knowledge 3D: *Scholar 4D (home improvement +1D)*

Perception 3D: *Know-how (home improvement) 5D, repair 5D*

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

ADVANTAGES/DISADVANTAGES: Contact (Wally West/the Flash III) -4D; Age: Old +9D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 4

VILLAIN POINTS: 0

CHARACTER POINTS: 29

BODY POINTS: 30

Chillblaine I–IV

REAL NAMES: Unknown

OCCUPATION: Criminal

BASES OF OPERATIONS: Keystone City, Kansas

HEIGHT: 6'1" (average)

WEIGHT: 180 pounds (average)

EYES: Brown

HAIR: Brown (I–III); Blond (IV)

RACE: Human

TECH LEVEL: Modern (1)

The anonymous men who operated as Chillblaine were all selected for the role by Lisa Snart (the Golden Glider), the sister and former partner of Len Snart (Captain Cold). It was his cryogenic technology that made the Chillblaines possible.

On four separate occasions, the Glider selected a man from amongst her many paramours, based (apparently) on looks, build, and unimposing intellectual capabilities. To each in turn, she would award the gear purloined from her brother. Such criteria guaranteed short tenures for the men chosen, a fact that suited Snart's desires perfectly.

The first Chillblaine set the pattern for all those who followed, joining Snart as her partner in crime after becoming intimate with her during her incarceration in a mental hospital. He debuted as part of a jewel theft plot involving members of the Rogues Gallery. In his first confrontation with the Flash, Chillblaine managed to subdue an injured Wally West, but he refused to murder the hero at Snart's behest. Unfortunately for Chillblaine, this noble act only served to anger Snart, who was in close proximity to a black diamond fashioned by Eclipso. The incensed Glider quickly fell under Eclipso's dominion. In that state, she savagely killed Chillblaine.

Chillblaine II launched his own brief, uninspired crime spree in Keystone City. He showed sufficient acumen to escape police custody while doing so. However, this proved his career high point, as a pair of rapid defeats by the Flash bookended it. The villain is now presumably in prison.

The third Chillblaine, learning from his predecessor's mistakes, took the precaution of hiring armed thugs to assist his attempted thievery. Unfortunately for him, he had the severe misfortune to attract the attention of an army of heroic speedsters. As a result, Chillblaine III's super-villain stint came to a swift end. He is also now presumably incarcerated.

Chillblaine IV was a much greater threat than those he followed. Sometime after assuming the role, he used the Cold Gun to kill Lisa Snart, thus freeing himself to pursue his own grandiose scheme. Allying himself with Abra Kadabra and Doctor Polaris, the trio constructed a device (employing Len Snart's technology) capable of causing a new ice age. While this plan swung into motion, Chillblaine continued committing petty crimes in Keystone, which ultimately tipped off two Flashes (Wally West and John Fox) to his larger designs.

Such gross incompetence was intolerable to his erstwhile allies, and Doctor Polaris saw to Chillblaine IV's swift and fatal punishment. Since then, no new Chillblaines have appeared. With Captain Cold once again in possession of his cryogenic devices, it is doubtful anymore will in the immediate future.

Chillblaine

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

Coordination 2D: *Marksmanship* 3D (*Cold Gun* +2D), *thievery* 4D

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

Knowledge 2D: *Science* (3D) (*cryogenics* +1D)

Perception 3D: *Hide* 4D, *know-how (using cold gadgets)* 6D, *repair* 4D (*cold gadgets* +1D), *streetwise* 4D (*Keystone City* +1D)

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

ADVANTAGES/DISADVANTAGES: *Attractive Appearance* -2D, *Patron (Golden Glider)* -4D; *Delusions of Grandeur* +3D, *Enemy (the Flash III)* +3D, *Narcissistic* +3D, *Shady Background* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 38

BODY POINTS: 34

EQUIPMENT: *Cold Gun* [Body Points: 40; powers: *Ice Manipulation (ice blast)* 7D (Limitation: *Removable* -3D)], *insulated costume (protects against cold damage)*.

NOTE: The above characteristics are for *Chillblaine IV*. Assume that any of the previous *Chillblaines* have relatively the same characteristics.

Colonel Computron

REAL NAME: Unknown

OCCUPATION: Criminal

BASE OF OPERATIONS: Central City, Missouri

HEIGHT: 6'5"

ARMORED WEIGHT: 645 pounds

EYES: Unknown

HAIR: Unknown

RACE: Human

TECH LEVEL: Modern (1)

Colonel Computron's costume is a duplicate of the one worn by Captain Computron, the subject of a wildly successful computerized amusement manufactured by the Wiggins Toy Corporation. This, added to Colonel Computron's several attempts to murder the company's president Willard W. Wiggins, points to a member of the Nurblyn family of Central City as most likely to be the person inside the costume.

The Nurblyn's milquetoast patriarch Basil is the designer of *Captain Computron*. For his hard work and ingenuity in doing so, he received only token compensation from the miserly Wiggins. Though Basil possesses both the skills and motive to be Colonel Computron, his shrewish wife, Francine, also has the necessary technical know-how. She likewise possesses the

necessary temperament to seek violent revenge against Wiggins, whom she views as persecuting her “spineless” husband. The final suspect, the Nurblins’ daughter, Luna, shares their genius in micro-electronics, and the Computron costume certainly matches her largish physical dimensions. Because of this inconclusive evidence, exactly which members (if any) of the Nurblin clan is really Colonel Computron remains a mystery.

Whomever it is, there is no question of Computron’s animosity toward Willard Wiggins. On three separate occasions, Computron prepared high-technology deathtraps for Wiggins, only to have them thwarted by the Flash (Barry Allen). The first such attempt involved the use of a “Molecu-Siphon” to trap Wiggins inside a lethal giant computer game, a fate the Flash suffered in his place. Ultimately, Wiggins, Computron, and the Scarlet Speedster all survived this initial encounter unscathed.

Computron returned at young Willard Wiggins, Jr.’s birthday party, but once again, the Flash saved Wiggins. However, the intervention of another Flash foe, Captain Boomerang, nearly enabled a third attempt to succeed.

A brief alliance between the Colonel and the Captain produced a giant boomerang capable of traveling backward in time. They trapped the Flash inside it (along with Boomerang, after Computron betrayed him). When the Flash and Boomerang finally returned to the present era, Computron had strapped Wiggins into an electric chair, to be activated when Wiggins lost at a computer game.

The Flash and Captain Boomerang freed Wiggins, but once again Computron escaped. Since then, Computron has not reappeared.

Colonel Computron

Reflexes 2D (4D): *Brawling 3D (5D), driving 3D (5D), piloting 3D (5D) (Colonel Computron suit +3D)*

Coordination 2D (4D): *Marksmanship 3D (5D) (electric blasts +2D)*

Physique 2D (6D): *Flying 3D (7D), leap 3D (7D), running 3D (7D)*

Knowledge 4D: *Computer ops 9D (15D), research 8D, scholar 6D, science 6D, security 8D*

Perception 4D: *Engineering 7D (micro-electronics +2D), invent 7D (micro-electronics +2D), repair 7D (micro-electronics +2D), search 5D, tracking 5D (electronic +2D)*

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

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude –2D, Speed Draw (electric blasts) –1D (Superattributes bonus); Enemy (the Flash II) +3D, Fanatic (killing W. W. Wiggins) +3D, Secret Identity +3D, Sworn Enemy (W. W. Wiggins) +3D.

SPEED: 30

PDV: 1 (2)

UNARMED BDV: 3D

P/L BONUS: +1 (+3)

HERO POINTS: 0

VILLAIN POINTS: 6

CHARACTER POINTS: 45

BODY POINTS: 28

EQUIPMENT:**Colonel Computron Suit****Speed:** same as wearer's**Passive Defense Value:** same as wearer's, adjusted by powers**Fire Arc:** forward**Range:** as per powers**Ammunition:** internal power source**Rate of Fire:** 1**Enhancement Modifiers:** *Computer ops* +6D.**Armor Value:** 23**Body Points:** 200**Additional Information:** *Powers:* Superattributes: Reflexes 2D (bonus: *haymaker* +1D), Superattributes: Coordination 2D, Superattributes: Physique 4D (bonuses: increased damage versus inanimate objects, lift objects without them collapsing), Energy Projection (electric blasts) 9D, Flight 10D, Natural Armor 8D. All powers have the Limitations: Rechargeable -2D and Removable -1D.

In addition to the suit, Colonel Computron also employed the following equipment: *Molecu-Siphon* [Energy Manipulation (transform others to "living electronic impulses") 9D] *Blips:* automatons constructed by Computron [Reflexes 2D, piloting 12D (self), Coordination 4D, marksmanship 12D, Physique 6D, flying 12D, Knowledge 1D, Perception 3D. **Speed:** 30. **Body Points:** 30. **Powers:** Energy Projection (electric blasts) 9D, Flight 12D.]

Combine

The Combine "technomob" arrived in the Keystone/Central City area with the express aim of dominating the criminal underworld there. To that end, its agents were equipped with the latest high-technology gear.

Their preference for high-profile targets became apparent from the start, as the Combine attempted to rob a moving train bound for the Federal Reserve carrying a large quantity of gold and silver bullion. Only the combined efforts of three heroic speedsters prevented the theft, though the Combine showed its ruthlessness by derailing the train towards a nearby public school as a distraction.

The third Flash (Wally West) devoted the next several months to locating the Combine's headquarters, but the technomob's extensive use of teleportation technology made any searches fruitless. As time passed, more and more of the twin cities fell under the Combine's domination.

At least one lead was a deliberately planted lure to draw the Flash into a prepared death trap. The trap, a collapsing forcefield, would have killed West had it not been for the presence of Eobard Thawne, who at the time was believed (even by Thawne himself) to be the resurrected second Flash, Barry Allen.

Much-needed help for the Flash arrived in the form of his Titan teammates Nightwing and Starfire, who had come to Keystone to visit a mutual friend, Wally West's former girlfriend Frances Kane. The trio opted to pursue the most recent lead on the whereabouts of the Combine headquarters, and their united efforts utterly smashed the organization, just in time to prevent its alliance with the New York City mob.

Though defeated, the Combine's enigmatic leader planned a parting gift with a randomly

teleported concussion bomb capable of leveling Keystone City. Only with the help of Frances Kane's magnetic abilities did the Flash locate the bomb. With motivation supplied by West, Kane also elevated it to a height where its detonation did no harm.

The Combine's leader teleported to safety prior to this, and he indicated the organization remained active in other cities. Despite his claims, neither he nor the technomob itself has reared its head again since its defeat by the Flash.

Typical Agent

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

Coordination 3D: *Marksmanship 5D (Combine weapons +1D)*

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

Knowledge 2D: *Computer ops 4D*

Perception 3D: *Repair 4D, streetwise 4D (Keystone and Central Cities +1D)*

Presence 3D: *Intimidation 5D, interrogation 4D, willpower 4D*

ADVANTAGES/DISADVANTAGES: Ally (fellow Combine agents) -23D, Technologically Advanced [Postmodern (2)] -10D, Wealth -2D; Enemy (the Flash III) +3D, Fanatic (seizing control of Keystone and Central City) +3D, Fugitive +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 1

CHARACTER POINTS: 9

BODY POINTS: 26

Combine Leader

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

Coordination 3D: *Marksmanship 5D (Combine weapons +2D)*

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

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

Perception 4D: *Repair 5D, streetwise 5D (Keystone and Central Cities +1D)*

Presence 3D: *Command 5D (Combine +2D), intimidation 6D, interrogation 5D, willpower 6D*

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Followers (the Combine) -22D, Gifted in Learning -4D, Intimidating Grin -2D, Leadership Ability -2D, Preparedness -4D, Technologically Advanced [Postmodern (2)] -10D, Wealth -8D; Delusions of Grandeur +3D, Enemy (the Flash III) +3D, Fanatic (megalomaniac) +3D, Fugitive +2D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 47

BODY POINTS: 36

EQUIPMENT: Battle armor (powers: Invulnerability 2D; armor is sealed and provides breathable atmosphere), sonic bazookas (powers: Sonic Manipulation 8D), rocket launchers (BDV 6Dx4; blast radius: 3/8/16; range: 60/180/540; ammunition: 6), incendiary rifles (BDV 6Dx3; range 60/180/540), collapsing forcefield trap (powers: Forcefield 8D with an adaptable counter-vibrational energy frequency designed to prevent those with Speed or Density Manipulation from passing through; encloses a gradually shrinking 10'x10' area, crushing those inside with BDV 8D), electrified nets (BDV 8D over a 10'x10' area), teleporter (powers: Teleportation 8D). All items with powers have the Limitations: Rechargeable -2D and Removable -2D.

Dr. Alchemy I

REAL NAME: Albert Desmond

FORMER ALIAS: Mr. Element

OCCUPATION: Criminal, scientist, former financial consultant

BASE OF OPERATIONS: Central City, Missouri

HEIGHT: 6'

WEIGHT: 174 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

While imprisoned for crimes committed as Mister Element, Albert Desmond deduced from his cellmate the whereabouts of the legendary Philosopher's Stone. Desmond then managed to acquire it shortly after his release. The stone's arcane abilities inspired Desmond to abandon the Mr. Element identity and re-christen himself Doctor Alchemy. Yet even with the fabled artifact's power, the Flash captured him and deprived him of the stone.

This triggered the re-emergence of Desmond's long-dormant good personality. For many years afterward, the reformed Desmond was both a successful financial consultant and a good husband to his loving wife, Rita. He even befriended Iris and Barry Allen, who, unbeknownst to Desmond, was his old enemy the Flash.

Desmond briefly returned as Dr. Alchemy, but the Flash revealed this to be the result of demonic possession, and he helped restore Desmond to his usual decent self. Later, Albert was believed to have recovered the Philosopher's Stone and resumed his criminal career. Assisted by the Flash, Albert proved the misdeeds were in actuality carried out by his "psychic twin" Alvin Desmond, who had become the second Dr. Alchemy.

With the returned Philosopher's Stone again threatening to bring forth his dark side, Albert found himself under increasing stress. This took its toll on his marriage to Rita, and eventually the two separated. Albert then retreated to the comforts of his first love, chemistry, and became a recluse living on Central City's outskirts. There he carried out often bizarre scientific experiments, and he managed to make ends meet with the profits earned from them.

His seclusion was disturbed by another of Alvin's criminal rampages, which coaxed Albert out of retirement to aid the Flash (Wally West) in bringing him to justice. In the events following, Alvin's true nature as a construct of the stone was finally revealed. With his demise, the Philosopher's Stone came into Albert's possession.

The stone's close proximity ultimately proved too much for Albert's fragile psyche. Some time afterward, he yielded to its malefic influence and reclaimed Dr. Alchemy's criminal mantle. With all its secrets now his, Albert demonstrated even more efficacy in his use of the stone during his first confrontation with the then-current Flash, Walter West.

However, Desmond was caught off-guard by Walter's own heightened abilities and unprecedented brutality, and he suffered a painful defeat as a result. Despite this, Dr. Alchemy remains at large.

RECENTLY: The super-villain Replicant absorbed the Philosopher's Stone in order to assimilate its powers. Whether or not Desmond returns to his law-abiding self as a result or can somehow replace it is unknown at this time.

Dr. Alchemy I

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

Coordination 2D: *Marksmanship 3D (Elemental Gun +2D)*

Physique 2D: *Running 3D*

Knowledge 3D: *Arcane lore 4D (alchemy +3D), research 5D, science 5D (chemistry +3D)*

Perception 3D: *Engineering 6D (chemical +2D, chemical gadgets +3D), invent 6D (chemistry +2D, chemical gadgets +3D), know-how (Matter Manipulation) 10D, repair 6D (chemical gadgets +3D), streetwise 4D (Central City +2D)*

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

ADVANTAGES/DISADVANTAGES: Contact (The Rogues Gallery) -4D, Wealth -2D; Enemy (the Flash II and III) +3D each, Psychological Disorder (split personality) +2D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 15

CHARACTER POINTS: 132

BODY POINTS: 30

EQUIPMENT: The Philosopher's Stone [Body Points: 600; powers: Matter Manipulation (others only) 16D (Limitation: Removable -1D)].

Dr. Alchemy II

REAL NAME: Alvin Desmond

OCCUPATION: Criminal

BASE OF OPERATIONS: Central City, Missouri

HEIGHT: 5'11"

WEIGHT: 171 pounds

EYES: Green

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

The second Doctor Alchemy appeared in Central City after the original, Albert Desmond, renounced his criminal past in favor of married life and became a model citizen. Initially, the public believed Albert responsible for the crimes committed by the second Dr. Alchemy. In the course of bringing the costumed villain to justice, the Flash (Barry Allen) proved Albert's innocence when he discovered a different man underneath the hood.

The man claimed to be Alvin Desmond, the "psychic twin" of Albert, who was born at the exact same time as Albert, only to different parents. Alvin contended that whenever his psychic twin acted on good or evil impulses, he was compelled to behave in the opposite manner. Therefore, when Albert reformed, Alvin was forced to adopt the criminal role himself. Using their so-called psychic link, Alvin recovered the ancient mystical Philosopher's Stone, capable of instantly transmuting matter, from where Albert had buried it, and Alvin became the new Doctor Alchemy.

Despite his initial defeat, Alvin returned to plague both the Flash and Albert Desmond on several more occasions during the years following. It seemed no prison could contain him for any length of time. Like many of the Scarlet Speedster's foes, he seemingly dropped out of sight in the years following Barry Allen's death. An innocuous appearance at a Rogues Gallery reunion dinner attended by the third Flash suggested that Alvin might somehow have managed to reform, or at least hold no grudge against Wally West.

This illusion—like all others surrounding Alvin Desmond—was dispelled during his next and final confrontation with Albert. Once again, Alvin subdued Albert and attempted to trick the Flash into believing Albert was committing crimes as Dr. Alchemy, but West quickly saw through the ruse.

During their subsequent clash, West finally deduced the truth about Alvin Desmond. When Albert eschewed the Philosopher's Stone's baleful influence, a portion of his psyche refused to relinquish the awesome power it held. As a result, the stone itself created Alvin, complete with memories of a life that never truly was, to fulfill the hidden desires of Albert's id. Alvin's incredible escapes from jail were attributable to the fact that whenever it suited the stone's purposes, it would simply dissolve his form and recreate it elsewhere.

This revelation led to an ultimate confrontation between the "psychic twins" for control of the Philosopher's Stone, from which Albert emerged victorious, as Alvin was transformed back into the concrete from which he was formed. With Albert's subsequent resumption of the Dr. Alchemy role, it seems doubtful "Alvin" will return.

Dr. Alchemy II

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

Coordination 2D: *Marksmanship 3D (Elemental Gun +2D)*

Physique 2D: *Running 3D*

Knowledge 3D: *Arcane lore 4D (alchemy +5D), research 5D, science 5D (chemistry +3D)*

Perception 3D: *Engineering 4D (chemical +2D), invent 4D (chemistry +2D), know-how (Matter*

Manipulation) 12D, *repair* 4D (*chemical gadgets* +2D), *streetwise* 4D (*Central City* +2D)
Presence 2D: *Intimidation* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Dark Secret (automaton created by the Philosopher's Stone) +3D, Shady Background +2D, Sworn Enemy (the Flash II) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 85

BODY POINTS: 30

EQUIPMENT: The Philosopher's Stone [Body Points: 600; powers: Matter Manipulation (others only) 16D (Limitation: Removable -1D)].

NOTE: When Dr. Alchemy II was in possession of the Philosopher's Stone, it also had the Enhancement: Remote +4D.

The Fiddler

REAL NAME: Isaac Bowin

OCCUPATION: Criminal

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 6'1"

WEIGHT: 176 pounds

EYES: Blue

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

While imprisoned in India for petty theft, Isaac Bowin learned from an elderly fakir how to accomplish arcane feats with music. Having studied the instrument in his youth, Bowin fashioned a crude violin with which to master the fakir's techniques. After learning his secrets, Bowin murdered his teacher.

In 1947, Bowin traced his twin brother (a world-renowned violinist) to Keystone City. His jealous attempt at revenge against his sibling led to Bowin's first appearance as the Fiddler, as well as his first battle with the original Flash. This clash, like many others in the following years, ended in Bowin's defeat. Despite this, the Fiddler returned time and again to seek vengeance and plunder Keystone City's music-related riches.

The Fiddler became one of the Flash's most persistent and dangerous arch-foes. As a result of his growing infamy, he was invited to join the Injustice Society of the World. Acceptance brought Bowin into conflict with the Justice Society of America, and it also taught him the value of such criminal associations. Thereafter, the Fiddler worked in conjunction with various members of the ISW more often than not. One such partnership led to the most ambitious and successful

scheme of the Fiddler's entire career.

In concert with the Thinker and the Shade, Bowin managed to suspend Keystone City in time, completely erasing its existence from the outside world's memories. The Fiddler and his compatriots then robbed the city at will for over three decades, until two Flashes, his arch-enemy Jay Garrick, joined by his successor Barry Allen, restored the city to its normal state. Thus ended the pinnacle of his criminal endeavors.

The Fiddler returned to action as part of the so-called Crime Champions, which twice unsuccessfully challenged the combined might of the JSA and the original Justice League of America. Later affiliations with Injustice, Unlimited and the Secret Society of Super-Villains were similarly fruitless, as Infinity, Inc. and the new JLA (respectively) proved more than a match for the Fiddler and his allies.

RECENTLY: Despite these frustrations, Bowin refused to surrender his soul in exchange for the heightened power offered by the demon Neron. Soon after, the ravages of time finally took their toll on the now elderly Bowin. Appearing in a wheelchair at the super villain Chronos' funeral, Bowin claimed arthritis had robbed him of his ability to play the violin, presumably bringing his lengthy criminal career at last to an end.

The Fiddler

Reflexes 3D: *Brawling 4D, dodge 4D, driving 5D (Fiddle Car +2D), sneak 5D*

Coordination 3D: *Lockpicking 5D, marksmanship 4D (fiddle weaponry +2D), thievery 5D*

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

Knowledge 3D: *Arcane lore 4D, forgery 5D, scholar 5D (music +5D), science 5D, security 5D*

Perception 4D: *Artist (musician) 10D, engineering 5D (fiddle gadgets +2D), hide 5D, invent 5D (fiddle gadgets +2D), repair 5D (fiddle gadgets +2D), shadowing 5D*

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

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -3D, Courage -2D, Wealth -4D; Age: Old +9D, Delusions of Grandeur +3D, Enemy (the Flash I and II) +3D each, Fanatic (music-motif crimes) +3D, Physically Limited (severe arthritis: Bowen's hands are in constant pain and unable to do many tasks, including playing the violin) +5D, Shady Background +2D, Sworn Enemy (the Flash I) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 154

BODY POINTS: 30

EQUIPMENT: Machine gun fiddle (BDV 6Dx3), hypnotic fiddle (powers: Mind Control 10D), forcefield fiddle (powers: Forcefield 6D), shatter fiddle [powers: Sonic Manipulation (sonic beam) 9D]. All items with powers have Limitation: Removable -1D. Fiddle car (size: 15.5 feet; crew: 1;

passengers: 5; cargo capacity: 17 cubic feet; maneuverability: 1D; speed: 160 mph; AV 8; BDV 4Dx2; Body Points 100).

The Folded Man

REAL NAME: Edwin Gauss

OCCUPATION: Criminal

BASE OF OPERATIONS: Central City, Missouri

HEIGHT: 5'11"

WEIGHT: 182 pounds

EYES: Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Edwin Gauss's genius in physics earned him comparisons to the legendary Terry Sloane (Mr. Terrific I), but the financial need brought about by his daughter Meredith's chronic illness forced him to work for the unscrupulous Keystone City business mogul Norman Bridges.

Using Bridges's prodigious resources, Gauss constructed a suit that enabled him to travel instantaneously between the four known dimensions. While he completed work on the suit, Meredith—whose care had been left in Bridges's company's hands—died after payment for her medical treatments was stopped. Upon learning this, Gauss blamed Bridges for her death and fled with the completed suit, bent on revenge.

This prompted a terrified Bridges to contact the Flash for protection. Initially, the speedster's powers proved to be of little use against Gauss' ability to appear literally anywhere at any time.

The Flash ultimately realized Gauss's vulnerability to attack while in his four-dimensional form, and he managed to pin him to a wall with a volley of metal rods. When last seen, both Gauss and the suit were in Bridges's hands. Since both remain pinned in a four-dimensional state trapped in the third dimension, it is highly questionable if either can be freed anytime soon.

The Folded Man

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

Coordination 2D

Physique 2D

Knowledge 5D: *Computer ops 9D, research 9D, science 8D (dimensional physics +4D)*

Perception 5D: *Engineering 8D (dimensional physics suit +4D), hide 6D, invent 8D (dimensional physics suit +4D), know-how (Dimensional Suit powers) 8D each, repair 7D (dimensional physics suit +5D)*

Presence 2D: *Intimidation 3D, willpower 5D*

ADVANTAGES/DISADVANTAGES: Gifted in Learning -4D, Mechanical Aptitude -2D, Special Equipment (Dimensional Suit) -5D; Enemy (Norman Bridges) +3D, Fanatic (avenging his daughter's death) +3D, Sworn Enemy (Norman Bridges) +3D.

SPEED: 30

PDV: 1

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 7

CHARACTER POINTS: 48

BODY POINTS: 30

EQUIPMENT: Dimensional Suit [Powers: Redimensionality 5D (Enhancement: Additional Effect [can't be touched by higher-dimensional—(3D, 4D)—objects while two-dimensional] +4D; Limitation: Limited Ability [must be in fourth dimension to manifest fourth-dimensional form] -1D), Natural Weapons: Dimensionless edge 8D [Limitations: Linked to Redimensionality, Conditional (only usable when in two-dimensional form) -1D], Dimensional Travel (fourth dimension) 8D (Enhancements: Mastery +6D, Additional Effect [dimensional rift] +6D, Additional Effect [can look in on third-dimension when in fourth dimension and reach through with four-dimensional body part] +5D; Limitation: Linked to Redimensionality). All powers have the Limitation: Removable -1D.

Magenta

REAL NAME: Frances “Frankie” Kane

OCCUPATION: Criminal, cultist, hero

BASE OF OPERATIONS: Blue Valley, Nebraska

HEIGHT: 5'7"

WEIGHT: 117 pounds

EYES: Blue

HAIR: Blonde

RACE: Human

TECH LEVEL: Modern (1)

The manifestation of Frances Kane's powers caused an automobile accident killing her father and brother. Blamed and rejected by her distraught mother, Kane turned to life-long friend Wally West for help. As they worked at honing her control over her powers, they fell in love.

Kane was happy for a time, but tension emerged when Wally pressured her to keep her powers, hoping she would become a costumed hero. However, Frances no longer wanted the burden of her powers. Though she complied with West's wishes, she was always a reluctant hero. She felt further pressure when Wally asked her to move in with him, but rather than give in a second time, she ended their relationship and left Wally's life.

Many months later, Frances reappeared, embarking on a magnetic rampage through Keystone. Kane's anguish at Wally's perceived rejection of her made her psychologically unstable and pushed her magnetic powers to unprecedented heights of power. With Wally's help, Frances' good side returned, and she used her abilities to save Keystone before again departing.

Frances vowed to return to a normal life, but her resentment toward Wally for convincing her to keep her powers years ago triggered a relapse. Once again psychotic, Frances seemed bent on Wally's destruction until his girlfriend Linda Park forced Kane to realize her own responsibility for her life choices.

RECENTLY: Although thought to be cured of her mental instability, Kane returned as Magenta with a vengeance, joining with the Cult of Cicada. When the Flash defeated Cicada and his cult, Magenta alone escaped. She is currently at large and still highly disturbed...and highly powerful.

Magenta

Reflexes 2D: *Athletics* 3D, *brawling* 3D, *dodge* 3D, *piloting (self)* 3D

Coordination 2D: *Catch* 3D (*using Magnetic Manipulation +2D*), *thrown weapons* 3D (*using Magnetic Manipulation +3D*)

Physique 2D: *Flying* 3D

Knowledge 3D: *Computer ops* 3D, *research* 3D, *scholar* 4D, *science* 3D

Perception 2D: *Know-how (Magnetic Manipulation)* 7D

Presence 2D: *Charm* 4D, *persuasion* 3D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D; Fugitive +3D, Psychological Disorder (split personality) +4D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 5

CHARACTER POINTS: 52

BODY POINTS: 28

POWERS: Magnetic Manipulation 11D (Limitation: Side Effect [continued use causes evil side to manifest] -4D).

Mr. Element

REAL NAME: Albert Desmond

OCCUPATION: Criminal, scientist, former financial consultant

BASE OF OPERATIONS: Central City, Missouri

HEIGHT: 6'

WEIGHT: 174 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Albert Desmond's life has been shaped by his remarkable passion for the science of chemistry. Many of his breakthroughs in that discipline remain unsurpassed even in the twenty-fifth century. However, much like Stevenson's fictional chemist Henry Jekyll, Desmond's achievements are clouded by his dual personality, whose evil side eclipses the work of the good half.

Desmond's sinister persona devised both the Elemental Gun and a special costume in order to enrich himself through armed robbery. As Mr. Element, he first appeared in Central City shortly after the debut of the second Flash. The two inevitably clashed, and despite Element's best

efforts, the Scarlet Speedster emerged victorious.

While subsequently imprisoned, Desmond deduced the whereabouts of the legendary Philosopher's Stone, which he acquired shortly after his parole. This inspired Desmond to abandon his Mr. Element identity and re-christen himself Dr. Alchemy. Yet even with the fabled artifact's powers, the Flash once again captured him and deprived him of the Stone.

During his second incarceration, Desmond's long-dormant good side re-emerged, and he committed himself to becoming a reformed, respectable citizen. For many years after, Desmond succeeded and was both a successful financial consultant and a loving spouse to his new wife, Rita. He even befriended Barry Allen, who unbeknownst to Desmond, was his old enemy the Flash.

On two later occasions, Professor Zoom, requiring Mr. Element's scientific knowledge to further his criminal ends, used advanced twenty-fifth century technology to compel Desmond's evil side to resurface. However, both times Mr. Element's return proved temporary, as the Flash defeated Zoom and freed his friend Al from the Reverse Flash's influence.

Further troubles arose when Albert's alleged "psychic twin" Alvin Desmond appeared in Central City as the second Dr. Alchemy. Albert was blamed for Alvin's crimes, forcing him to don his Mr. Element garb in an effort to exonerate himself from blame, which he eventually did, assisted once more by the Flash.

History later repeated itself when Albert came out of retirement to aid of the third Flash in stopping another of Alvin's criminal rampages. During this incident, Alvin's true nature was finally revealed, and his destruction left the Philosopher's Stone in Albert's hands, with ultimately tragic consequences. Some time afterwards, Albert again yielded to the Stone's malefic influence and reclaimed Dr. Alchemy's criminal mantle.

RECENTLY: The Stone was consumed by the super-villain Replicant. Whether or not Desmond resumes his criminal career under the Mr. Element guise as a result is unknown at this time.

Mr. Element

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

Coordination 2D: *Marksmanship 3D (Elemental Gun +2D)*

Physique 2D: *Running 3D*

Knowledge 3D: *Arcane lore 4D (alchemy+2D), research 5D, scholar (business, finances) 4D each, science 5D (chemistry +2D)*

Perception 3D: *Engineering 6D (chemical +1D, chemical gadgets +2D), invent 6D (chemical +1D, chemical gadgets +2D), know-how (Matter Manipulation) 8D, repair 6D (chemical gadgets +2D), streetwise 4D (Central City +1D)*

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

ADVANTAGES/DISADVANTAGES: Contact (the Rogues) -4D, Wealth -2D; Enemy (the Flash II) +3d, Psychological Disorder (split personality) +2D, Shady Background +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 78

BODY POINTS: 30

EQUIPMENT: Elemental Gun [Body Points: 40; powers: Matter Manipulation 12D (Limitations: Removable -2D)]; mask (provides wearer with pure oxygen to breathe).

Mota

REAL NAME: Manfred Mota

FORMER ALIASES: Atom Smasher, Professor Fallout

OCCUPATION: Scientist, criminal

BASE OF OPERATIONS: Keystone City, Kansas; later Central City, Missouri

HEIGHT: 5'11", ultimately 11'

WEIGHT: 172 pounds, ultimately 550 pounds

EYES: Brown, ultimately red

HAIR: Black, later white, ultimately none

RACE: Human

TECH LEVEL: Modern (1)

Establishing himself as one of the country's foremost nuclear physicists by 1947, Mota employed it only for personal gain while others sought to harness the atom for humanity's betterment. Combining his brilliant mind with purloined components, Mota created a suit of fission-powered armor and instigated a robbery spree in Keystone City as Atom Smasher. Eventually, his rampage was stopped by the original Flash and one of Mota's former colleagues.

Mota then served a lengthy prison term. While there, he dedicated himself to experimenting and perfecting his atomic arsenal. Upon release, Mota (now calling himself Professor Fallout) targeted Central City for a blackmail using a neutron bomb, which attracted the second Flash's attention. Once again, Mota's plans were thwarted by a heroic speedster, though the villain never realized that different men had bested him.

During his second incarceration, Mota became completely obsessed with humiliating and destroying the Flash. He thus designed the Fusion Armor for that express purpose. However, Mota's obvious derangement frightened a member of his gang into warning the third Flash beforehand. Despite this, Mota's attacks nearly killed the hero. Only the madman's bitter disappointment at revealing the Flash's identity to a previously aware crowd saved the speedster's life. Soon after, with the help of some expert scientific coaching, the Flash triggered a chain reaction within the fusion-powered suit. When the resulting heat melted the ground beneath him, Mota sank into the bowels of the planet.

Eight centuries later, Mota finally emerged, transformed into a creature of living plutonium. By then completely psychotic, he was bent on causing havoc and finally going out with a literal bang—a massive, self-generated nuclear explosion. However, John Fox, a historian sent to retrieve a Flash to battle Mota, returned from the past with hyperspeed powers. Fox, inheriting the Flash mantle, used the Cosmic Treadmill to carry Mota 50 billion years forward in time. Mota's body decayed into inert lead while on the trip, and Fox marooned him there, seemingly for good.

Mota

Reflexes 2D: *Brawling* 3D [6D], *dodge* 3D [6D], *piloting* 3D

Coordination 2D: *Marksmanship* 3D [*nuclear blasts* +6D]

Physique 2D [12D]

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

Perception 4D: *Engineering* 7D (*nuclear energy-powered devices* +2D), *invent* 7D (*nuclear energy-powered devices* +2D), *repair* 7D (*nuclear energy-powered devices* +2D), *surveillance* 5D

Presence 3D: *Intimidation* 4D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Hardiness* -4D (twenty-seventh century only), *Mechanical Aptitude* -2D; *Age: Old* +9D (late twentieth century only), *Arrogance* +3D, *Delusions of Grandeur* +3D, *Enemy (Flash I, II, III; John Fox)* +3D each, *Fanatic (increased nuclear powers)* +3D, *Shady Background* +2D, *Sworn Enemy (the Flash)* +3D, *Unattractive Appearance* +2D (twenty-seventh century only).

SPEED: 30

PDV: 2 [3]

UNARMED BDV: 3D [4D]

P/L BONUS: +2 [+6]

HERO POINTS: 0

VILLAIN POINTS: 8

CHARACTER POINTS: 75

BODY POINTS: 35

POWERS (twenty-seventh century only): *Energy Manipulation (nuclear energy sheathe and projection)* 10D each, *Energy Projection: Nuclear explosion* 50D (Limitations: *Limited Ability [cannot pull punches]* -2D, *Vulnerability [use is instantly fatal to Mota]* -6D), *Longevity* 1D, *Matter Manipulation (plutonium form)* 10D (Limitation: *Duration Change: Permanent* -2D), *Superattributes: Physique* 10D (bonuses: increased damage vs. inanimate objects, lift heavy objects without collapsing), *Sustenance* 12D.

EQUIPMENT: *Atom Smasher Armor* [AV 25; Body Points: 100; Enhancement Modifier: *piloting* +3D; powers: *Explosion* 9D (Limitation: *Limited Ability [cannot pull punches]* -2D, *Limited Range* -3D), *Natural Armor: Steel alloy* 6D].

Professor Fallout Armor [AV 25; Body Points: 150; Enhancement Modifiers: *piloting* +3D, *marksmanship* +3D; powers: *Energy Projection: Positrons* 9D, *Natural Armor: Steel alloy* 9D].

Fusion Armor [AV 25; Body Points: 150; Enhancement Modifiers: *piloting* +3D, *marksmanship* +3D; powers: *Energy Projection: Nuclear energy* 10D, *Invulnerability* 6D; armor is sealed and provides breathable atmosphere].

NOTE: The above characteristics (not the equipment) in brackets are for Mota in the twenty-seventh century.

Rag Doll

REAL NAME: Peter Merkel

OCCUPATION: Criminal, former contortionist

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 5'7"

WEIGHT: 133 pounds

EYES: Blue

HAIR: Sandy blonde

RACE: Human

TECH LEVEL: Modern (1)

Pete Merkel was born triple-jointed and worked as a sideshow contortionist until the carnival's bankruptcy. Unemployed and impoverished, the sight of dolls being carried into a store inspired him to use his contortionist skills for crime. Disguised as a rag doll, Merkel infiltrated and burglarized locations across the country.

In 1942, Merkel moved into Keystone City, only to be caught and imprisoned by the original Flash. The two became regular foes for decades afterwards, until time rendered Merkel's body incapable of his trademark feats. With Rag Doll's criminal career seemingly over, Merkel slid into indigence.

Several years ago, the homeless Merkel discovered his gift for oration, with which he enthralled other lost, disaffected souls, and they eventually formed a Rag Doll cult. Deeply embittered, Merkel incited his followers into seemingly random acts of violence, which eventually spread to Opal City.

There, Merkel's reign of terror ended with his apparent death, but after cultists stole his body, they discovered he was still alive. However, his near-fatal injuries and advancing age condemned Merkel to a painful, bed-ridden existence, safely hidden away from the authorities.

Rag Doll

Reflexes 5D (4D): *Acrobatics* 12D (11D), *brawling* 7D (6D), *climbing* 6D (5D), *dodge* 12D (11D), *escape artist* 13D (12D), *sneak* 10D (9D)

Coordination 5D (4D): *Lockpicking* 6D (5D), *marksmanship* 6D (5D) (*pistols* +2D), *thievery* 9D (8D)

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

Knowledge 2D: *Security* 7D

Perception 3D: *Hide* 10D, *know-how (contortionist)* 14D, *search* 7D

Presence 3D: *Bluff* 7D, *charm* 7D (Rag Doll cult members +3D), *intimidation* 8D (Rag Doll cult members +2D), *persuasion* 6D (Rag Doll cult members +4D), *willpower* 9D

ADVANTAGES/DISADVANTAGES: *Acute Balance* -2D, *Charismatic* -3D, *Contact (criminal underworld)* -4D, *Followers (Rag Doll Cult)* -19D, *Intimidating Grin* -2D, *Leadership Ability* -2D; *Age: Old* +9D, *Enemy (the Flash I, Starman I)* +3D each, *Enemy (JLA, JSA)* +6D each, *Shady Background* +2D, *Sworn Enemy (the Flash I)* +3D.

SPEED: 30

PDV: 6

UNARMED BDV: 4D

P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 20
CHARACTER POINTS: 156
BODY POINTS: 28

Note: The above characteristics represent Rag Doll when he was the head of the Rag Doll cult.

Rainbow Raider

REAL NAME: Roy G. Bivolo
OCCUPATION: Criminal
BASE OF OPERATIONS: Central City, Missouri
HEIGHT: 5'10"
WEIGHT: 165 pounds
EYES: Gray
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Almost from birth, painting fascinated Roy Bivolo. He demonstrated such masterful technique in the art form that only a cruel irony prevented his being regarded as a child prodigy—he was color blind. Therefore, the masterpieces conceived in Roy's mind were invariably hideously rendered on canvas.

Roy's father, a brilliant optometrist, dedicated himself to developing some means by which his son could enjoy a full range of vision. Though he never succeeded, his efforts culminated in another, most unusual gift. On his death bed, Roy's father presented him with "Prisma-Goggles," which Roy soon discovered gave him control over the entire light spectrum.

The embittered Bivolo opted to use the goggles to steal art treasures so as to deny the world their enjoyment, much the same way his color blindness did for him. Dubbing himself Rainbow Raider, Bivolo's repeated looting of Central City's museums led to battles with the second Flash (Barry Allen). His persistence in challenging the Scarlet Speedster earned him a spot in the Flash's rogues' gallery, but his repeated failures made him a lightly regarded one.

During one such burglarizing scheme, the Raider's color-leeching apparatus exploded, destroying his Prisma-Goggles but somehow internalizing their powers in Bivolo and curing his color-blindness. However, rather than using this miraculous gift for art, the lure of his heightened abilities and Bivolo's desire for revenge against the Flash drove him to remain an outlaw.

After the second Flash's death, Bivolo apparently dedicated much of the time to completing his autobiography. He hoped it would become a motion picture, but the memoirs of a villain considered third rate by most were rejected by the major studios. When Bivolo learned one of the studios was filming a Flash movie instead, the incensed Rainbow Raider reappeared to sabotage it. The Raider hoped to establish himself finally as a feared villain and also win the love of the film's co-star Monica Mayne. Instead the third Flash (Wally West) defeated him handily and (adding insult to injury) on film as well.

RECENTLY: The movie studio refused to press charges against Bivolo. Instead, they offered him the opportunity to co-star in the Flash movie, and to discuss filming his autobiography.

Bivolo later reappeared as the Rainbow Raider (again apparently using his Prisma-Goggles as the source of his powers), pairing with the Trickster in an apparent armored truck heist. Raider was actually giving the heist to Trickster as a gift because he had bigger plans.

He had received a mysterious candle with a message attached to it that said if he were to light the candle at a certain time, he would be given the chance for great power and glory. Raider planned on using the candle as his ticket to the big time. Unfortunately, he it wasn't meant to be. The Trickster duped Raider and used the candle for himself, getting a ticket to hell and a date with the demon lord Neron for his trouble.

Rainbow Raider

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

Coordination 2D: *Marksmanship* 4D (*Light Manipulation* +3D)

Physique 2D: *Running* 4D

Knowledge 2D: *Research* 3D, *scholar* 3D (*art* +3D), *science* 3D (*light* +3D)

Perception 3D: *Artist* 4D (*painting* +3D, *writing* +1D), *engineering* 4D (*light-affecting gadgets* +2D), *invent* 4D (*light-affecting gadgets* +2D), *know-how (powers)* 7D each, *repair* 4D (*light-affecting gadgets* +2D)

Presence 2D: *Willpower* 4D

ADVANTAGES/DISADVANTAGES: Contact (the Rogues) -3D, Wealth -4D; Delusions of Grandeur +3D, Enemy (the Flash II and III) +3D each, Physically Limited (color blindness) +3D (now cured), Shady Background +2D, Sworn Enemy (Flash II) +3D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 74

BODY POINTS: 28

EQUIPMENT: Prisma-Goggles (Body Points: 30; provided the powers listed below): Light Manipulation (solid light constructs, projection) 11D each. All light effects have the Limitation: Linked to Light Manipulation. Each of the different colored light blasts had different effects, including:

- Infrared (Microwave Projection 11D)
- Red [Empathy (induce anger) 11D]
- Orange (Telekinesis 6D)
- Yellow [Empathy (induce cowardice) 11D]
- Green [Empathy (induce envy) 11D]
- Puce [Empathy (induce nausea) 11D]
- Blue [Empathy (induce sadness) 11D]
- Violet [Empathy (induce romantic passion) 11D]

- Ultraviolet (Invisibility 11D)
- Black [Light Manipulation (drains color) 11D (Enhancement: Additional Effect (draining damages victim with BDV equal to power's die code) +3D)]
- White [Light Manipulation (blinding flash) 11D]

NOTE: For a time Rainbow Raider's powers were internalized. To represent this, just act as if the abilities of the Prisma-Goggles were powers.

Rival

REAL NAME: Edward Clariss

OCCUPATION: Criminal, former college professor

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 5'10"

WEIGHT: 175 pounds

EYES: Brown

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

In the early 1940s, Dr. Edward Clariss taught chemistry at Keystone City's Midwestern University, where he overheard Joan Williams relating how a chemical accident endowed the original Flash with hyperspeed. Fascinated, Clariss sought to duplicate the formula involved, but his efforts yielded only his colleagues's scorn and dismissal from the university.

Clariss moved to Europe, and there he perfected a concoction containing irradiated water molecules capable of bestowing hyperspeed on those who imbibed it. Embittered by the ridicule of his former colleagues, Clariss returned to Keystone City in 1949 to seek revenge and embark on a series of robberies.

To guard his secret, Clariss staged his own kidnapping and committed crimes under the guise of the masked Rival. Initially, this deception and Rival's gang of hyperfast thugs kept the Flash at bay, but eventually the ruse was exposed and Clariss wound up in prison for his crimes.

Several months later, Clariss somehow regained his powers and escaped. The Flash pursued him, but the ever-increasing speed of Rival's flight eventually forced him into merging with the Speed Force, from which he presumably could not return.

RECENTLY: After 50 years, the villain Johnny Sorrow somehow freed Rival from the Speed Force. In return, Clariss unsuccessfully attempted to kill Jay Garrick for him.

Rival

Reflexes 3D: *Brawling 6D, dodge 10D*

Coordination 3D: *Catch 6D*

Physique 2D: *Running 10D*

Knowledge 3D: *Research 6D, scholar 7D, science 6D (chemistry +2D)*

Perception 2D: *Invent 5D, know-how (Speed Manipulation) 9D*

Presence 2D: *Intimidation 7D, willpower 8D*

ADVANTAGES/DISADVANTAGES: Fast Reactions –4D, Intimidating Grin –2D; Enemy (the Flash I) +3D, Extremely Competitive +2D, Fanatic (destroying the Flash) +3D, Owes Favor (to Johnny Sorrow) +5D, Sworn Enemy (the Flash I) +3D.

SPEED: 30

PDV: 5 (21 while moving with Speed Manipulation)

UNARMED BDV: 4D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 13

CHARACTER POINTS: 54

BODY POINTS: 30

EQUIPMENT: Flash Package (see Chapter 8) except: Speed Manipulation 1 1D (Limitation: Duration Change: Permanent –2D [When Jay Garrick left Clariss in the Speed Force, he didn't realize that Rival's powers were temporary. When they wore off, the Speed Force subsumed Clariss. How he returned is unknown, but since then, he has is now pure Speed Force energy with the mind of Edward Clariss]).

Vandal Savage

REAL NAME: Vandar Adg

OCCUPATION: Conqueror

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 176 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Some 50,000 years ago, a Cro-Magnon called Vandar Adg was exposed to the gases from a fallen meteor and fell into a deep coma. He awoke days later, apparently unchanged. But, when others grew old and died while he did not, Vandar Adg realized that he had been transformed into an immortal.

Adg soon became known as Vandal Savage as he embarked on a campaign of conquest and power lust that spanned millennia, during which he ruled in both ancient Sumeria and Egypt and was perhaps even Genghis Khan and Julius Caesar. He eventually learned that his immortality better suited him to be the power behind the throne, a choice that soon led to his formation of the secret society known as the Illuminati.

In the 1940s, Savage encountered a new obstacle in his quest for power—super heroes. His first such battle was with the Golden Age Green Lantern (Alan Scott). He was later a founding member of the Injustice Society of the World.

Years after the first World War, Savage clashed for the first time with members of the Flash dynasty when he faced off against both Jay Garrick and Barry Allen. He was even able to later manipulate both Flashes into recovering the original meteor that had given him his immortality when he had started to age once again.

He was also responsible for the creation of Velocity 9, a powerful narcotic that granted ultra-speed to its user before killing him or her—an endeavor that brought him into conflict with the current bearer of the Flash mantle, Wally West.

Vandal Savage

Reflexes 4D: *Brawling 8D, dodge 8D, martial arts 8D, melee weapons 6D*

Coordination 4D: *Marksmanship 6D, missile weapons 6D, thrown weapons 6D*

Physique 3D (9D): *Leap 5D (11D), lifting 5D (11D), running 5D (11D), swimming 5D (11D)*

Knowledge 5D: *Arcane lore 7D, criminology 9D, demolitions 8D, languages 10D, scholar 10D (business, history, politics +2D each), science 6D (chemistry, alchemy +1D each), security 6D*

Perception 5D: *Artist 10D, engineering 7D, invent 7D, repair 6D, search 9D, surveillance 9D*

Presence 5D: *Bluff 8D, charm 8D, command 8D, interrogation 8D, intimidation 8D, persuasion 8D, willpower 10D*

ADVANTAGES/DISADVANTAGES: Charismatic –3D, Contact (the Illuminati) –6D, Followers (Velocity 9 junkies) –16D, Hardiness (Superattributes bonus), Leadership Ability –2D, Obscure Knowledge –2D, Observant –2D, Preparedness –4D, Technologically Advanced –10D, Wealth –6D; Arrogance +3D, Delusions of Grandeur +3D, Enemy (the Flash III) +3D, Fanatic +3D, Sworn Enemy (the Flash III) +3D.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2 (+5)

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 236

BODY POINTS: 35 (61)

POWERS: Dimensional Travel 8D, Superattributes: Physique 6D (bonus: lift large, heavy objects without them collapsing), Immunity 8D, Longevity (consciousness) 50D (he must restore damaged body parts with those from members of his bloodline to stay alive). Dimensional Travel and Superattributes have the Limitation: Rechargeable (must drink human blood monthly) –1D

NOTE: The above attributes reflect Vandal Savage circa *The Flash* (current series) #1.

The Shade

REAL NAME: Richard Swift

OCCUPATION: Criminal bon vivant

BASE OF OPERATIONS: Opal City

HEIGHT: 6'2"

WEIGHT: 170 pounds

EYES: Gray

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

In 1838, London resident Dickie Swift gained shadowy powers from a mysterious arcane ritual. Shortly thereafter, he ran afoul of the wealthy but immoral Ludlow family, who still hunt the now-immortal Swift many generations later, even in the present day.

During the next century, Swift traveled the world, making many famous acquaintances and battling yet another arch-foe: Simon Culp, who gained his own shadowy powers concurrent with Swift. Their feud climaxed during the London Blitz, when an exploding bomb somehow fused their essences. For years afterwards, Swift remained ignorant of this transformation, and whenever fatigue overcame him, Culp usurped control of the Shade's form.

In 1942, Swift took to crime for the exhilaration and much-needed diversion that jousting with costumed heroes (primarily Jay Garrick, the original Flash) brought to his unending existence. The Shade (the only name Swift used for many years following) became one of the most infamous costumed outlaws of that era. He even clashed with the legendary Justice Society as a member of its criminal counterpart, the Injustice Society of the World.

Motivated by sport rather than malevolence, Swift secretly did his share of good deeds whenever it served his purposes. He often intervened to protect his adopted home, Opal City, from threats to its safety and tranquility. The Shade also thwarted the (secretly villainous) Spider's attempted assassination of his nominal nemesis Jay Garrick in 1951.

In 1956, the Shade, allied with the Thinker and the Fiddler, suspended Keystone City in time, erasing it from the outside world's memories. The super criminals then burglarized the city at will for over three decades' span, until the efforts of two Flashes (Jay Garrick and Barry Allen) returned the city to a normal state.

The Shade next appeared as part of the villain team Injustice, Unlimited, but his tenure was brief, ending after a defeat at the hands of Infinity, Inc. After this failure, Swift lost interest in acting the villain. He returned to Opal City and once again rose to its defense during a criminal rampage by the original Mist.

Afterwards, the Shade became a friend and trusted advisor to his beloved city's new champions, the foremost of these being Jack Knight (Starman VII), though he never regretted his past transgressions. In addition, Swift invaluablely aided corrupt policeman Matt O'Dare (the reincarnation of his old friend Sheriff Brian Savage, also known as Scalphunter) in his efforts to turn his life around and erase his past misdeeds.

The Shade

Reflexes 3D: *Acrobatics 4D, boating 4D, brawling 5D, climbing 4D, dodge 6D, driving 4D, melee weapons 5D (knife, sword +1D each), riding 4D, sneak 8D*

Coordination 2D: *Lockpicking 4D, marksmanship 4D (Darkness Manipulation +4D), thievery 6D*

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

Knowledge 2D: *Arcane lore 8D, criminology 5D, forgery 3D, languages 8D, medicine 3D, scholar 6D, science 4D, security 6D*

Perception 3D: *Hide 8D, know-how (Darkness Manipulation) 13D, search 6D, shadowing 6D, streetwise 6D (Opal City +2D), surveillance 5D, survival 4D*

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

6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -4D, Courage -2D, Intimidating Grin -2D, Obscure Knowledge -4D, Observant -2D, Wealth -4D; Blackout (when the Shade blacks out, make a Very Difficult *willpower* roll to see if Culp gains control; once Culp has control, periodically make *willpower* rolls until the Shade succeeds at Very Difficult, then Swift has regained control), Enemy (the Ludlows) +4D, Hides Emotions +1D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 20

CHARACTER POINTS: 160

BODY POINTS: 34

POWERS: Darkness Manipulation 15D (Enhancement: Mastery +6D), Immunity 15D (Limitation: Linked to Longevity), Longevity 1D, Sustenance 10D (Limitation: Linked to Longevity).

Speed McGee

REAL NAME: Jerry McGee

ALIAS: Speed Demon

OCCUPATION: Research scientist

BASE OF OPERATIONS: Central City, Missouri; formerly Syracuse, New York

HEIGHT: 6'1"

WEIGHT: 185 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Jerry McGee created a process by which humans could be endowed with hyperspeed, but it also proved addictive and eventually fatal. McGee obsessed over the drug, and the resulting baleful changes in his personality estranged him from his wife, Tina. This estrangement drove Tina into the arms of the third Flash (Wally West). Jerry, in reaction to his wife's departure, tested the process out on himself. In a drug-clouded state, he then targeted the Flash for death.

McGee attacked West with a murderous rage, but the damage done by the drugs in his system triggered a massive organ failure. McGee would have died, but a series of transplants made possible by West saved his life.

As McGee slowly recovered, he found the strength to beat his addiction. After her relationship with West cooled, he even reconciled with Tina. To mark their new beginning and get a fresh start away from the site of Jerry's rampage, the McGees accepted positions at S.T.A.R. Labs' Central City offices. They remain good friends with Wally West, and they use their scientific knowledge to assist him in his cases whenever the need arises.

RECENTLY: A disturbance in the Speed Force reactivated the drug traces in McGee's system, changing him back into his hyperfast form. The Flash managed to subdue him. Subsequent tests indicate this experience completely removed the residual traces from McGee's system.

Speed McGee

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

Coordination 2D

Physique 2D (5D): (*Lifting 9D, running 3D (10D)*)

Knowledge 4D: *Computer ops 7D, medicine 5D (hyperphysiology +3D), research 7D (hyperphysiology +2D), scholar 6D, science 7D (hyperphysiology +2D)*

Perception 3D: *Engineering 5D (genetic +3D), invent 5D (genetic +3D), know-how (Speed Manipulation) 4D, repair 5D*

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

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D; Enemy (the Flash III) +3D, Extremely Competitive +2D, Fanatic (mastering speed-enhancing drug) +3D, Hardiness +4D (Superattributes bonus), Medical Problem (steroid addiction) +6D, Obsessive Tendencies +2D, Psychological Disorders (homicidal rage) +4D (induced by speed drug), Sworn Enemy (the Flash III) +3D, Unattractive Appearance +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 5

CHARACTER POINTS: 25

BODY POINTS: 30

POWERS: Superattributes: Physique 3D (Talents: *lifting +4D, running +4D*), Invulnerability 2D, Speed Manipulation (superactions, supermobility) 4D. All powers have the Limitations: Rechargeable (must be injected with chemical compounds) -5D, Self-Damaging -4D, Side Effect (causes Psychological Disorder) -4D.

EQUIPMENT: Costume (AV 20 vs. heat and friction; electronically monitors and administers needed chemical compounds at required intervals).

NOTE: After McGee recovered from organ failure, he overcame the Enemy, Fanatic, Medical Problem, and Sworn Enemy Disadvantages.

The Thinker I

REAL NAME: Clifford Devoe

OCCUPATION: Criminal

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 6'1"

WEIGHT: 173 pounds

EYES: Brown

HAIR: White

RACE: Human

TECH LEVEL: Modern (1)

Keystone City District Attorney Clifford Devoe's frustrated attempts to convict bootlegger Hunk Norvock left him completely disillusioned with the justice system. As a result, Devoe joined with Norvock in a criminal alliance, where Devoe masterminded Norvock's criminal enterprises under the alias of the Thinker.

Devoe's long-running feud with the Flash began in 1943, when the speedster uncovered this arrangement and sent the Thinker to prison. No matter how many times he went there, the resourceful Devoe always escaped to embark on new schemes. Consequently, the Thinker's reputation as a criminal genius grew, earning him a place in the original Injustice Society.

Around 1947, Devoe acquired the "Thinking Cap." With it, he suspended Keystone in time, erasing it from the outside world's memories in 1956. The Thinker, alongside the Fiddler and the Shade, then robbed the city at will for over three decades' span, until two Flashes (Jay Garrick and Barry Allen) returned the city to normal.

After a botched overseas mission with the Suicide Squad nearly killed him, Devoe returned to Keystone. Seemingly reformed, he befriended his old arch-enemy Jay Garrick. The two remained close until a malignant brain tumor ended Devoe's life.

RECENTLY: The Thinker's consciousness survived, embedded in JSA Headquarters' artificial intelligence as a viral Trojan horse, from whence he learned the secrets of the newest JSA and assisted the Injustice Society's latest intrigues.

The Thinker

Reflexes 2D: *Dodge 4D, driving 4D, sneak 5D*

Coordination 3D: *Lockpicking 4D, marksmanship 4D, thievery 5D*

Physique 2D: *Running 3D*

Knowledge 3D [5D]: *Criminology 5D [7D], forgery 4D [6D], research 8D [10D], scholar 6D [8D] (law +2D, crime strategy +2D), science 8D [10D], security 5D [7D]*

Perception 3D [5D]: *Engineering 8D [10D], hide 5D [7D], invent 8D [10D], know-how (powers) 6D [8D] each, repair 8D [10D], search 4D [6D], shadowing 5D [7D], streetwise 4D [6D] (Keystone City +2D), surveillance 5D [7D]*

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

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -2D, Gifted in Learning -4D, Leadership Ability -2D, Mechanical Aptitude -2D, Observant -2D, Wealth -6D; Enemy (the Flash I) +2D.

The Turtle

REAL NAME: Unknown

OCCUPATION: Criminal

BASE OF OPERATIONS: Keystone City, Kansas

HEIGHT: 5'6"

WEIGHT: 178 pounds

EYES: Blue

HAIR: Bald

RACE: Human

TECH LEVEL: Modern (1)

Little is known about the Turtle, including his true name. He first appeared in Keystone City in 1946, having reasoned that hyperslowness would overcome the original Flash's hyperspeed and enable him to commit crimes without his interference. In practice, these tactics frustrated the Flash, but he always managed to overcome them and bring the Turtle to justice repeatedly as the two clashed during the years following.

Despite the steady stream of setbacks, the Turtle remained an active criminal mastermind, even as the decades wore on. This was possible because, through some unknown means, the Turtle's natural life span had been lengthened beyond the human norm.

The Turtle's long criminal career almost inevitably brought him into conflict with the second Flash. While no details have been revealed of their encounters, Barry Allen prevailed just as his predecessor did. As a result, the Turtle's growing desire for revenge against Jay Garrick expanded to become a vendetta against all who dared call themselves the Flash.

After many years of failure, the Turtle's persistence finally paid off when Jay Garrick disappeared and Barry Allen died. Without his arch-enemies' interference, the Turtle slowly and subtly built up a criminal empire that ruled the Keystone City underworld quietly and without challenge. His control was cemented through the use of gadgets and specially augmented henchmen created for him by the Turtle Man, a fellow Flash foe who idolized him.

This happy state of affairs for the Turtle lasted until Wally West's relocation to Keystone. The Turtle and his henchmen immediately began to take steps to neutralize the threat posed by the third Flash. Eventually, the crooks captured him. However, this only served to attract the attention of West's friends and allies, and their successful rescue toppled the Turtle's empire. To avoid capture, the Turtle triggered an explosion that destroyed his base of operations and also served to cover his escape by seemingly killing him.

RECENTLY: The Turtle engineered various of death-traps aimed at killing certain JLA members, then cryptically forewarned the third Flash of his deeds. After saving his teammates, the Flash learned that the traps were intended to lure him to the Turtle's lair where his hyperspeed would be harnessed to power a Time Treadmill. The Turtle's intended destination was the 1880s, but the Flash's intervention detoured him to the age of dinosaurs, where he is apparently marooned.

Turtle

Reflexes 2D: *Piloting (floating chair) 4D, sneak 4D*

Coordination 2D: *Lockpicking 4D, marksmanship 5D, thievery 4D*

Physique 2D

Knowledge 3D: *Criminology 5D, forgery 4D, research 4D, security 4D*

Perception 3D: *Hide 4D, search 5D, streetwise 5D (Keystone City +2D, Keystone City sewer system +4D), surveillance 5D*

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

ADVANTAGES/DISADVANTAGES: Contact (criminal underworld) -4D, Follower (Turtle

Man) -7D, Wealth -4D; Arrogance +3D, Shady Background +2D, Sworn Enemy (the Flashes) +3D each, Unattractive Appearance +2D.

SPEED: 30

PDV: 1

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 76

BODY POINTS: 28

POWERS: Longevity 1D.

EQUIPMENT: Turtle shell [powers: Natural Armor 6D (Limitation: Removable -1D)], .45 auto-pistol (BDV 5Dx3), floating chair [powers: Flight 2D (Limitations: Removable -1D and Rechargeable -2D)]; two poison gas capsules (cloud a 70' radius for 10 minutes indoors or 5 minutes outdoors; everyone within suffers BDV 7D).

Turtle Man

REAL NAME: Unknown

OCCUPATION: Criminal

BASE OF OPERATIONS: Keystone City, Kansas; formerly Central City, Missouri

HEIGHT: 5'11"

WEIGHT: 180 pounds

EYES: Brown

HAIR: Gray

RACE: Human

TECH LEVEL: Modern (1)

The Turtle Man's real identity is unknown, but he suffers from a hereditary defect that slows his speech and reaction times, making him the self-proclaimed Slowest Man Alive. As a result, the Turtle Man has long idolized the villainous Golden Age Turtle, whom he emulated in using his deliberateness as an edge with which to commit successful crimes.

Around the time of the Turtle Man's debut, the second Flash (Barry Allen) also made his first appearance. To add to the irony, both men considered their Golden Age counterparts personal heroes. Given the great rivalry between their predecessors it seemed natural the two would face off. When they did, the Turtle Man's trickery was something the then-novice Flash was unprepared for. Only after several failed attempts did he finally capture his slow-moving foe.

Soon after receiving his parole, the Turtle Man inherited a considerable fortune from an unspecified source, but his happiness was overshadowed by his seemingly impending death. The Turtle Man falsely believed that Earth's declining rotational speed would soon fatally exacerbate his congenital condition. To prevent this, he built a Centrifugal Booster capable of accelerating the planet's spin. This would have decimated the entire biosphere had not the Flash and Kid Flash teamed to prevent it. The Turtle Man was incarcerated once again.

Even after he became independently wealthy and no longer faced death, the Turtle Man

never ceased committing crimes, as he was driven by a desperate need to become a famous villain. When offered the opportunity to join the original Turtle's criminal organization in Keystone City, the Turtle Man saw it as his best chance of fulfilling that need. He happily began to develop special gadgets for his idol's use.

So great was the Turtle Man's devotion that he continued his work even after a horrible laboratory explosion left him unable to move or even live without an array of advanced mechanical prostheses to assist him. Such dedication led to the development of a gang of augmented henchmen, who successfully captured the greatest threat to the Turtle's underworld empire, the third Flash.

However, a rescue by West's friends and allies prevented any harm from befalling the hero, and led to the Turtle Man's capture. He was then sent to Belle Reve Prison, where he currently resides.

Turtle Man

Reflexes 2D [1D]: *Driving* 4D [3D], *piloting* 4D [3D] [*floating chair* +1D]

Coordination 2D [1D]: *Marksmanship* 5D [4D] (*turtle weapons* +2D)

Physique 2D [1D]

Knowledge 4D: *Computer ops* 9D, *research* 8D, *scholar* 8D, *science* 8D, *security* 9D

Perception 4D: *Engineering* 9D, *invent* 9D, *repair* 9D

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

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude -2D, Wealth -4D; Fanatic (loyalty to the Turtle) +3D, Physically Limited (slow reactions; [cannot move without floating chair]) +4D [+7D], Shady Background +2D.

SPEED: 15 [0]

PDV: 1

UNARMED BDV: 1D [0D]

P/L BONUS: +1 [+0]

HERO POINTS: 0

VILLAIN POINTS: 5

CHARACTER POINTS: 38

BODY POINTS: 25

EQUIPMENT: Turtle shell [powers: Natural Armor 6D (Limitation: Removable -1D); may be used as a missile with BDV 5D and Range: 15/30/50], invisible brake shield [powers: force field 6D (Limitations: Removable -1D)], slow-ray gun [powers: Speed Manipulation (reduce others' speed, slow others' perception) 9D (Limitations: Removable -1D)], floating chair [powers: Flight 2D (Limitations: Removable -1D and Rechargeable -2D); also allows manipulation of electronics and lab equipment].

NOTE: The characteristics in brackets represent Turtle Man after the laboratory accident that confined him to his floating chair.