

*Green Lantern Sourcebook*

First Draft Manuscript by Christopher McGlothlin, M.Ed.

**The Green Lantern I**

**Real Name:** Alan Ladd Scott

**Occupation:** Engineer; later broadcaster and business executive

**Base Of Operations:** Capitol City, later Gotham City

**Height:** 6' **Weight:** 201 lbs.

**Eyes:** Blue **Hair:** Blond

**Race:** Human

**Tech Level:** Modern (1)

In 1939, engineer Alan Scott survived the collapse of a sabotaged rail-bridge thanks to a mystic green lantern. A voice issued forth, instructing Scott to fashion a ring from the lantern, and with the energies it commanded Scott brought the saboteurs to justice. For future exploits, he devised his Green Lantern costumed identity, named for his power source.

Around 1940, Scott broke into radio with Capitol City's Apex Broadcasting Company, where he met co-worker (and later girlfriend) Irene Miller. He continued fighting crime as Green Lantern, and later helped found the JSA.

In 1941, Scott met cab-driver "Doiby" Dickles, who remained Alan's trusted sidekick for many decades. That same year, a JSA case ended with the Lantern absorbing mystical energy, which kept him physically young for decades.

During WWII, the Lantern joined the All-Star Squadron, participating in several of its exploits. Around 1943-44, Alan became an announcer (and later program director) at station WXYZ in Gotham City, but the move distanced him from Irene, and their relationship ended soon after.

Once in Gotham, Green Lantern developed a coterie of regular opponents, the greatest of whom were the first Gambler, the original Icicle, Solomon Grundy, the original Harlequin, and the Sportsmaster. Other recurrent foes included the Fool, Knodar, and the Sky Pirate.

Post-War, the Lantern resumed active membership with the JSA, and remained with the group until its disbandment in 1950, when Alan also retired as Green Lantern. Scott re-focused on broadcasting, and eventually bought WXYZ, which he re-christened the Gotham Broadcasting Company.

During this time, Alan was romantically pursued by Alyx Florin, who quickly stole Alan's heart. On their wedding night, Florin surreptitiously donned Alan's ring, starting a house fire which presumably killed her. In truth, she survived and secretly gave birth to--and then abandoned--Alan's twin children.

About 10 years ago, Green Lantern returned with the reunited JSA, and later learned the mystical Starheart was his power's ultimate source. Alan also suffered reverses, as Doiby Dickles left Earth, and the Psycho-Pirate's malefic influence drove him to bankruptcy.

Eventually, Alan moved to Los Angeles and launched Scott Telecommunications, which led to a revelatory attack by the psychotic villain Thorn that concluded with her suicide. In its aftermath, Scott learned the Thorn had been his wife Alyx, and the heroes Jade and Obsidian were their children.

In addition, Alan's former secretary Molly Mayne declared her love for him, and Scott, who fell for Mayne during her last appearance as Harlequin in 1949, proposed to her at last. Their marriage has since endured, even through the JSA's entrapment in Limbo and an interval when the Starheart's energies made Alan much younger physically.

During his time in Limbo, Molly made Scott Telecom prosper, so Alan continued as the Lantern, but spent even more time with his wife and long-separated children. Ultimately, the deaths of several JSA teammates during the "Crisis in Time" convinced Scott to abandon his Green Lantern identity for good.

**Strategy & Tactics:** Scott became progressively more adept at using his Ring, but never lost his willingness to dispatch a foe with a good punch.

**Recently:** Scott found he no longer needs a Ring to manipulate the Starheart's energies, and renamed himself Sentinel. He is also part of the new JSA.

### **The Green Lantern I**

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

**Coordination** 4D: *Marksmanship* 6D

**Physique** 4D: *Flying* 10D, *leap* 5D, *lifting* 5D, *running* 5D, *swimming* 5D

**Knowledge** 4D: *Science* 5D, *security* 5D

**Perception** 4D: *Engineering* 5D, *know-how* 12D (*Magic Ring creations*), *repair* 5D

**Presence** 3D: *Willpower* 12D

**Advantages/Disadvantages:** Ally (the JSA) -18D, Contact (Broadcasting Industry) -3D, Dependent (Irene Miller, 1940-44 only) +1D, Follower ("Doiby" Dickles) -7D, Wealth -4D, Enemy (The Gambler I, The Icicle I, Solomon Grundy, The Sportsmaster) +2D each, Secret Identity +3D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 3D

**P/L Bonus:** +2

**Hero Points:** 25

**Villain Points:** 0

**Character Points:** 125

**Body Points:** 40

**Powers:** Longevity 1D (1941 until recently).

**Equipment:** Magic Ring and Lantern Battery. (See Chapter XX.)

**G'Nort**

**Real Name:** G'Nort Esplande G'Neesmacher

**Occupation:** Former Green Lantern, currently unemployed

**Base Of Operations:** Mobile

**Height:** 5'10"

**Weight:** 195 lbs.

**Eyes:** Black

**Hair:** Brown

**Race:** G'Newtian

**Tech Level:** Primitive (0)

Though a good soul, the dog-like humanoid G'Nort is likely the least bright of all Green Lanterns. His uncle G'Newman knew G'Nort's shortcomings, but seemingly secured him a position in the Green Lantern Corps. It was revealed only much later that G'Nort was inducted into a false Corps, created by the Qwardian Weaponers to defame the true GLC.

G'Nort eventually journeyed to Earth, and attached himself to the Justice League. Despite his incompetence, G'Nort managed to prove himself as a crimefighter through determination and dumb luck.

During his many wanderings, G'Nort often found himself in eccentric company, including his former archenemy the Scarlet Skier and the Injustice Gang (a.k.a. Justice League Antarctica). Ultimately, G'nort's heroism earned him a real spot in the group he idolized: the GLC.

As a true Lantern, G'Nort ventured forth with Sax Girl, a teenage runaway, as his sidekick. After sharing several exploits, G'Nort eventually saw her safely home.

With the Corps' demise, G'Nort's life took a unhappy turn. Powerless, he was captured and tortured by an interstellar slave ring run by Guy Gardner's clone.

Once freed from the slavers, G'nort returned to Earth. Utterly clueless as to why his Ring no longer functions, the former Lantern fell on hard times, but regained a measure of fame by treeing and capturing Catman.

**Strategy & Tactics:** While not overcome by his dog-like urges or unmindful of the Ring's weaknesses, G'Nort can use his Ring only rudimentarily.

**Recently:** Unbeknownst to Guy, G'Nort has taken up residence in the alley behind Gardner's restaurant Warriors in New York City.

### **G'Nort**

**Reflexes** 2D: *Brawling* 3D (*bite*), *piloting* 3D (*self*)

**Coordination** 3D: *Marksmanship* 5D (*Energy Manipulation*)

**Physique** 2D: *Flying* 10D, *leap* 3D, *lifting* 3D, *running* 3D, *swimming* 3D

**Knowledge** 1D

**Perception** 1D: *Know-how* 6D (*Power Ring creations*)

**Presence** 2D: *Willpower* 6D

**Advantages/Disadvantages:** Contacts (Former Green Lanterns, Justice League International) -4D each, Follower (Sax Girl) -7D, Fanatic (canine compulsions) +3D, Forgetful +4D, Impulsiveness +2D, Poor +3D, Psychological Disorder (stupidity) +2D, Technologically Challenged +5D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 2D

**P/L Bonus:** +1  
**Hero Points:** 12  
**Villain Points:** 0  
**Character Points:** 60  
**Body Points:** 30

**Natural Abilities:** Natural Weapons: Fangs 3D.

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

### **The Green Man**

**Occupation:** Green Lantern, later freedom fighter

**Base Of Operations:** Space-sector 2828, later the Vegan Star System

**Height:** 6'2"

**Weight:** 210 lbs.

**Eyes:** Red

**Hair:** None

**Race:** Uxoran

**Tech Level:** Modern (1)

The Uxorans' culture disparages distinction, but one Uxoran, called the Green Man, longed to be an individual. He joined the Green Lantern Corps as his best chance to affirm his uniqueness.

The Green Man's space-sector was constantly invaded by the despotic Spider Guild, and he found himself locked in an ceaseless struggle against them. This led to his making common cause with the anti-Guild freedom fighters called the Omega Men, but this caused the Green Man's willfully violating the Guardians' stricture against Lanterns operating in the Psions' space.

After ignoring repeated warnings, the Guardians stripped the Green Man of his Ring and Battery. Soon captured by the Psions, the Green Man was subjected to experimental bioengineering that bestowed him with unusual mental powers.

The Green Man served the Omega Men long and honorably, and the team eventually retired to a peaceful existence on the planet Kuraq. Too soon, their sojourn ended when the alien Alliance targeted them prior to the Invasion of Earth. Lured into a trap laid by the Durlans and Khunds, the Green Man was killed during their attack.

**Strategy & Tactics:** As a Lantern, the Green Man showed skill dealing with divergent alien cultures, and as a warrior. He was still learning his mental powers' limits at the time of his demise.

### **The Green Man**

**Reflexes** 2D: *Boating* 10D, *brawling* 4D, *driving* 10D, *piloting* 10D

**Coordination** 3D: *Marksmanship* 4D (*Energy Manipulation*)

**Physique** 4D (12D): *Flying* 10D, *leap* 5D, *lifting* 5D, *running* 5D, *swimming* 5D

**Knowledge** 4D: *Navigation* 5D

**Perception** 4D: *Know-how* 9D (*Power Ring creations*), *search* 9D

**Presence** 4D: *Bluff* 5D, *charm* 5D, *command* 5D, *interrogation* 5D, *intimidation* 5D, *persuasion* 5D, *willpower* 9D

**Advantages/Disadvantages:** Ally (The Omega Men) -22D, Hardiness -4D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 3D

**P/L Bonus:** +2

**Hero Points:** 15

**Villain Points:** 0

**Character Points:** 75

**Body Points:** 40 (80)

**Natural Abilities:** Environment 5D (underwater), Natural Weapons: Toxic blood 12D (Limitations: must suffer traumatic damage to activate -4D, Self Damaging -4D), Superattributes: Physique 8D (Body Points).

**Powers:** Telepathy 10D, Teleportation: Long Range 5D (Enhancement: spacial rift +6D; Limitation: can only be used to reach those in need of help -3D).

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

### **Tomar-Re**

**Occupation:** Green Lantern

**Base Of Operations:** Space Sector 2813, later the planet Oa

**Height:** 6'4" (with crest)

**Weight:** 120 lbs.

**Eyes:** Black (no irises)

**Hair:** None

**Race:** Xudaran

**Tech Level:** Advanced (3)

Former scientist Tomar-Re was one of the greatest and longest-serving Corps members. The avian Xudaran's first assignment—to prevent the planet Krypton's explosion—ended in failure, but his efforts were so extraordinary the Guardians found no fault with him.

The Xudaran befriended the Lanterns from neighboring sector 2814, starting with Abin Sur and continuing with his successor Hal Jordan. Tomar-Re was the first alien Lantern Hal Jordan ever saw, and by the time of their meeting Tomar-Re was held in such esteem by the Guardians that they selected him to serve as prosecutor at the trial of the renegade Sinestro.

Hal and Tomar-Re helped each other out on a number of cases over the years, until the Xudaran was promoted to the Corps' Honor Guard and he passed stewardship of sector 2813 on to a successor. Still, the two fought side-by-side whenever a galactic catastrophe threatened, such as the combined assault of Nekron and Krona against Oa. In the meantime, the Xudaran counseled new Lanterns about their power and responsibilities.

Tomar-Re returned to action during the Crisis on Infinite Earths when an attack on Qward by Guy Gardner and a collection of Hal Jordan's greatest foes threatened to make the Anti-Monitor invincible. He was attacked by the villain Goldface, whose yellow uniform enabled him to kill the Xudaran with ease. Before his death, Tomar-Re

passed his Ring on to John Stewart of Earth, enabling his friend Hal Jordan to rejoin the Corps. The Xudaran was laid to rest on Oa with honors by his fellow Corps members.

**Strategy & Tactics:** While few were better or more experienced at using a Power Ring than Tomar-Re, he was at a severe disadvantage in physical confrontations.

### **Tomar-Re**

**Reflexes** 4D: *Piloting* 6D (*self*)

**Coordination** 5D: *Marksmanship* 10D (*Energy Manipulation*)

**Physique** 3D: *Flying* 5D (+5D *Power Ring Flight*)

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

**Perception** 4D: *Know-how* 11D (*Power Ring creations*)

**Presence** 3D: *Charm* 5D, *command* 5D, *intimidation* 5D, *persuasion* 5D, *willpower* 11D

**Advantages/Disadvantages:** Technologically Advanced -20D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +1

**Hero Points:** 25

**Villain Points:** 0

**Character Points:** 125

**Body Points:** 35

**Natural Abilities:** Flight 3D (wings).

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

### **Xax**

**Occupation:** Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 6"

**Weight:** approximately 1 lb.

**Eyes:** White

**Hair:** None

**Race:** Xaosian

**Tech Level:** Modern (1)

Xax is a native of the planet Xaos, where insects are the dominant life form. A member in good standing of the Green Lantern Corps, Xax was first seen at one of the group's periodic conferences on the centrally located world of Yquem, where he first befriended Hal Jordan. Jordan was later able to clear his friend of dereliction of duty charges as well as helping defeat the Xaosian criminals the Wasp Gang.

The Xaosian Lantern served the Corps meritoriously through several galactic crises, but at home his people suffered from a planet-wide famine, and turned on each other in desperation. To add to Xaos' misery, the nefarious Spider Guild attacked, but Xaos inspired his people to unite to repel the invaders, and work in harmony to relieve the famine.

During the Crisis on Infinite Earths, an attack on Qward by Guy Gardner and a collection of Hal Jordan's greatest foes threatened to make the Anti-Monitor invincible. Xax and his fellow Corps members moved to stop them, but the Qwardian Weaponers also joined the fray. In the heat of battle, one of Weaponers struck Xax dead with a yellow bolt of energy.

**Strategy & Tactics:** Xax was an experienced Green Lantern, skilled in the use of the Power Ring and, eventually, well-versed on how to compensate for its weaknesses. When fighting larger opponents, Xax often used his relatively diminutive size to his advantage.

### **Xax**

**Reflexes** 4D: *Piloting* 11D (*self*)

**Coordination** 6D: *Marksmanship* 11D (*Energy Manipulation*)

**Physique** 1D: *Flying* 10D, *leap* 3D

**Knowledge** 4D

**Perception** 4D: *Know-how* 9D (*Power Ring creations*)

**Presence** 4D: *Charm* 5D, *command* 5D, *persuasion* 5D, *willpower* 9D

**Advantages/Disadvantages:** Physically Limited (no manipulatory appendages) +3D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +0

**Hero Points:** 20

**Villain Points:** 0

**Character Points:** 100

**Body Points:** 25

**Natural Abilities:** Extra Body Part: Legs 1D, Jump 1D, Size Manipulation 3D (shrink self only) [Limitation: Duration Change (Permanent) -2D].

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

### **Jack T. Chance**

**Occupation:** Green Lantern

**Base Of Operations:** The planet Garnet (nicknamed "Hellhole")

**Height:** 6'

**Weight:** 182 lbs.

**Eyes:** Red

**Hair:** Black

**Race:** Unnamed alien species

**Tech Level:** Modern (1)

Jack T. Chance was the first Green Lantern actually to survive policing the utterly lawless planet Garnet, more aptly called "Hellhole" by its inhabitants. His immediate predecessor had been felled by an "anti-lawman" named Trosk, and when Trosk threatened to do the same to Chance, Jack ordered his Ring to kill him. When it refused,

Jack fatally shot Trosk.

Horrified, the Guardians summoned Chance to Oa for punishment, and promised him a lengthy probation period marked by rigorous training, but Jack stunned them by simply quitting the Corps and tossing them his Power Ring. Not wanting to lose their one real hope of pacifying Garnet, the Guardians reached an agreement acceptable to all, whereby Chance continued as a Lantern, subject to frequent reviews, and only on Garnet.

Chance did as good a job bringing law and order to Hellhole as anyone could, and even survived a clash with the fearsome bounty hunter Lobo while doing so. However, when the Guardians called upon Jack to capture the maddened Hal Jordan, Chance mustered only a quick cheap-shot before being knocked out and losing his Ring to the legendary Lantern. It is currently unclear whether or not Jack survived afterwards.

**Strategy & Tactics:** Chance's stubbornness prevented him from gaining much skill with his Ring, but he was a double-tough individual who could definitely handle himself in a fight.

### **Jack T. Chance**

**Reflexes** 3D: *Brawling* 7D, *melee weapons* 7D, *piloting* 5D (*self*)

**Coordination** 3D: *Marksmanship* 7D

**Physique** 5D: *Flying* 10D, *leap* 6D, *lifting* 6D, *running* 6D, *swimming* 6D

**Knowledge** 2D

**Perception** 3D: *Know-how* 5D (*Power Ring creations*), *streetwise* 5D (+2D *Hellhole*)

**Presence** 4D: *Interrogation* 7D, *intimidation* 7D, *willpower* 7D

**Advantages/Disadvantages:** Courage -2D, Intimidating Grin -2D, Speed Draw (Gun) -1D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 4D

**P/L Bonus:** +3

**Hero Points:** 5

**Villain Points:** 5

**Character Points:** 25

**Body Points:** 45

**Equipment:** Power Ring and Lantern Battery (See Chapter XX.), Gun (BDV 5Dx3, Range 30/60/150, Ammunition 40, Limitation: Removable -3D).

**Boodikka**

**Occupation:** Soldier of fortune, later Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 6'7"

**Weight:** 202 lbs.

**Eyes:** Purple

**Hair:** Black

**Race:** Bellatrixian

**Tech Level:** Modern (1)



Boodikka hails from the warrior's world of Bellatrix, where the military arts have subsumed all aspects of the planet's culture. Bellatrixians (when not slain in combat) are also very long-lived, and Boodikka was about three hundred years old when Chaselon recruited her for the Green Lantern Corps. Previously, she had been a member of the Bellatrix Bombers, an all-woman team of soldiers of fortune, of which Boodikka was one of the few surviving members.

Joining the Corps in search of new battles, Boodikka was not disappointed, fighting Eclipso, the Qwardian Weaponers, Entropy, and the Ophidians. She also came to blows with her fellow Corpsman, the officious Kreon, necessitating a mind-swap between the two (courtesy of Green Lantern John Stewart) to create a sense of mutual understanding and end their feud.

Boodikka also met a kindred spirit in the galactic bounty hunter Lobo. In fact, the two were so taken with one another they missed the entire battle against the Triarch, engaged in a romantic encounter.

As the maddened Hal Jordan traveled the path of rage to Oa, Boodikka was one of the Green Lanterns charged with stopping him. For all her warrior prowess, she was no match for Jordan. When she refused to surrender her Ring, Jordan took her entire hand, and she is presumed to have died in deep space shortly thereafter.

**Strategy & Tactics:** A warrior born, Boodikka took to the Power Ring as ably as she did any other weapon. However, she did not respond well to orders, which hampered her ability to work as part of a team.

### **Boodikka**

**Reflexes** 4D: *Acrobatics* 6D, *brawling* 9D, *climbing* 6D, *dodge* 6D, *martial arts* 9D, *melee weapons* 9D, *piloting* 6D (*self*)

**Coordination** 4D: *Catch* 6D, *marksmanship* 9D, *missile weapons* 9D, *thrown weapons* 9D

**Physique** 5D: *Flying* 10D, *leap* 6D, *lifting* 6D, *running* 6D, *swimming* 6D

**Knowledge** 2D: *Demolitions* 5D

**Perception** 2D: *Artist* 6D (*dance*), *know-how* 7D (*Power Ring creations*)

**Presence** 4D: *Intimidation* 9D, *willpower* 9D

**Advantages/Disadvantages:** *Courage* -2D, *Delusions of Grandeur* +3D, *Extremely Competitive* +2D.

**Speed:** 30

**PDV:** 3

**Unarmed BDV:** 5D or 1D

**P/L Bonus:** +3

**Hero Points:** 5

**Villain Points:** 0

**Character Points:** 25

**Body Points:** 45

**Natural Abilities:** *Longevity* 1D.

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

**Tomar-Tu**

**Occupation:** Green Lantern

**Base Of Operations:** Space-sector 2813

**Height:** 6'5" (with crest)

**Weight:** 122 lbs.

**Eyes:** Black (no irises)

**Hair:** None

**Race:** Xudaran

**Tech Level:** Advanced (3)

Tomar-Tu was among a group of Xudarans whose city was removed from their homeworld and brought to Oa by the mad Guardian Appa Ali Apsa. Tensions quickly escalated between the disparate alien races who had suffered similar fates, but Tomar-Tu proved himself to be one of the abductees most committed to peaceful co-existence.

Once he was charged with rebuilding the Green Lantern Corps, Hal Jordan made Tomar-Tu one of his first recruits, in recognition of the courage he displayed in working for peace. Like many Lanterns before him, Tomar-Tu was trained by Kilowog, and made great strides under his tutelage. Kilowog shared stories of past Corps members, and Tomar-Tu drew particular inspiration from the example set by his fellow Xudaran Tomar-Re.

Tomar-Tu showed himself to be a worthy Corps member, acquitting himself well during a variety of crises. Among his recorded exploits are battles against Eclipso, the Qwardian Weaponers, the Triarch and Entropy. The latter battle is particularly noteworthy, because despite his uncertainty about their cause, Tomar-Tu fulfilled his obligations as a Corps member.

However, when asked to prevent a maddened Hal Jordan from reaching Oa, Tomar-Tu was easily beaten by the more experienced Lantern. Hal took Tomar-Tu's ring, and it is unknown if the Xudaran survived their battle. However, a statue honoring Tomar-Tu currently stands alongside one of Tomar-Re on Xudar.

**Strategy & Tactics:** Though he showed great promise, Tomar-Tu had much to learn about being a Green Lantern and using his Power Ring to its utmost, as evinced by the ease with which Hal Jordan ultimately dispatched him.

**Tomar-Tu**

**Reflexes** 4D: *Piloting* 6D (*self*)

**Coordination** 5D: *Marksmanship* 6D (*Energy Manipulation*)

**Physique** 3D: *Flying* 5D (+5D *Power Ring Flight*)

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

**Perception** 4D: *Know-how* 8D (*Power Ring creations*)

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

**Advantages/Disadvantages:** Technologically Advanced -20D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D  
**P/L Bonus:** +1  
**Hero Points:** 10  
**Villain Points:** 0  
**Character Points:** 50  
**Body Points:** 35

**Natural Abilities:** Flight 3D (wings).

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

**Aa**

**Occupation:** Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 5'6"

**Weight:** 132 lbs.

**Eyes:** Yellow

**Hair:** None

**Race:** Pumice People of Stoneworld

**Tech Level:** Modern (1)

The planet Stoneworld is home to two rival civilizations, the Pumice People and the Obsidian Folk. The Green Lantern Brik selected a member from each as potential members for the Corps: Aa from the former, and Kworri from the latter. En route to Oa, the two candidates and Hal Jordan were abducted by intergalactic slavers.

Once the trio had escaped, Jordan decided to free his former love Star Sapphire from the slavers, and that Aa and Kworri would be judged on the performance while assisting him, with the better of the two becoming a full-fledged Corps member. Kworri obeyed Jordan unswervingly, but Aa continually raised objections and questions about their mission, even when doing do complicated matters. At the mission's end, Jordan surprisingly chose Aa, preferring a free-thinking person to an unquestioning one.

Aa served the Corps well for a time, including repelling a large-scale invasion of Oa by the Qwardian Weaponers. However, after the Corps' battle with Entropy, Aa no longer felt comfortable in the Corps' structure, and left to join the Darkstars.

As a Darkstar, Aa found her niche, as that organization allowed her to uphold the good and search for truth on her own terms. So loyal did she become to the Darkstars that when conflict arose between them and the Corps, she chose to fight against her former comrades the Lanterns.

Aa has not been seen since that battle, so it is unclear what became of her after the Darkstars' demise. Her current activities are unknown.

**Strategy & Tactics:** Aa had great potential as a Green Lantern, but proved to be too much the individualist to function in that role. Though capable, she was too often torn by her natural scepticism and lacked the decisiveness being a Lantern requires.

**Aa**

**Reflexes** 2D: *Piloting* 5D (*self*)

**Coordination** 3D: *Marksmanship* 6D

**Physique** 1D: *Flying* 10D, *leap* 2D, *lifting* 2D, *running* 2D

**Knowledge** 2D

**Perception** 4D: *Know-how* 6D (*Power Ring creations*)

**Presence** 4D: *Persuasion* 6D, *willpower* 8D

**Advantages/Disadvantages:** Argumentative +2D, Fanatic (truth-seeking) +3D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 1D

**P/L Bonus:** +1

**Hero Points:** 5

**Villain Points:** 0

**Character Points:** 25

**Body Points:** 25

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

**Brik**

**Occupation:** Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 6'6"

**Weight:** 55 tons

**Eyes:** Gray

**Hair:** None

**Race:** Dryadian

**Tech Level:** Modern (1)

Impressed by the silicate Dryadian L.E.G.I.O.N. member Strata, Green Lantern Hal Jordan set out to recruit a native of that world for the Green Lantern Corps. This led Hal to Brik, who eagerly accepted the offer.

To Brik, Hal had opened up the universe, and took her away from the solitude of the sparsely inhabited Dryad. In fact, her gratitude ran so deep she quickly fell in love with Jordan, a feeling he did not share.

Though she proved herself as Lantern during all the second Corps' major battles, her feelings for Jordan often complicated matters, as she was quick to do anything she thought might please him. It was not until she met Strata face-to-face during the battle against the Triarch that her loneliness was truly eased. Indicative of Hal's faith in her, Brik was one of the Lanterns selected to recruit new Corps members.

After the demise of the Corps, Brik was one of several former Lanterns captured by an interstellar slavery ring, but was later freed by Warrior. Upon finally learning of Hal's death, she exacted a bloody retribution upon her former captors before leaving on a Darkstar cruiser.

**Strategy & Tactics:** Brik was very naive emotionally, and her lack of life experience limited what she was capable of doing with her Ring. However, her natural resiliency almost guaranteed her survival while she ascended the learning curve.

**Recently:** Brik was in attendance at the memorial service for Hal Jordan on the former site of Coast City.

## **Brik**

**Reflexes** 2D: *Brawling* 4D, *piloting* 5D (*self*)

**Coordination** 3D: *Marksmanship* 5D

**Physique** 17D: *Flying* 10D, *lifting* 30D

**Knowledge** 3D

**Perception** 3D: *Know-how* 5D (*Power Ring creations*)

**Presence** 3D: *Willpower* 7D

**Advantages/Disadvantages:** *Hardiness* -4D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 1D

**P/L Bonus:** +15

**Hero Points:** 5

**Villain Points:** 0

**Character Points:** 25

**Body Points:** 105

**Natural Abilities:** *Density Manipulation* 10D (self-increase only) [Limitation: Duration Change (Permanent) -2D; Attribute & Skill adjustments are included above], *Energy Absorption* 12D, *Environment* 10D, *Invulnerability* 5D, *Telepathy* 10D (silicon-based life).

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

## **Amanita**

**Occupation:** Artist, visionary, Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 3' **Weight:** 98 lbs.

**Eyes:** Brown **Hair:** None

**Race:** Muscarian

**Tech Level:** Modern (1)

Amanita was renowned on its homeworld of Muscaria for its abilities as an artist and as a visionary, the latter due to its “cosmic awareness” sense, which gave early warning of impending disasters. It is unknown if all Muscarians (who are a form of sentient fungi) possess this awareness or Amanita is one of a select few.

The Green Lantern Corps first took notice of Amanita when Larvox used his Power Ring to scan Muscaria’s space-sector, and it found Amanita to be the most honest and courageous person in the entire sector. Despite the difficulties Muscarians have communicating with aliens (their slow metabolisms renders their speech agonizingly drawn-out), Amanita was accepted into the second Corps.

Amanita proved its worth during all the great struggles faced by the second Corps, encountering such menaces as Star Sapphire, the Qwardian Weaponers, Eclipso, Entropy and the Triarch. Its exact whereabouts at that time are unknown, but Amanita

survived the destruction of the Main Power Battery by Hal Jordan.

Sadly, Amanita was one of the former Green Lanterns captured by an interstellar slavery ring run by a Guy Gardner clone, but was eventually rescued by the real Warrior. Amanita was last seen on a Darkstar cruiser bound for parts unknown.

**Strategy & Tactics:** Amanita had more than enough courage and honesty to become a Green Lantern, but its desperately slow reactions limited its effectiveness in combat. Its precognitive abilities did prove useful in alerting the Corps to danger on a number of occasions.

### **Amanita**

**Reflexes** 1D: *Piloting* 3D (*self*)

**Coordination** 2D: *Marksmanship* 4D

**Physique** 2D: *Flying* 10D, *lifting* 3D

**Knowledge** 3D

**Perception** 5D: *Artist* 9D, *know-how* 9D (*Power Ring creations*)

**Presence** 2D: *Willpower* 9D

**Advantages/Disadvantages:** Physically Limited (slow metabolism) +6D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 1D

**P/L Bonus:** +1

**Hero Points:** 5

**Villain Points:** 0

**Character Points:** 25

**Body Points:** 30

**Powers:** Precognition 9D, Size Manipulation 1D (shrink self only) [Limitation: Duration Change (Permanent) -2D].

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

### **Kreon**

**Occupation:** Chieftain, later Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 5'10"

**Weight:** 170 lbs.

**Eye:** Blue (wears gold eyepatch)

**Hair:** Blond

**Race:** Teban

**Tech Level:** Modern (1)

The Tebans are an expansionist, militaristic race, and though Kreon was one of their Chieftains, he desired to end conflicts rather than fight them. In an effort to save his men from a bloody planetary assault on the world of Quahooga, he purchased the super-villain Star Sapphire from a slaver who called himself Flicker.

Sapphire proved uncontrollable, so Flicker abducted her former lover Green

Lantern Hal Jordan, who only exacerbated the problem. Eventually, Kreon tired of both Flicker and warfare, and sided with Jordan against the slaver. Impressed by his actions, Jordan offered Kreon membership in the Green Lantern Corps.

Kreon clung to the rigid discipline inculcated by his years of military service, which brought him to blows with the free-spirited warrior Boodikka. Only after a mind-swap orchestrated by John Stewart did the two come to terms with one another and learn to work as a team.

After distinguished service in many of the Corps' epic battles, Kreon was called upon to stop the maddened Hal Jordan from reaching the planet Oa. As happened to all others who tried, Kreon's efforts were unsuccessful, and Jordan stripped him of his Power Ring. As a result, Kreon is presumed to be dead.

**Strategy & Tactics:** Kreon had been a fine, disciplined military leader, and those skills served him well as a Green Lantern, though they could often grate on less-self-controlled Corps members like Boodikka.

### **Kreon**

**Reflexes** 3D: *Martial arts* 7D, *piloting* 7D (*self*)

**Coordination** 3D: *Marksmanship* 7D

**Physique** 4D: *Flying* 10D, *leap* 5D, *lifting* 5D, *running* 5D, *swimming* 5D

**Knowledge** 3D: *Computer ops* 5D, *navigation* 7D, *scholar* 7D (*strategy & tactics*)

**Perception** 3D: *Know-how* 7D (*Power Ring creations*), *search* 7D

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

**Advantages/Disadvantages:** Leadership Ability -2D, Physically Limited (missing right hand) +4D, (missing left eye) +5D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 5

**Villain Points:** 0

**Character Points:** 25

**Body Points:** 40

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

### **Larvox**

**Occupation:** Green Lantern

**Base Of Operations:** Unnamed Space-sector

**Height:** 5'5"

**Weight:** 161 lbs.

**Eye:** Green

**Hair:** Orange

**Race:** Sputan

**Tech Level:** Modern (1)

The Green Lantern known as Larvox is a native of the planet Sputa, which is

inhabited by sentients who most closely resemble Earth's plant, insect and bacterial life forms, and as such have no gender distinctions. A long-serving member of the Green Lantern Corps, Larvox often attended the group's conferences on Yquem (where he first met Earth's Green Lantern Hal Jordan), and was active against several galactic menaces, such as the Qwardian Weaponers, Krona and Nekron.

In deference to his experience and loyalty, Hal Jordan asked Larvox to join the reformed, second Corps—making Larvox one of the few veterans of the first Corps so invited. The Sputan continued his meritorious service, answering the call of duty when the Qwardian Weaponers returned and the Entropy menace threatened. Larvox also saved Hal Jordan's former sidekick Itty and his mate from an attack by a battle-fleet from Laroo.

Larvox first encountered the Darkstars confronting the Maltusian gods known as the Triarch, and after Hal Jordan's destruction of the second Green Lantern Corps, Larvox continued fighting for the good as a member of that organization. It is unknown what became of the Sputan after the Darkstars met their demise as well.

**Strategy & Tactics:** Larvox's experience made him a formidable Green Lantern and an expert at wielding a Power Ring. His only drawback was the hive mind within which he was raised. It made him a very loyal team member, but at the same time frequently stifled his initiative.

### **Larvox**

**Reflexes** 2D: *Piloting* 5D (*self*)

**Coordination** 5D: *Marksmanship* 9D

**Physique** 2D: *Flying* 10D, *leap* 3D, *lifting* 3D, *running* 3D, *swimming* 3D

**Knowledge** 3D

**Perception** 4D: *Know-how* 9D (*Power Ring creations*)

**Presence** 4D: *Willpower* 9D

**Advantages/Disadvantages:** Physically Limited (one eye) +5D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 1D

**P/L Bonus:** +1

**Hero Points:** 20

**Villain Points:** 0

**Character Points:** 100

**Body Points:** 30

**Natural Abilities:** Extra Body Part: Tentacle Arms 4D, Extra Body Part: Tentacle Legs 2D.

**Equipment:** Power Ring and Lantern Battery. (See Chapter XX.)

**“Doiby” Dickles**



**Occupation:** Taxicab driver, later Prince of Myrg

**Base Of Operations:** Capitol City, later Gotham City, currently the planet Myrg

**Height:** 5'4"

**Weight:** 179 lbs.

**Eyes:** Brown

**Hair:** Black

**Race:** Human

**Tech Level:** Modern (1)

Capitol City cab driver “Doiby” Dickles (nicknamed for his ever-present derby hat) met the Green Lantern in 1941 after saving a fare, Alan Scott’s then-girlfriend Irene Miller, from attacking gangsters. Reaching their destination, Dickles unhesitatingly moved to save the Lantern from similar danger. In gratitude and recognition of his bravery, the Lantern asked Dickles to become his crime-fighting associate.

From then on, Doiby drove the city streets in his beloved cab “Goitrude”, signaling the Lantern with a emerald rocket signal whenever he spotted trouble. Dickles and the Lantern also quickly became best friends, to the extent Scott entrusted Doiby with the secret of his true identity. Around 1943-44, he relocated with the Lantern to Gotham City.

Doiby remained the Lantern’s sidekick until Scott and he teamed with his successor Hal Jordan to rescue the Princess Ramia of Myrg from her evil would-be spouse Prince Peril. So impressed with Doiby’s courage was the Princess that she quickly became smitten, and after Peril’s defeat she asked Doiby to become her Prince.

Dickles bade his old friend Scott a fond farewell, and left with his “Space Princess” to rule “Moig”. On a recent visit, Scott and his wife Molly learned that Doiby has remade the entire planet in the image and culture of a 1940's-era American city.

**Strategy & Tactics:** Doiby usually followed “da Lantrin’s” instructions, and is tough enough to hold his own in a fight.

**Recently:** Doiby returned to Earth to join Old Justice, a group of World War II-era costumed sidekicks.

### **“Doiby” Dickles**

**Reflexes** 2D: *Brawling* 4D, *driving* 6D (+2D *Goitrude*)

**Coordination** 2D

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

**Knowledge** 2D

**Perception** 3D: *Know-how* 8D (*taxicab driver*), *repair* 5D (*automobiles*), *search* 4D, *shadowing* 4D (*urban*), *streetwise* 5D (+2D *Capitol City & Gotham City*)

**Presence** 2D: *Charm* 4D (*friendliness*), *willpower* 4D

**Advantages/Disadvantages:** Charismatic -3D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 3D

**P/L Bonus:** +2

**Hero Points:** 3

**Villain Points:** 0

**Character Points:** 15

**Body Points:** 35

**Equipment:** “Goitrude” (Taxicab: Size 15.5', Crew 1, Passengers 5, Cargo Capacity 17 cubic feet, Maneuverability 2D, Speed 100 mph, PDV 8, BDV 4Dx2, Body Points 100; has a distinctive Signal Rocket mounted to alert the Lantern).

## **Hal Jordan’s Relatives**

### **Jack Jordan**

**Occupation:** District Attorney

**Base Of Operations:** Formerly Coast City, California, now San Jose

**Height:** 5'11"

**Weight:** 172 lbs.

**Eyes:** Brown

**Hair:** Brown

**Race:** Human

**Tech Level:** Modern (1)

Jack, eldest of Martin Jordan’s sons, always shared a close relationship with Hal. Indicative of their bond, Jack was the first person to whom Hal revealed his Green Lantern identity.

The Lantern’s help was needed when Jack left his aviation career to run for district attorney, and was then kidnaped by the criminal “Outfit” who opposed his candidacy. A timely rescue by Hal’s alter-ego secured Jack’s victory, and he served as Coastville’s D.A. for years afterwards.

The brothers reunited annually at family reunions organized by their Uncle Titus, and at family Christmas gatherings. One such Yuletide at Jack’s home was intruded upon by Dr. Light, before Green Lantern dispatched his arch-foe.

At that time, Jack was married to a woman named Sonya, but when seen next (after Coast City’s destruction), the eldest Jordan was unexplainedly wed to a different woman, Jan. Jack and Jan now live in San Jose, blessed with a young daughter, Helen.

**Recently:** Jack suspected Hal was not quite departed this life, which was confirmed when Hal visited Jack and his family in his new guise as the Spectre.

### **Jack Jordan**

**Reflexes** 1D: *Driving* 3D, *piloting* 5D

**Coordination** 2D

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

**Knowledge** 3D: *Criminology* 4D, *research* 5D, *scholar* 6D (*criminal law, police procedures*)

**Perception** 3D

**Presence** 2D: *Command* 5D, *persuasion* 5D, *willpower* 3D

**Advantages/Disadvantages:** Contact (Coast City Government) -3D, Dependents (family) +3D total, Employed +4D.

**Speed:** 30

**PDV:** 1  
**Unarmed BDV:** 1D  
**P/L Bonus:** +1  
**Hero Points:** 1  
**Villain Points:** 0  
**Character Points:** 5  
**Body Points:** 30

### **Jim Jordan**

**Occupation:** Public Relations Consultant  
**Base Of Operations:** Coast City, California, later an unnamed city in Texas  
**Height:** 5'10"                      **Weight:** 170 lbs.  
**Eyes:** Brown                      **Hair:** Brown  
**Race:** Human  
**Tech Level:** Modern (1)

The youngest Jordan brother initially following in his siblings' footsteps: attending the same college, joining the same fraternity, and returning to Coast City after graduation just as they had. However, by the time Jack first ran for D.A., Jim—the happy-go-lucky, scatterbrained Jordan--still searched for direction.

Jim handled Jack's campaign publicity, and thereby met a reporter named Sue Williams, who had deduced that Jim must be Green Lantern. In short order, Sue and Jim fell in love and married, but thanks to a string of wild coincidences, Sue remains convinced her husband was in fact the Lantern.

Jim's success with Jack's campaign sold him on a public relations career, working first in Coast City and later in Texas. One of his clients, Brain Trust, Inc., proved to be a front for the super-villain Hector Hammond, a fact Jim helped Hal discover.

Sue and Jim remain happily married, and have three children together: Howard, Jane and Arthur. Their eldest Howie is Hal's godson, a sign of the close bond between the brothers.

### **Jim Jordan**

**Reflexes** 1D: *Driving* 3D  
**Coordination** 2D  
**Physique** 2D: *Leap* 3D, *lifting* 3D, *running* 3D, *swimming* 3D  
**Knowledge** 2D: *Scholar* 5D (*public relations, classic sports cars*)  
**Perception** 2D: *Repair* 5D (*cars*)  
**Presence** 2D

**Advantages/Disadvantages:** Dependents (family) +3D total, Physically Limited (myopic without glasses) +3D.

**Speed:** 30  
**PDV:** 1  
**Unarmed BDV:** 1D  
**P/L Bonus:** +1

**Hero Points:** 1  
**Villain Points:** 0  
**Character Points:** 5  
**Body Points:** 30

### **Sue Williams Jordan**

**Occupation:** Reporter, now full-time mother  
**Base Of Operations:** Coast City, California, later unnamed city in Texas  
**Height:** 5'6"                      **Weight:** 132 lbs.  
**Eyes:** Blue                              **Hair:** Reddish blond  
**Race:** Human  
**Tech Level:** Modern (1)

Sue was a reporter for *Behind the Scenes* magazine when she met her future husband Jim Jordan, intent on proving he was Green Lantern--often going to ridiculous and dangerous lengths to do so. She later gave up her career to concentrate on raising their three children.

### **Sue Williams Jordan**

**Reflexes** 1D: *Driving* 3D  
**Coordination** 2D  
**Physique** 2D  
**Knowledge** 2D: *Computer ops* 5D, *research* 5D  
**Perception** 2D: *Artist (journalism)* 5D  
**Presence** 2D

**Advantages/Disadvantages:** Contact (*Behind the Scenes Magazine*) -4D, Dependents (family) +3D total.

**Speed:** 30  
**PDV:** 1  
**Unarmed BDV:** 1D  
**P/L Bonus:** +1  
**Hero Points:** 1  
**Villain Points:** 0  
**Character Points:** 5  
**Body Points:** 30

### **The Harlequin I**

**Real Name:** Molly Mayne Scott  
**Occupation:** Secretary, later businesswoman  
**Base Of Operations:** Gotham City  
**Height:** 5'7"                      **Weight:** 120 lbs.  
**Eyes:** Green                              **Hair:** Red  
**Race:** Human  
**Tech Level:** Modern (1)

Shunned by men jealous of her athletic prowess, a dejected Molly Mayne hid

under the guise of a milquetoast Gotham City secretary. While working for Alan (Green Lantern) Scott, Mayne fell madly in love with his alter-ego. Desperate to attract his attention, Mayne accepted her trademark glasses from the Manhunters and became the Harlequin in 1947.

Mayne committed robberies for two years following, but failed to secure the Lantern's affections, even after betraying the Injustice Society to save his life. Changing tactics, Mayne became an undercover FBI operative in exchange for a pardon, but by the time Scott finally realized his love for her, an unknowing Mayne disappeared in 1949, seemingly for good.

Several decades later, Mayne reappeared in Los Angeles, working for Scott Telecommunications and, as the Harlequin, protecting Scott's children Jade and Obsidian from the homicidal Thorn. In the aftermath of Thorn's eventual suicide, the Harlequin finally revealed her true identity to Scott, and he, impressed by her devotion, proposed.

The Scotts' marriage has since endured, even through Alan's imprisonment in Ragnarok and the temporary restoration of his physical youth. Whatever has happened, Molly remains the light in Green Lantern's life.

**Strategy & Tactics:** Mayne's illusions left distracted foes vulnerable to clubbing attacks, and also covered her escapes.

### **The Harlequin I**

**Reflexes** 3D: *Athletics* 6D, *brawling* 6D, *escape artist* 6D, *melee weapons* 6D (+2D *Mandolin Club*), *sneak* 6D

**Coordination** 4D: *Lockpicking* 6D, *marksmanship* 6D, *thievery* 6D, *thrown weapons* 6D

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

**Knowledge** 3D: *Forgery* 6D, *scholar* 8D (*business*), *security* 6D

**Perception** 3D: *Artist* 5D (*actress*), *engineering* 5D, *hide* 6D, *invent* 5D, *repair* 5D, *shadowing* 6D, *streetwise* 6D

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

**Advantages/Disadvantages:** Acting Ability -3D, Charismatic -3D, Contacts (Criminal Underworld, FBI, the Radio Industry) -3D each, Obsessive Tendencies (love for Green Lantern I) +2D, Secret Identity (before marriage)+3D, Shady Background +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 4D

**P/L Bonus:** +2

**Hero Points:** 10

**Villain Points:** 0

**Character Points:** 50

**Body Points:** 35

**Equipment:** Hypnotic Glasses (Illusion 11D) [Limitation: Removable -2D, but BDV 11D electrical shock to anyone who tries], Mandolin Club (BDV 3D) [Limitation:

Removable -3D].

### **The Black Hand**

**Real Name:** William Hand

**Occupation:** Criminal

**Base Of Operations:** Mobile

**Height:** 5'9"

**Weight:** 167 lbs.

**Eyes:** Brown

**Hair:** Brown

**Race:** Human

**Tech Level:** Modern (1)

William Hand's criminal career is meant to besmirch his wealthy family's sterling reputation, as he literally seeks to become The Black Hand. In preparation, Hand committed to his eidetic memory a Book of Crime, which he believes contains the solution to any difficulty a miscreant could face. He also developed a fixation on old adages, which would direct his life of crime. To defeat Coast City's guardian, Hand decided to "fight fire with fire" with the Power Rod, his invention which absorbs and redirects Green Lantern's Power Ring energy.

Thus armed, Hand challenged the Lantern, but despite his best efforts, ultimately wound up defeated and imprisoned. Subsequent crime sprees met similar ends, as Hand battled the Lantern (in and outside Coast City), the second Flash, and Earth's Green Lantern Corps.

Discouraged, Hand retired and entered therapy, leading to a brief retirement and stint as an adult theater owner, but a chance patronage by Guy Gardner and Ice made him recidivate. Hand formed a vice racket in Times Square, which was eventually broken up by Gardner.

**Strategy & Tactics:** Hand invariably bases thefts on cliches and his Book of Crime, which apparently contains no answers for defeating Green Lantern. Despite thus, his Power Rod is a versatile and effective (though erratic) weapon.

**Recently:** To complete a device for a foreign power, Hand kidnaped the second Mist's son to force her to acquire the necessary parts for him. She did so, but only Hand's apprehension by Mary Marvel prevented the Mist from killing him.

### **The Black Hand**

**Reflexes** 3D

**Coordination** 4D: *Marksmanship* 6D (*Power Rod*)

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

**Knowledge** 5D: *Computer ops* 6D, *research* 6D, *scholar* 9D (*Book of Crime, cliches*), *science* 7D, *security* 6D

**Perception** 5D: *Engineering* 7D, *invent* 8D, *know-how* 6D (*Power Rod creations*), *repair* 6D

**Presence** 3D: *Willpower* 4D

**Advantages/Disadvantages:** Photographic Memory -4D, Preparedness -4D, Fanatic (cliche-inspired crimes) +3D, Shady Background +2D, Sworn Enemy (Green Lantern II)

+2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 15

**Character Points:** 75

**Body Points:** 35

**Equipment:** Power Rod [Energy Absorption 20D (Power Ring energy); Energy Manipulation 12D (Power Ring energy) [Limitation: Linked with Energy Absorption (Battery)]; Limitation: Removable -2D].

## **The Demolition Team**

### **Rosie**

**Real Name:** Unrevealed

**Occupation:** Bar owner, mercenary

**Base Of Operations:** New Orleans, Louisiana

**Height:** 5'10"

**Weight:** 140 lbs.

**Eyes:** Blue

**Hair:** Red

**Race:** Human

**Tech Level:** Modern (1)

Little has been revealed about the mercenary known as Rosie. It is known she owns and operates a bar located on the waterfront in New Orleans' famed French Quarter, which also serves as a contact point for the Demolition Team, a group of ravagers-for-hire equipped with high-tech weapons built around industrial themes. Though their exploits are largely unrecorded, Rosie (the Team's acknowledged leader) claims the Team never failed to complete an assignment prior to their attack on Ferris Aircraft.

The Team was hired for that task by the vengeful Congressman Jason Bloch, and they enjoyed the good fortune of striking while Green Lantern was off-world, inflicting massive damage on the Ferris complex. Only the appearance of the mysterious Predator saved the company, and the costumed vigilante easily defeated the Team's individual members after Rosie ordered them to split up.

Rosie herself was disarmed after the Predator hurled a knife into the barrel of her Rivet Gun, and was then unceremoniously knocked out by a punch from Carol Ferris herself. Along with the rest of the Team, Rosie was taken into police custody soon afterwards.

**Strategy & Tactics:** Rosie is adept at planning thorough annihilations of targeted sites, but seems unable to adapt such plans for greater-than-normal opposition (e.g., costumed heroes). In battle, she is prone to use trick shots with her rivet gun (such as disarming foes), leaving the large-scale devastation to her teammates.

**Recently:** Rosie and her Team reappeared with upgraded weapons and a new focus. In memory of the razing of Coast City, the Demolition Team, seeking to demolish things they felt were harming the environment, attacked a German nuclear power plant. They were eventually defeated by the hero team Blood Pack.

### **Rosie**

**Reflexes** 2D: *Brawling* 5D

**Coordination** 3D: *Marksmanship* 6D (*Rivet Gun*)

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

**Knowledge** 3D

**Perception** 3D: *Streetwise* 4D (+2D *New Orleans*)

**Presence** 3D: *Command* 6D, *interrogation* 6D, *intimidation* 6D, *willpower* 4D

**Advantages/Disadvantages:** Ally (The Demolition Team) -15D, Leadership Ability -2D, Shady Background +2D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 3D

**P/L Bonus:** +3

**Hero Points:** 0

**Villain Points:** 5

**Character Points:** 25

**Body Points:** 45

**Equipment:** Rivet Gun (BDV 8D, Range 30/60/150, Ammunition 5, ROF 1) [Limitation: Removable -3D].

### **Hardhat**

**Real Name:** Unrevealed

**Occupation:** Prizefighter, mercenary

**Base Of Operations:** New York City

**Height:** 5'11"

**Weight:** 172 lbs.

**Eyes:** Brown

**Hair:** Blond

**Race:** Human

**Tech Level:** Modern (1)

Of Hardhat's background, little is known. His teammate Rosie described him as a former heavyweight boxing contender who had taken one too many blows to the head, and Hardhat's punch-drunk behavior does nothing to disprove that assertion. He was shown to be still involved in the pugilist's trade in New York City, though perhaps only peripherally.

It is unknown how exactly Hardhat became a mercenary or a part of the Demolition Team, but his statements and unquestioning loyalty towards Rosie indicate he is a long-time member of both groups. At her behest, he was with the Team during its ill-fated attack on the facilities of Ferris Aircraft.

During the initially successful part of the Team's attack, Hardhat broke through a



wall into Ferris' lab facilities, which permanently maimed one Clay Kendall. Kendall was a psionics researcher who had developed a Psi-Chair, designed to allow the direct mental control of aircraft, but both the man and his machine were crippled by Hardhat's assault.

Hardhat's rampage came to an end at the hands of the mysterious Predator, who managed to remove the mercenary's metal helmet. Sans his special headgear, Hardhat was quickly felled by a double-axehandle blow from the Predator. Soon after, Hardhat was arrested along with the rest of the Demolition Team.

**Strategy & Tactics:** Even under Rosie's guidance, Hardhat is a straightforward, unimaginative fighter. He simply plows over all obstacles and opposition like an juggernaut, and hammers anything still standing with his loaded gloves.

**Recently:** Still a part of the Demolition Team, Hardhat was bested by members of Blood Pack while attacking a nuclear power plant.

### **Hardhat**

**Reflexes** 2D: *Brawling* 5D

**Coordination** 3D

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

**Knowledge** 2D

**Perception** 2D

**Presence** 3D: *Willpower* 4D

**Advantages/Disadvantages:** Ally (The Demolition Team) -15D, Hardiness -4D, Forgetful +4D, Shady Background +2D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 3D

**P/L Bonus:** +3

**Hero Points:** 0

**Villain Points:** 4

**Character Points:** 20

**Body Points:** 45

**Equipment:** Hardhat (Armor Value:7), Metal Boxing Gloves (BDV: 10D); Both have Limitation: Removable -1D.

### **Jackhammer**

**Real Name:** Unrevealed

**Occupation:** Oil wildcatter, mercenary

**Base Of Operations:** Houston, Texas

**Height:** 5'11"

**Weight:** 213 lbs.

**Eyes:** Blue

**Hair:** Brown

**Race:** Human

**Tech Level:** Modern (1)

The portly mercenary dubbed Jackhammer's background is mostly unrevealed, though he is known to be a resident of Houston. He is an oil wildcatter by trade, and is said to have become a mercenary after Superman apprehended his criminal brother. At some point, he also became a member of the Demolition Team, and received the cutting-edge-tech weapon matching his code-name.

Jackhammer accompanied the Team during its commissioned rampage on the facilities of Ferris Aircraft, and the Team's leader Rosie assigned him the task of releasing a stream of toxic chemicals. While he was able to breach an intervening wall successfully, Jackhammer was unable to complete his task thanks to the interference of Ferris mechanic Tom "Pieface" Kalmaku.

Kalmaku would likely have suffered a terrible retaliation at the mercenary's hands, but the masked Predator intervened to save him. Employing his own natural agility (as well as exploiting the unwieldiness of the jackhammer itself), Predator avoided Jackhammer's strikes and maneuvered himself into position to attack. The Predator then flipped Jackhammer into a live electrical panel, which stunned the mercenary and shocked him into unconsciousness. Jackhammer did not recover before police arrived on the scene and apprehended him.

**Strategy & Tactics:** When operating as a Team, Jackhammer is usually charged with inflicting some form of mass destruction, such as toppling a sizable structure. Functioning as a solo, he finds himself at somewhat of a disadvantage against more nimble foes. The vibrations of his signature weapon also induce a stuttering into his speech, making communication something of a problem for him.

**Recently:** Jackhammer and the Demolition Team attempted a comeback, striking at a German nuclear power plant, only to suffer defeat by the Blood Pack.

### Jackhammer

**Reflexes** 2D: *Melee weapons* 6D

**Coordination** 4D

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

**Knowledge** 3D

**Perception** 3D: *Know-how* 5D (*oil wildcatting*)

**Presence** 3D

**Advantages/Disadvantages:** Ally (The Demolition Team) -15D, Shady Background +2D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 1D

**P/L Bonus:** +3

**Hero Points:** 0

**Villain Points:** 4

**Character Points:** 20

**Body Points:** 45

**Equipment:** Jackhammer (BDV: 10D) [Limitations: Removable -3D and Rechargeable -3D].

### **Scoopshovel**

**Real Name:** Unrevealed

**Occupation:** Jai-alai player, mercenary

**Base Of Operations:** San Diego, California

**Height:** 5'9"

**Weight:** 169 lbs.

**Eyes:** Brown

**Hair:** Black

**Race:** Human

**Tech Level:** Modern (1)

Scoopshovel's true identity is unknown, but his Spanish-laced speech betrays his San Diego origins. He is also purportedly one of the world's foremost jai-alai players. How he became a mercenary or a Demolition Team member is a mystery, but when Congressman Jason Bloch contracted Team leader Rosie to destroy the Los Angeles branch of Ferris Aircraft, she was quick to place a call to secure Scoopshovel's participation.

The Team's raid started auspiciously, as the unarmed Ferris employees could only offer token resistance, but began to unravel with the appearance of the Predator. Scoopshovel was felled by him just like his teammates were, but his defeat was perhaps the most ignominious of all. While engaged in a tense melee with Scoopshovel, the Predator severed the hydraulic fluid tubes on the mercenary's trademark gadget. Without the requisite pressure, the hard metal spade recoiled with great force into Scoopshovel's face, knocking him out cold. He was apprehended, battered but alive, by police as a result.

**Strategy & Tactics:** Scoopshovel's eponymous weapon affords him tremendous physical power, and makes him quite capable of larger-scale acts of devastation. In addition, the scoopshovel is comparatively light (as Demolition Team weapons go), making him one of the group's better hand-to-hand combatants.

**Recently:** In their most current exploit, the Demolition Team (including Scoopshovel) attacked a German nuclear power plant in an act of purported eco-terrorism. Despite the Team's updated arsenal, the hero group dubbed Blood Pack ultimately prevailed.

### **Scoopshovel**

**Reflexes** 2D: *Athletics* 5D (*jai-alai*), *brawling* 5D (+1D *Scoopshovel*)

**Coordination** 3D: *Catch* 5D, *thrown weapons* 5D (+1D *Scoopshovel*)

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

**Knowledge** 3D: *Language* 6D (*Spanish*)

**Perception** 3D

**Presence** 3D

**Advantages/Disadvantages:** Ally (The Demolition Team) -15D, Shady Background

+2D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 3D (4D with Scoopshovel)

**P/L Bonus:** +3 (+5 with Scoopshovel)

**Hero Points:** 0

**Villain Points:** 4

**Character Points:** 20

**Body Points:** 45

**Equipment:** Hydraulic Shovel Arm (BDV: 10D, +3D Lifting Skill) [Limitations: Removable -3D and Rechargeable -3D].

### **Steamroller**

**Real Name:** Unrevealed

**Occupation:** Stunt-cyclist, mercenary

**Base Of Operations:** Chicago, Illinois

**Height:** 5'10"

**Weight:** 174 lbs.

**Eyes:** Brown

**Hair:** Black

**Race:** Human

**Tech Level:** Modern (1)

Steamroller's past history is as enigmatic as his teammates'. By Rosie's account, he is a famous motorcycle stunt-rider, apparently based in the city of Chicago, but she provided no explanation how he gravitated from that into mercenary work.

In his earliest recorded appearance, Steamroller and the rest of the Demolition Team were hired to pulverize Ferris Aircraft. It was a job Steamroller did with obvious relish, and only the quick thinking and selflessness of other Ferris employees saved several of their co-workers from being pressed flat.

Their sack of the Ferris facility attracted the attention of a costumed vigilante known as the Predator, and his arrival provoked the Team into unwisely splitting up. Steamroller's confrontation with Predator was at first a stalemate, as the mercenary could not catch the agile vigilante, and Predator carried nothing capable of stopping Steamroller's machine.

Ultimately, Predator succeeded in luring the erstwhile stunt-cyclist into a building containing a centrifuge, which struck Steamroller with such force he and his machine were sent flying backwards out of the structure. Alive but incapacitated, Steamroller was arrested along with his cohorts. Despite a brow-beating from Green Lantern, a flippant Steamroller refused to divulge the name of their employer.

**Strategy & Tactics:** While Steamroller's tactics are exactly what might be expected—run over stuff and crush it—there is a twist to his tactics. Any group calling itself the Demolition Team obviously has no aversion to collateral damage, but Steamroller seems the most likely to go out of his way to kill innocent bystanders.

**Recently:** When seen last, Steamroller and the Demolition Team attacked a nuclear

power plant in some inexplicable memorial to the loss of Coast City. The Blood Pack managed to subdue them before major harm was done.

### **Steamroller**

**Reflexes** 2D: *Driving* 6D

**Coordination** 3D

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

**Knowledge** 3D

**Perception** 3D: *Know-how* 6D (*stunt-cycling*)

**Presence** 3D

**Advantages/Disadvantages:** Ally (The Demolition Team) -15D, Shady Background +2D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 1D

**P/L Bonus:** +3

**Hero Points:** 0

**Villain Points:** 4

**Character Points:** 20

**Body Points:** 45

**Equipment:** Steamroller (Size 5', Crew 1, Passengers 0, Cargo Capacity 0 cubic feet, Maneuverability 1D, Speed 20 mph, PDV 1, BDV 12D, Body Points 100).

### **The Dragon (*Dracul*)**

**Real Name:** Vlad Giurescu

**Occupation:** Assassin

**Base Of Operations:** Mobile

**Height:** 5'10"

**Weight:** 165 lbs.

**Eyes:** Blue

**Hair:** Black

**Race:** Human

**Tech Level:** Modern (1)

Vlad Giurescu was a *Securitate* (secret police) officer during the brutal reign of depraved Romanian tyrant Nicolae Ceausescu, and his subordinate Radu Stancu witnessed firsthand Giurescu's gleeful torture of political dissidents. Giurescu was known as *Dracul* (the Dragon) for the red tattoo on his back, and the "Dragon's Tooth" he used on victims.

Eventually, Radu fled to Western Europe with his wife Elena, but Giurescu caught up with them in Vienna. In their struggle, Giurescu lost an eye, but Radu lost Elena. The Dragon later claimed to have tortured Elena for days before her death.

A devastated Radu settled in New York City, and eventually became Kyle (Green Lantern) Rayner's landlord and friend. Recently, Giurescu tracked down Radu, intent on finally killing the one target that had eluded him.

Radu and the Dragon fought once again, with the Lantern intervening to save

Stancu, and getting shot by Giurescu in the process. When Rayner regained his bearings, Giurescu had fallen to his death on the sidewalk below—having “slipped”, according to Stancu.

**Strategy & Tactics:** The Dragon is as silent and patient as death, always striking when his target is most vulnerable and then disappearing. His skills and tactics are reflective of the sniper’s credo: one shot, one kill.

### **The Dragon (*Dracul*)**

**Reflexes** 4D: *Brawling* 7D, *melee weapons* 8D, *sneak* 8D

**Coordination** 4D: *Lockpicking* 7D, *marksmanship* 8D, *thrown weapons* 7D

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

**Knowledge** 3D: *Demolitions* 7D, *security* 7D

**Perception** 4D: *Hide* 8D, *know-how* 8D (*secret policeman*), *search* 8D, *shadowing* 8D, *streetwise* 6D (+2D *Romanian cities*), *surveillance* 8D, *tracking* 8D

**Presence** 4D: *Command* 7D (+2D *Securitate*), *interrogation* 7D (+2D *torture*), *intimidation* 7D, *willpower* 7D

**Advantages/Disadvantages:** Fast Reactions -4D, Hardiness -4D, Observant -2D, Speed Draw (knife, pistol) -2D, Enemy (Radu Stancu) +1D, Fanatic (completing contracts) +3D, Fugitive +2D, Physically Limited (missing eye) +5D, Sworn Enemy (Radu Stancu).

**Speed:** 30

**PDV:** 3

**Unarmed BDV:** 4D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 10

**Character Points:** 50

**Body Points:** 40

**Equipment:** Auto-Pistol (BDV 5Dx2, Range 30/75/150, Ammunition 10, ROF 1), “Dragon’s Tooth” (Knife: BDV 2D, Range 15/30/50, ROF 1), Sniper Rifle (BDV 6Dx3, Range 60/225/600, Ammunition 10, ROF 1); All have Limitation: Removable -3D.

### **Evil Star**

**Real Name:** Unrevealed

**Occupation:** Would-be conqueror

**Base Of Operations:** Mobile

**Height:** 6'1"

**Weight:** 205 lbs.

**Eyes:** Blue

**Hair:** Blond

**Race:** Aorianian

**Tech Level:** Postmodern (2)

Evil Star was a benevolent scientist who aspired to vanquish death with his invention, the Starband. He succeeded, only to find the device corrupts its wearer, and dread of his own mortality refused to allow him to remove it for long.

After terrorizing Aoran and slaughtering all its people, Evil Star plotted to rule the cosmos with his bio-engineered Starlings after eliminating the Guardians of the Universe. However, all Evil Star's schemes against them were thwarted by Green Lantern Hal Jordan.

Despite repeated imprisonments by Jordan and the Guardians, Evil Star invariably escaped. However, in recent times, it fell upon the Darkstars to contain the Aorian, and their unanticipated success forced Evil Star to regain his freedom by bargaining with the demon Neron. However, Darkstar Ferrin Colos and Warrior eventually returned Evil Star to a rehabilitation facility.

**Strategy & Tactics:** The Starband compels Evil Star to spread tyranny, but his overconfidence leads him into direct confrontations, often when subtlety is called for. In battle, the Starlings pummel opponents while Evil Star blasts them at range.

**Recently:** Evil Star's activities since the Darkstars' demise are unrecorded.

### **Evil Star**

**Reflexes** 3D: *Piloting* 7D (*self*)

**Coordination** 4D: *Marksmanship* 7D (*Starband*)

**Physique** 4D: *Flying* 10D

**Knowledge** 4D: *Computer ops* 8D, *research* 8D, *science* 8D

**Perception** 4D: *Engineering* 8D, *invent* 8D, *know-how (Starband creations)* 8D, *repair* 8D

**Presence** 3D: *Willpower* 6D

**Advantages/Disadvantages:** Followers (Starlings) -25D, Phobia (own mortality) +7D, Sworn Enemy (Green Lantern II) +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 20

**Character Points:** 100

**Body Points:** 40

**Equipment:** Starband [Energy Absorption 20D (stellar radiation), Energy Manipulation 20D (stellar radiation), Environment 20D, Flight 10D, Forcefield 12D, Longevity 20D (Enhancement: Mastery +6D), Sustenance 6D (Limitation: Linked with Energy Absorption; Enhancement: Mastery [needs no other nourishment] +6D); Limitations: Conditional: stellar radiation -1D, Removable -1D, Side Effect: Psychological Disorder (+4D level) -4D].

**Followers:** Starlings [Reflexes 1D, Coordination 3D, Physique 8D; Skills: brawling 5D; Disadvantages: Physically Limited (comatose when over a mile distant from Evil Star)]

+5D; Powers: Environment 20D, Healing 10D (Enhancement: Mastery [costs no Character Points] +6D; Limitations: Duration Change [Permanent] -2D, Self-Only -2D), Invulnerability 7D, Size Manipulation 1D (shrink self only; Limitation: Duration Change [Permanent] -2D), Superattributes: Physique 12D (Body Points)].

### **The Gambler I**

**Real Name:** Steven Sharpe III

**Occupation:** Criminal

**Base Of Operations:** Gotham City

**Height:** 5'7"

**Weight:** 151 lbs.

**Eyes:** Blue

**Hair:** White

**Race:** Human

**Tech Level:** Modern (1)

After being undeservedly jilted by his first true love in the early 1940s, Steven Sharpe concluded that, in life, only those who cheat can win. Modeling himself after his grandfather, Sharpe then became the Gambler, and embarked on an ambitious (and successful) nationwide crime-spree.

In 1944, Sharpe targeted Gotham City, but as would happen repeatedly during the years following, his schemes were thwarted by the Green Lantern. As a result, Sharpe spent several years behind bars, and not even his stints in the Injustice Society changed his fortunes.

While on parole, Sharpe found time to start a family. Beloved by his grandchildren, Sharpe passed along his "trade secrets" to them, and both Stephen (the second Gambler) Sharpe V and Rebecca (Hazard) Sharpe became modern-day costumed criminals. Despite their adoration, Sharpe recently came to a tragic end after losing all his remaining money in a crooked casino, which precipitated his despondency and eventual suicide.

**Strategy & Tactics:** Sharpe's mastery of disguise was his criminal trademark, and he used his weaponry only if forced.

### **The Gambler I**

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

**Coordination** 3D: *Lockpicking* 9D, *marksmanship* 8D, *sleight of hand* 9D, *thievery* 9D, *thrown weapons* 8D

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

**Knowledge** 4D: *Forgery* 9D, *security* 9D

**Perception** 4D: *Artist* 9D (*actor*), *engineering* 5D, *hide* 9D, *invent* 5D, *repair* 5D, *shadowing* 9D, *streetwise* 7D

**Presence** 4D: *Bluff* 7D, *charm* 7D, *command* 7D, *disguise* 9D, *interrogation* 7D, *intimidation* 7D, *persuasion* 7D, *willpower* 8D

**Advantages/Disadvantages:** Acting Ability -3D, Contact (Criminal Underworld) -4D, Dependent (family; Disadvantage declined and eventually became defunct) +3D, Wealth -4D, Shady Background +2D, Sworn Enemy (Green Lantern I) +2D.



**Speed:** 30  
**PDV:** 2  
**Unarmed BDV:** 3D  
**P/L Bonus:** +2  
**Hero Points:** 0  
**Villain Points:** 10  
**Character Points:** 50  
**Body Points:** 35

**Equipment:** Pepperbox Revolver [Range 15/30/60, Ammunition 5, ROF 1; fires either normal bullets (BDV 5Dx3), smoke capsules (cloud a 30' radius for 10 minutes indoors/5 minutes outdoors), or ammonia gas capsules (cloud a 30' radius for 10 minutes indoors/5 minutes outdoors, plus everyone within must make a Legendary Physique roll or be blinded)], 10 Throwing Knives [BDV 4D, Range 15/30/50, ROF 1]; All have Limitation: Removable -3D.

### **Goldface**

**Real Name:** Keith Kenyon

**Occupation:** Criminal

**Base Of Operations:** Mobile

**Height:** 6'2"

**Weight:** 226 lbs.

**Eyes:** Blue

**Hair:** Black (white temples)

**Race:** Human

**Tech Level:** Modern (1)

Born a labor organizer's son, Keith Kenyon improbably became a criminal scientist, scrounging for an "auric energy" formula that bestows invulnerability. After Kenyon purloined the required materials, Green Lantern Hal Jordan defeated him and his then-flawed elixir, but Kenyon returned seeking revenge, nigh-impervious and calling himself Goldface.

When he was again beaten by the Lantern, Goldface refocused on building his own organized crime empire. His attempts to expand his syndicate brought about more clashes with the Lantern, and new conflicts with H.I.V.E. and the second Flash.

An expedient alliance with Guy Gardner during the Crisis led Goldface into battle with the Green Lantern Corps, during which Kenyon brutally murdered Tomar-Re. As a result, Goldface wound up a prisoner on Oa, but eventually regained his freedom and returned to Earth, intent on expanding his syndicate to the stars. After making great strides towards that goal, Goldface's organization was brought down, ironically by Gardner.

**Strategy & Tactics:** Despite his physical prowess, Kenyon became a behind-the-scenes mastermind, more concerned with expanding his syndicate than settling vendettas face-to-face.

**Recently:** After two years in Iron Heights, Kenyon resurfaced as a Keystone City union commissioner.

## Goldface

**Reflexes** 3D: *Brawling* 6D, *melee weapons* 6D

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

**Physique** 5D (10D)

**Knowledge** 4D: *Computer ops* 6D, *research* 8D, *science* 8D, *security* 6D

**Perception** 4D: *Engineering* 6D, *invent* 6D (+2D *chemicals*), *repair* 6D, *streetwise* 6D, *surveillance* 6D

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

**Advantages/Disadvantages:** Followers (Goldface Crime Syndicate) -18D, Contact (Criminal Underworld) -6D, Contact (Scientific Community) -4D, Leadership Ability -2D, Wealth -8D, Arrogance +3D, Enemy (H.I.V.E.) +5D, Shady Background +2D, Sworn Enemy (Green Lantern II) +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 4D

**P/L Bonus:** +2 (+5)

**Hero Points:** 0

**Villain Points:** 16

**Character Points:** 80

**Body Points:** 45 (70)

**Powers:** Invulnerability 5D [Limitation: Ineffectiveness (gold) -2D], Superattributes: Physique 5D (bonuses: increased P/L Bonus vs. inanimates, Hardiness).

**Equipment:** Helmet [Matter Manipulation 12D (transform matter into gold, reverse such transformations), Limitation: Removable -2D], Gold Gun [Bind 10D, Bound targets suffocate in (Physique Die Code plus 2) minutes unless freed; Range 60/90/225, Ammunition 20, ROF 1; Limitations: Limited Ability (no filament swinging) -2D; Rechargeable (gold) -4D; Removable -3D].

## The Harlequin IV

**Real Name:** Unrevealed

**Occupation:** Unrevealed

**Base Of Operations:** Unrevealed

**Height:** 5'7"

**Weight:** 120 lbs.

**Eyes:** Unrevealed

**Hair:** Black

**Race:** Human

**Tech Level:** Modern (1)

Most information about the fourth Harlequin comes from her own statements, and is thus currently unverified. She claims to have developed her powers during childhood, which evoked a sense of affinity with the 1940s super-villain the Harlequin (alias Molly Mayne), who had similar abilities (though Mayne's were technological in nature).

Mayne had reformed and married Alan Scott, the original Green Lantern, and at

some point the fourth Harlequin became consumed with usurping Mayne's life, including her husband. The fourth Harlequin obsessively studied details about Scott's closest friends and fiercest enemies, and then set out either to win his love, or kill him.

Wanting to see the object of her obsession in action, the fourth Harlequin bombarded the Green Lantern with images of the Icicle and Solomon Grundy before revealing herself to him. She then tempted him with her natural allure and visions of the fantastic lives she could provide them, but was interrupted by the sudden appearance of Molly Mayne Scott.

Incensed, the fourth Harlequin seriously injured her predecessor with an illusory (but nonetheless deadly) attack. This angered Alan to the point his willpower-fueled Ring easily overcame the Harlequin's deceptions, and his wrath terrified her to the extent that she immediately fled the scene. Alan predicted she would not return, and thus far, his expectation has proved accurate.

**Strategy & Tactics:** The newest Harlequin relied on her uncanny powers of illusion and intimate acquaintance with the details of Alan Scott's life to entice him into being her consort. Given sufficient belief by her victims, Harlequin's illusions can kill, and when provoked she did not hesitate to use them to that end.

### **The Harlequin III**

**Reflexes** 3D: *Brawling* 6D, *melee weapons* 6D

**Coordination** 4D: *Marksmanship* 6D

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

**Knowledge** 3D: *Research* 6D, *scholar* 8D (*Green Lantern I*)

**Perception** 4D: *Artist* 8D (*actress*)

**Presence** 4D: *Bluff* 8D, *charm* 8D (*seduction*), *willpower* 5D

**Advantages/Disadvantages:** Acting Ability -3D, Attractive Appearance -2D, Obsessive Tendencies (desires for Green Lantern I) +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 3

**Character Points:** 15

**Body Points:** 35

**Powers:** Illusion 15D, Vampirism 15D: Drain mental energy (Enhancements: Extended Range +6D, Mastery +6D, Limitation: Linked with Illusion).

**Hector Hammond**

**Occupation:** Criminal

**Base Of Operations:** California State Prison

**Height:** 5'1"

**Weight:** 156 lbs.

**Eyes:** Blue

**Hair:** Brown (with white temples)

**Race:** Human

**Tech Level:** Modern (1)

Small-time crook Hector Hammond discovered a meteor emitting radiation capable of rapidly altering living matter. Hammond then kidnaped four brilliant scientists, changed them into super-geniuses, and then claimed credit for their incredible discoveries. Green Lantern Hal Jordan exposed this ruse and ended Hector's brief celebrity in Coast City, but Hammond returned many times afterward to plague the Emerald Gladiator.

Hammond broke jail, and turned the meteor's rays on himself. He became immortal, and a powerful psionic, but forfeited his mobility in the process. Regaining movement while retaining his powers required that Hammond be exposed to four other meteors, which he compelled Green Lantern to retrieve. At the last moment, the Lantern recovered his free will and destroyed the meteors, forever leaving Hammond paralyzed.

For many years after, Hammond focused on revenge against the Lantern, and to that end he tried nearly everything: usurping control of the Power Ring, using Sonar, the Shaggy Man and the Royal Flush Gang as cat's-paws--even going so far as to attack the Lantern's allies the JLA. Whether Jordan was in Coast City or the depths of space, he found he was never beyond Hammond's reach. However, for all Hector's effort, his protracted vendetta only accumulated failure after failure, and he remained motionless and trapped in his prison cell.

During the Crisis on Infinite Earths, Guy Gardner freed Hammond as a potential ally in his attack on Qward, only to reverse himself and leave him behind on Earth. Taking advantage of his freedom, Hammond formed an alliance with the Zamaron's queen Star Sapphire, aimed at destroying Earth's Green Lantern Corps. Their plans went awry, and Hammond returned to prison, but not yet soured on team-ups.

In future appearances, Hammond worked with the corrupt sponsors of the hero team the Conglomerate (only to be beaten by Gardner) and the similarly mutated Gorilla Grodd (suffering defeat by Hal Jordan and the second Flash on that occasion). A token solo battle with the original Green Lantern during this time ended no better for Hector.

After his fruitless venture with Grodd, Hammond was able to escape his prison cell under unrevealed circumstances. Once free, he answered a call from the Brain Wave to form a new Secret Society of Super-Villains. Unfortunately for Hector, it was the Martian Manhunter impersonating the late JSA foe, and the call proved to be a JLA trap. Once again, Hammond was returned to his cell.

**Strategy & Tactics:** Hammond uses his varied psionic arsenal to the fullest, leaving opponents unsure of when and how he will strike. After his sequential obsessions with gaining power, then immortality, then mobility, and lastly revenge, Hammond has lost direction in recent years, and is now content to follow the plans of other super-villains.

**Recently:** Initially the dupe of invading aliens, Hammond survived a brutal beating from the Advance Man to help the JLA save the Earth.

### **Hector Hammond**

**Reflexes** 3D: *Piloting* 5D (*self*)

**Coordination 0D****Physique 4D (10D):** *Flying 5D (11D)***Knowledge 3D (7D):** *Computer ops 11D (15D), research 16D (20D), scholar 9D (13D), science 16D (20D), security 11D (15D)***Perception 3D (7D):** *Engineering 11D (15D), invent 11D (15D), know-how 11D (15D) (Telekinesis), repair 11D (15D), surveillance 11D (15D)***Presence 3D:** *Willpower 12D***Advantages/Disadvantages:** Arrogance +3D, Physically Limited (total paralysis) +5D, Shady Background +2D, Sworn Enemy (Green Lantern II) +2D.**Speed:** 30**PDV:** 2**Unarmed BDV:** 1D**P/L Bonus:** +2 (+5)**Hero Points:** 0**Villain Points:** 24**Character Points:** 120**Body Points:** 40 (70)**Powers:** Forcefield 12D (Limitation: Linked to Telekinesis), Illusion 30D, Invulnerability 4D, Longevity 13D (Enhancement: Mastery +6D), Mind Control 30D, Superattributes: Physique 6D (bonus: Hardiness), Knowledge 4D (bonus: enhanced calculations), Perception 4D (bonus: Gifted in Learning), Sustenance 40D, Telekinesis 21D, Telepathy 45D (Enhancement: Mastery +6D).**The Invisible Destroyer****Real Name:** Dr. Martin Phillips**Occupation:** Criminal**Base Of Operations:** Coast City, California**Height:** 6' **Weight:** 0 lbs.**Eyes:** None **Hair:** None**Race:** Human**Tech Level:** Modern (1)

Early in Hal Jordan's Green Lantern career, he answered a published plea for help from the noted physicist Dr. Martin Phillips. Coast City had been plagued by a series of break-ins at various nuclear facilities, and Dr. Phillips was convinced he was somehow responsible for the culprit, whom the newspapers dubbed the Invisible Destroyer.

The Destroyer was in fact a being of pure energy, created as an involuntary manifestation of Phillips' unconscious mind, which was bent on increasing its power by absorbing atomic radiation. The Lantern soon encountered the Destroyer, and to his dismay, it proved impervious to his Power Ring.

However, Jordan thwarted the Destroyer's ultimate bid for power by using his Ring to contain a nuclear blast the phantom villain had triggered in Coast City. Enraged, the Destroyer attempted to kill the Lantern with a volley of energy bolts, but the quick-thinking Jordan countered with a blast of anti-matter energy. The resulting explosion

dispelled the Destroyer, seemingly for good.

The Invisible Destroyer did reappear to challenge the Justice League of America during the team's first year of existence, but almost no details have been revealed about that confrontation. It is known that the League prevailed, and the Destroyer is now believed to be gone for good.

**Strategy & Tactics:** The Invisible Destroyer's overriding goal was to absorb enough energy to become "invincible". While it was initially content to work towards this goal gradually, later the Destroyer unexplainedly decided to collect the desired power in one, ultra-destructive move. It is unknown how (if at all) the Destroyer's methods changed in its subsequent manifestation(s).

### **The Invisible Destroyer**

**Reflexes** 3D: *Brawling* 9D (*bear hug*), *piloting* 9D (*self*)

**Coordination** 5D: *Marksmanship* 9D (*Energy Manipulation*)

**Physique** 15D

**Knowledge** 4D: *Science* 8D (*physics*)

**Perception** 4D: *Know-how* 15D (*Energy Manipulation*)

**Presence** 3D: *Willpower* 4D

**Advantages/Disadvantages:** Fast Reactions -4D, Long Winded +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 5D

**P/L Bonus:** +7

**Hero Points:** 0

**Villain Points:** 5

**Character Points:** 25

**Body Points:** 95

**Powers:** Energy Absorption 50D (radiation), Energy Manipulation 15D [Limitation: Duration Change (Permanent) -2D], Gift 35D (Energy Manipulation, Physique), [Linked with Energy Absorption (instant use), Self-Only -2D].

### **Major Force**

**Real Name:** Clifford Zmeck

**Occupation:** Secret government agent

**Base Of Operations:** Washington, D.C.

**Height:** 6'5"

**Weight:** 260 lbs.

**Eyes:** Blue

**Hair:** Reddish brown

**Race:** Human

**Tech Level:** Modern (1)

Twenty years ago, the U.S. Government twice tested an extraterrestrial alloy's ability to shield a man from a nuclear explosion. The second experiment, the Major Force

Project, also seemed a failure because its subject, a psychotic criminal named Sgt. Clifford Zmeck, vanished into present times. The test granted Zmeck awesome superhuman abilities, and as Major Force, he began work as a U.S. government covert operative.

Zmeck often clashed with his counterpart Captain Atom (who received his powers in the previous experiment), as well as his superior General Wade Eiling. Eventually, Zmeck tired of orders and went AWOL, but was later recruited by a group known as The Quorum.

The Quorum hired Force to acquire Kyle Rayner's Power Ring, but Zmeck also butchered Rayner's girlfriend Alex DeWitt in the process. Only the police saved Force from Rayner's wrath.

Rayner and Warrior later tracked Force and the Quorum to their D.C. headquarters. Once captured, Rayner's conscience forced him to spare Zmeck, but in retaliation for murdering his brother, Warrior killed Major Force.

**Strategy & Tactics:** Force rarely utilized his powers' full extent, preferring to dismember foes with his hyper-strength. For obvious reasons, he is careful using his absorption power.

### **Major Force**

**Reflexes** 3D: *Brawling* 7D, *escape artist* 4D, *melee weapons* 7D, *sneak* 4D

**Coordination** 4D: *Lockpicking* 5D, *marksmanship* 7D, *thievery* 5D, *thrown weapons* 7D

**Physique** 5D (26D): *Leap* 10D (31D), *lifting* 10D (31D), *running* 10D (31D), *swimming* 10D (31D)

**Knowledge** 2D: *Forgery* 4D, *security* 4D

**Perception** 2D: *Hide* 4D, *know-how* 8D (*Energy Manipulation*), *search* 4D, *shadowing* 4D, *surveillance* 4D

**Presence** 4D: *Willpower* 5D

**Advantages/Disadvantages:** Contact (The Quorum) -5D, Wealth -4D, Enemies (Captain Atom, Green Lantern V, Warrior) +2D each, Physically Limited (missing left hand) +4D, Psychological Disorder (psychopath) +4D, Shady Background +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 4D

**P/L Bonus:** +5 (+15)

**Hero Points:** 0

**Villain Points:** 10

**Character Points:** 50

**Body Points:** 45 (150)

**Powers:** Energy Absorption 50D (Limitations: Side Effect [using more than 12D sends Force forward through time uncontrollably] -4D; Super-Villain Form -3D), Energy Manipulation 16D (quantum field energy) [Limitation: Super-Villain Form -3D], Environment 20D (Limitation: Super-Villain Form -3D), Invulnerability 3D (Limitation:

Super-Villain Form -3D), Superattributes: Physique 21D (bonuses: all listed; see *Directive on Superpowers*, pp. 59-60).

### **The Shark**

**Occupation:** Hunter

**Base Of Operations:** Mobile

**Height:** 6'2"

**Weight:** 243 lbs.

**Eyes:** Red

**Hair:** None

**Race:** Tiger shark (mutated)

**Tech Level:** Modern (1)

Several years ago, a leaking atomic pile showered a shark with radiation, transforming it into a mutant humanoid possessing vast mental powers and intellect, but driven by a shark's primal instincts. Hunting for prey, the Shark arrived in Coast City to kill Hal (Green Lantern) Jordan, and he nearly succeeded before the hero seemingly reversed the mutation's effects.

The Shark returned numerous times in the following years, his mutation re-created by chance or outsiders such as the Qwardian Weaponers. In addition to Hal Jordan, the Shark has stalked (and been defeated by) the JLA, current Green Lantern Kyle Rayner, and Aquaman—even once briefly usurping the Sea King's throne disguised as an Atlantean named Karshon.

**Strategy & Tactics:** The Shark single-mindedly hunts only "meat" he considers worthy of his abilities, i.e. costumed heroes (usually Hal Jordan or Aquaman). By nature, he must instill fear in prey before absorbing its psyche, and ruthlessly uses all means at his command—including trans-coloring objects yellow—to achieve those ends.

**Recently:** Though aided by an army of similarly mutated sharks, the Shark was overpowered and returned to his natural state by Aquaman.

### **The Shark**

**Reflexes** 4D: *Brawling* 9D

**Coordination** 5D: *Catch* 9D, *marksmanship* 9D, *thrown weapons* 9D

**Physique** 8D: *Flying* 9D, *leap* 10D, *lifting* 10D (12D), *running* 10D, *swimming* 20D

**Knowledge** 4D: *Navigation* 6D (*underwater*), *science* 6D

**Perception** 4D: *Know-how* 9D (*Telekinesis*), *shadowing* 6D (*underwater*), *survival* 6D (*underwater*), *tracking* 6D

**Presence** 4D: *Animal handling* 7D (*sharks*), *interrogation* 7D, *intimidation* 7D, *willpower* 7D

**Advantages/Disadvantages:** Acute Senses (smell) -2D, Fanatic (terrifying and hunting prey) +2D, Hideous Appearance +4D, Poor +3D, Sworn Enemy (Green Lantern II) +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 5D

**P/L Bonus:** +5 (+6)



**Hero Points:** 0

**Villain Points:** 20

**Character Points:** 100

**Body Points:** 60

**Natural Abilities:** Environment 10D (underwater), Natural Weapons: Teeth 7D, Superattributes: Physique 2D (lifting) [bonus: increased P/L Bonus vs. inanimates, Limitation: Conditional (in the water) -2D].

**Powers:** Empathy 6D (instill fear), Invisibility 6D (Limitation: Linked to Matter Manipulation), Matter Manipulation 12D, Mental Blast 12D, Shapechanging 6D (Limitation: Linked to Matter Manipulation), Size Manipulation 4D (self-increase) [Limitation: Linked to Matter Manipulation], Telekinesis 9D, Telepathy 9D, Vampirism 9D: Drain mental energy (Enhancements: Extended Range +6D, Mastery +6D, Limitation: Linked with Telepathy); All Powers have Limitation: Super-Villain Form - 3D.

### **Sonar I**

**Real Name:** Bito Wladon

**Occupation:** Terrorist

**Base Of Operations:** Modora

**Height:** 5'10"

**Weight:** 168 lbs.

**Eyes:** Blue

**Hair:** Black

**Race:** Human

**Tech Level:** Modern (1)

Modora is a minuscule Balkan country whose people superstitiously ostracized Wladon and his deaf parents. Bito saw acoustics as his key to gaining power over Modora, and making it powerful and world-renown.

Dubbed Sonar, Wladon spent years using his sonic weapons to commit (often absurd) crimes to aggrandize his homeland. Invariably, his schemes were ended by Green Lantern Hal Jordan.

Eventually, Wladon tired of his backward nation, and used hypnosis to seize control of Russia and her former republics. It took the combined might of several hero teams to oust Wladon from power.

**Strategy & Tactics:** Wladon's weapons make him extremely dangerous, all the more so now he is past his limited vision of glorifying Modora.

### **Sonar I**

**Reflexes** 4D: *Boating* 5D, *driving* 5D, *piloting* 5D

**Coordination** 4D: *Marksmanship* 7D (*acoustic weapons*)

**Physique** 4D: *Flying* 10D, *leap* 5D, *lifting* 5D, *running* 5D, *swimming* 5D

**Knowledge** 5D: *Computer ops* 7D, *research* 7D, *scholar* 13D (*Modora, acoustics*), *scholar* 7D (*fine arts*), *science* 7D (+6D *acoustics*), *security* 7D

**Perception** 5D: *Engineering* 7D (+6D *acoustic gadgets*), *invent* 7D (+6D *acoustic gadgets*), *know-how* 13D (*Sonic Manipulation*), *repair* 7D (+6D *acoustic*)

*gadgets)*

**Presence** 3D: *Bluff* 9D, *charm* 9D, *command* 9D, *interrogation* 9D, *intimidation* 9D, *persuasion* 9D, *willpower* 9D

**Advantages/Disadvantages:** Attractive Appearance -2D, Followers (Modorans) -18D, Mechanical Aptitude -2D, Wealth -2D, Fanatic (super-patriot) +3D, Shady Background +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 15

**Character Points:** 60

**Body Points:** 40

**Equipment:** Tuning-Fork Gun [Illusion 15D (Limitation: Linked to Sonic Manipulation), Sonic Manipulation 15D (project beam), Limitations: Conditional (requires existing sound) -1D, Removable -3D], Nucleo-Sonic Device [Energy Absorption 10D (sound), Flight 10D, Telekinesis 10D (power thrust), Limitations: Conditional (requires existing sound) -1D, Removable -2D], Sonic Sceptre [Energy Absorption 15D (sound), Flight 15D, Illusion 17D (Limitation: Linked to Sonic Manipulation), Sonic Manipulation 17D (project beam), Telekinesis 12D (power thrust), Limitations: Ineffectiveness (vacuums) -1D, Removable -2D], Sonic Battlesuit [Energy Absorption 15D (sound), Flight 15D, Illusion 17D (Limitation: Linked to Sonic Manipulation), Language Comprehension 7D (Earth languages) [Enhancement: Mastery +6D, Limitation: Limited Ability (verbal language only) -2D], Sonic Manipulation 17D, Supersenses 17D (hearing) [Enhancement: Mastery (does not suffer extra damage) +6D, Limitation: Linked to Sonic Manipulation], Telekinesis 12D (power thrust), Limitations: Ineffectiveness (vacuums) -1D, Removable -1D].

### **The Sportsmaster**

**Real Name:** Lawrence Crock

**Occupation:** Criminal

**Base Of Operations:** Mobile

**Height:** 6'2"

**Weight:** 197 lbs.

**Eyes:** Blue

**Hair:** Red

**Race:** Human

**Tech Level:** Modern (1)

In 1947, "Crusher" Crock's deliberate on-field brutality maimed another player, earning him a lifetime ban from competition and forcing a premature end to his unparalleled multi-sport career. Embittered, Crock turned his athletic gifts to crime as the Sportsmaster.

Crock's misdeeds usually attracted the attention of the Green Lantern, who defeated him on numerous occasions over the years. Later, wanting to be a part of a

winning team again, Crock joined the Injustice Society, where he first met his wife Paula Brooks, the original Huntress. After marriage, the Crocks operated as a costumed-criminal tandem, and raised a daughter, Artemis, to follow in their criminal paths.

**Strategy & Tactics:** Crock designs his gimmick equipment around the crime itself and the anticipated opposition.

**Recently:** The Sportsmaster was last seen after Injustice, Unlimited temporarily sprung him from prison. His present activities are unrecorded.

### **The Sportsmaster**

**Reflexes** 3D: *Acrobatics* 6D, *athletics* 8D, *boating* 6D, *brawling* 8D, *climbing* 6D, *dodge* 6D, *driving* 6D, *escape artist* 8D, *martial arts* 8D, *melee weapons* 8D (+2D *Sports gadgets*), *piloting* 6D, *riding* 6D, *sneak* 8D

**Coordination** 4D: *Catch* 6D, *lockpicking* 8D, *marksmanship* 8D (+2D *Sports gadgets*), *missile weapons* 8D (+2D *Sports gadgets*), *thievery* 8D, *thrown weapons* 8D (+2D *Sports gadgets*)

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

**Knowledge** 3D: *Forgery* 8D, *scholar* 8D (*sports*), *security* 8D

**Perception** 3D: *Engineering* 6D (+2D *Sports gadgets*), *hide* 8D, *invent* 6D (+2D *Sports gadgets*), *repair* 6D (+2D *Sports gadgets*), *shadowing* 8D, *streetwise* 8D

**Presence** 3D: *Willpower* 4D

**Advantages/Disadvantages:** Acute Balance -2D, Contact (Criminal Underworld, Professional Sports Community) -3D each, Fast Reactions -4D, Delusions of Grandeur +3D, Dependent (daughter; Disadvantage declined and eventually became defunct) +3D, Extremely Competitive +2D, Fanatic (sports-motif crimes) +3D, Shady Background +2D, Sworn Enemy (Green Lantern I) +2D.

**Speed:** 30

**PDV:** 3

**Unarmed BDV:** 4D or 1D

**P/L Bonus:** +3

**Hero Points:** 0

**Villain Points:** 10

**Character Points:** 50

**Body Points:** 45

**Equipment:** Baseball Bat/Golf Club (BDV 3D), Chest Protector (Armor Value 8), 4 Exploding Baseballs/Golf Balls/Soccer Balls (BDV 10D), Fishing Rod & Reel (Bind 5D; 80' of line), Flying Platform/Jet-Powered Skis (Flight Speed: 500 mph), Hang Glider, Parachute, 5 Razor-Edge Playing Cards (BDV 1D), Soccer Net (Bind 5D) [Limitation: Limited Abilities (net) -2D; covers a 10' area]; All have Limitation: Removable -3D.

### **The Tattooed Man**

**Real Name:** Abel Tarrant

**Occupation:** Criminal, later fisherman  
**Base Of Operations:** Mobile, later New York City  
**Height:** 6' **Weight:** 195 lbs.  
**Eyes:** Blue **Hair:** Brown  
**Race:** Human  
**Tech Level:** Modern (1)

While fleeing a botched robbery, sailor-turned-thief Abel Tarrant toppled a shelf-ful of chemicals, and Tarrant accidentally discovered he could materialize objects from the spilt mixture. After deciphering its ingredients, Tarrant used the mixture to paint images on himself, and began his career as The Tattooed Man.

His super-villain debut in Coast City attracted Green Lantern's attention, and despite his Ring's ineffectiveness against the tattoos (their chemical base being yellow), the Lantern brought Tarrant to justice. However, defeat only increased Tarrant's ambitions, and his next appearances were as part of the Injustice Gang of the World, challenging the JLA.

Thrice defeated with that group, Tarrant returned to simple theft, but inadvertently stole from the Goldface Syndicate, who (seemingly) killed him in retaliation. Chastened, Tarrant survived, and quietly opened a tattoo parlor.

During a chance patronage, the boorish Guy Gardner bullied Tarrant into a fight. Tarrant escaped, and found the quiet existence he sought working as a crab fisherman.

**Strategy & Tactics:** Tarrant relies almost exclusively on his tattoos to achieve his ends. Their invulnerability to Green Lantern's Ring was a considerable advantage, but one Hal Jordan learned to overcome.

**Recently:** Absconding with Chronos' time-travel equipment, Tarrant unsuccessfully tried to prevent his younger self from turning to crime.

### **The Tattooed Man**

**Reflexes** 2D: *Boating* 5D, *brawling* 5D, *escape artist* 5D, *melee weapons* 5D, *piloting* 5D  
(*self*), *sneak* 5D

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

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

**Knowledge** 3D: *Forgery* 5D, *navigation* 5D, *science* 5D (*chemistry*), *security* 5D

**Perception** 3D: *Artist* 5D (*tattoo artist*), *hide* 5D, *know-how* 5D (*fisherman*), *streetwise* 5D

**Presence** 3D: *Willpower* 6D

**Advantages/Disadvantages:** Contact (the IGW) -3D, Shady Background +2D, Targeted for Assassination (Goldface Syndicate) +2D.

**Speed:** 30

**PDV:** 1

**Unarmed BDV:** 3D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 15

**Character Points:** 75

**Body Points:** 40

**Equipment:** Tattoos [Animation 14D (animate image) [Enhancements: Continuous +2D, Mastery (may use skills through images) +6D, Limitations: Conditional (must touch image to animate) -1D, Limited Ability (cannot animate multiple images; special tattoos only) -2D each], Psychic Manifestation 14D (Limitation: Linked with Animation); Tattoos have Limitations: Rechargeable (20 uses, special tattoo paint) -4D, Removable -1D].

### **The Thorn I**

**Real Name:** Rose Canton

**Occupation:** Botanist, criminal

**Base Of Operations:** Mobile

**Height:** 5'7"

**Weight:** 140 lbs.

**Eyes:** Green

**Hair:** Red (Blond as Rose)

**Race:** Human

**Tech Level:** Modern (1)

Botanist Rose Canton's evil persona Thorn began usurping control after a unique, Tashmi Island jungle root's sap granted her super-powers. In 1947, Thorn and her gang carried their crime spree to Keystone City.

The Flash thrice defeated Thorn before learning of her twin psyches, and in 1949 he sought help for Rose from Green Lantern and Wonder Woman. Hippolyta conveyed Rose to Themyscira, where after forty-odd years she was freed of Thorn's influence.

Rose (now Alyx Florin) moved to Gotham, romantically pursuing Alan Scott, whom she had instantly fallen for in 1949. Alan eventually returned her affections and married her, but when Alyx donned Alan's Ring, Thorn's persona reawakened and caused a fire Alyx was presumed killed in.

She soon gave birth to twins (who later became the heroes Jade and Obsidian), but abandoned them and returned to crime, battling the JSA and later, her children. However, before Thorn could murder Jade, Obsidian and Alan, Rose (who had befriended them) killed both Thorn and herself with a single poison-thorn stab.

**Strategy & Tactics:** Thorn used Rose's persona to gain entry and trust. She trapped foes in thorny vines, and then struck them with Poison Thorns. Anyone close received a flurry of Thorn attacks at hyper-speeds.

### **The Thorn I**

**Reflexes** 3D: *Boating* 5D, *climbing* 5D, *driving* 5D, *melee weapons* 6D (*Thorns*), *piloting* 5D

**Coordination** 4D: *Thrown weapons* 6D (*Thorns*)

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

**Knowledge** 3D: *Research* 6D, *scholar* 6D (*Tashmi Island*), *science* 6D (*botany*)

**Perception** 3D: *Know-how* 12D (*Plant Manipulation*), *streetwise* 4D (+2D *Keystone*)

*City), survival 5D (jungle)*

**Presence 3D: Bluff 5D, charm 5D, command 5D, disguise 5D, willpower 5D**

**Advantages/Disadvantages:** Contact (Criminal Underworld) -4D, Fast Reactions -4D, Hardiness -4D, Speed Draw (Thorns) -1D, Psychological Disorder +2D, Sworn Enemy (The Flash I) +2D.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 10

**Character Points:** 40

**Body Points:** 35

**Powers:** Plant Manipulation 12D, Speed Manipulation 5D (superactions) [Limitation: Conditional (must spin in place) -2D].

**Equipment:** Thorns (Limitations: Rechargeable -4D, Removable -3D): Explosive (BDV 5Dx3, Blast Radius 2/5/10, Range ½/3, ROF 1), Poison (BDV 2D plus toxin [Resistance Difficulty 13, BDV 5D], Range 15/30/50, ROF 1), Rope (50' length).

### **The Time Commander**

**Real Name:** John Starr

**Occupation:** Scientist, criminal

**Base Of Operations:** Gotham City

**Height:** 6'2"

**Weight:** 210 lbs.

**Eyes:** Blue

**Hair:** Brown

**Race:** Human

**Tech Level:** Modern (1)

John Starr was a brilliant scientist who turned to crime after the demise of the artificial humanoid project which employed him. He was soon imprisoned, and while incarcerated perfected the Hourglass, which harnessed celerity and gave control over time itself.

Calling himself the Time Commander, the “Modern Monte Cristo”, Starr’s criminal career focused on rewriting his past: making himself appear “railroaded” into prison, and killing his former employer. These early schemes were foiled by The Batman and Green Lantern Hal Jordan.

Starr’s agenda then took a turn for the grandiose, as he began resurrecting the dead by reversing time’s flow, with the goal of returning humanity literally to Eden. Though Animal Man refused to do so, the Justice League Europe put a halt to his plan.

The Calendar Man freed Starr from prison to join with the Clock King and Chronos as the Time Foes. The villains aimed to recover the Hourglass, but were prevented by the Team Titans. In truth, the entire scheme had been secretly masterminded by a future-time villain, Lazarium.

As a result of the so-called “Crisis in Time”, the Time Foes became stuck in a temporal loop. Unable to free himself or his teammates, John Starr ultimately perished there.

**Strategy & Tactics:** The immense power of Starr’s Hourglass made him very dangerous, but his petty concerns often limited his criminal vision. As a result, his plans usually had a loophole through which his opponents defeated him.

### **The Time Commander**

**Reflexes** 3D

**Coordination** 3D

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

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

**Perception** 5D: *Engineering* 7D (+2D *temporal devices*), *invent* 7D (+2D *temporal devices*), *know-how* 15D (*Temporal Manipulation*), *repair* 6D (+2D *temporal devices*), *search* 6D (+2D *time*)

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

**Advantages/Disadvantages:** Ally (the Time Foes) -14D, Shady Background +2D, Sworn Enemy (The Batman, Green Lantern II) +2D each.

**Speed:** 30

**PDV:** 2

**Unarmed BDV:** 1D

**P/L Bonus:** +2

**Hero Points:** 0

**Villain Points:** 16

**Character Points:** 65

**Body Points:** 35

**Equipment:** Hourglass (*Temporal Manipulation* 15D, *Enhancement: Expanded Effect* +24D, *Limitation: Removable* -1D).