

Titans Sourcebook

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ARELLA

REAL NAME: Unknown
OCCUPATION: Healer and contemplative
BASE OF OPERATIONS: Azarath, later mobile
HEIGHT: 5'7"
WEIGHT: 130 pounds
EYES: Blue
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Years ago, Arella was a young woman who felt lost and alone in the world. She sought love and companionship and found them by joining a Satanic cult. She agreed to be used as part of a ritual intended to summon up the Devil, with her as his intended bride. When he appeared, he was the most beautiful man Arella had ever seen, and he swept her up into a world of blissful pleasure. But Arella's happiness was quickly shattered when her husband and lover revealed his true form and identity as Trigon the Terrible, demon conqueror of worlds. Trigon had attempted to have offspring many times before, and each time they were slain by his enemies. He intended to ensure that Arella, and the child she carried, remained beyond their reach, and cast her back to Earth.

Alone and frightened, terrified by what was growing inside of her, Arella tried to commit suicide. As she lay dying of an overdose in an alley, she saw a bright light and a figure reaching out to her. She took the figure's hands and was transported to the other-dimensional realm of Azarath. The people there took her in and she soon gave birth to a daughter she named Raven. Arella had little contact with her daughter, who was raised by the priests of Azarath. She helped her daughter when she could, but always felt that she wasn't the mother Raven needed.

RECENTLY: After the Titans' conflict with the Wildebeest Society (see **Wildebeest Society**), Arella and the disembodied souls of the people of Azarath (slain by Trigon) eventually merged into the being known as Phantasm (see **Phantasm**).

Arella

Reflexes 2D
Coordination 2D
Physique 2D: *Resistance* 4D
Knowledge 2D: *Arcane lore* 4D
Perception 2D
Presence 2D: *Charm* 3D, *persuasion* 3D
ADVANTAGES/DISADVANTAGES: Attractive Appearance (-2D), Dark Secret (her involvement with Trigon, -1D)
SPEED: 30
PDV: 1
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 2
VILLAIN POINTS: 0
CHARACTER POINTS: 18
BODY POINTS: 28
POWERS: Empathy 2D

DR. SARAH CHARLES

OCCUPATION: Scientist
BASE OF OPERATIONS: New York City

HEIGHT: 5'7"
WEIGHT: 125 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Dr. Sarah Charles was one of the youngest physicians and scientists to work at S.T.A.R. Labs' New York facility. She became a student of the works of Dr. Silas Stone, the father of Victor Stone, alias Cyborg. After Dr. Stone passed away, Dr. Charles took over Victor's case at S.T.A.R., helping to maintain his cybernetic systems and repairing the damage and injuries he suffered as a member of the Teen Titans.

Over time, Sarah and Victor developed an attraction for each other, although it was hampered by the fact that Victor felt no woman could care for him as he was: half-man and half-machine. Sarah tried to break through Victor's hard exterior, and eventually the two of them began seeing each other romantically.

But a relationship was clearly not meant to be. In his adventures with the Titans, Victor suffered injuries that left him far more machinelike and almost incapable of interacting with normal people, effectively ending his relationship with Sarah. He eventually left Earth behind to explore the galaxy as part of the alien Technis.

RECENTLY: Working with the Titans again, with the alien Omegadrome as a body, Victor met Sarah again S.T.A.R. Labs, but Victor discovered that she had fallen in love with and married a co-worker during his time in deep space, although she still clearly has unresolved feelings for Victor.

Dr. Sarah Charles

Reflexes 2D
Coordination 2D
Physique 2D
Knowledge 3D: *Computer ops* 4D, *medicine* 6D, *research* 5D, *science* 5D (*cybernetics* +2D)
Perception 3D: *Repair* 4D
Presence 2D: *Charm* 3D, *persuasion* 3D
ADVANTAGES/DISADVANTAGES: None
SPEED: 30
PDV: 1
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 0
CHARACTER POINTS: 12
BODY POINTS: 30

GREEN LANTERN

REAL NAME: Kyle Rayner
OCCUPATION: Freelance artist, adventurer
BASE OF OPERATIONS: New York City
HEIGHT: 5'11"
WEIGHT: 175 pounds
EYES: Dark Green
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)

Kyle Rayner was chosen at random by Ganthet, the last Guardian of the Universe, to become the bearer of the last power ring—the most powerful weapon in the universe. Initially unsure of what to do with his newfound power, Kyle moved to New York City after Major Force murdered his girlfriend, Alex DeWitt. He became involved with both the New Titans and with Donna Troy, although neither relationship lasted for very long.

RECENTLY: After his incarnation of the Titans broke up, Kyle went on to become a member of the Justice League and now fights alongside them. Kyle remains fond of Donna although the two of them have moved on with their lives.

Green Lantern

Reflexes 3D: *Brawling* 4D, *dodge* 5D, *melee weapons* 4D, *piloting* 4D (*self* +1D)

Coordination 3D: *Marksmanship* 4D

Physique 3D: *Flying* 5D

Knowledge 3D: *Scholar* 3D (*art* +2D), *security* 2D

Perception 3D: *Artist* 6D (*commercial art and design* +3D, *drawing, sculpting* +2D each, *painting* +1D), *know-how (ring creations)* 8D

Presence 2D: *Charm* 4D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Alan Scott, Guy Gardener, John Stewart) -3D each, Contact (The New Titans) -3D, Patron (Ganthet) -4D, Special Equipment (power ring) -5D, Employed +4D, Enemy (rogues gallery) +5D, Secret Identity +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +1

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 78

BODY POINTS: 32

EQUIPMENT: Green Lantern Power Ring [Energy Manipulation 14D (limitations: Duration Change [Concentration], Removable -2D (can only be used by Kyle, Hal Jordan, or Kyle's direct descendants), Side Effect (most uses of the ring are green), -1DI enhancement: Remote +4D), Mimicry 7D (limitation: Linked to Energy Manipulation; enhancement: Mastery [can access any power Kyle has seen in use]), Language Comprehension 7D. All powers have the limitation: Ineffectiveness (killing), Rechargeable (the more Kyle uses the ring the faster it is depleted; the ring is linked to Kyle, so he knows when it is running low on power).]

NOTE: The statistics here are for Kyle while he was a member of the Titans, before he joined the JLA.

JILLIAN JACKSON

OCCUPATION: Student

BASE OF OPERATIONS: New York City

HEIGHT: 5'4"

WEIGHT: 90 pounds

EYES: Blue

HAIR: Pink (naturally blond)

RACE: Human

TECH LEVEL: Modern (1)

Jillian Jackson was the first girl Gar Logan, alias Beast Boy, ever dated. They began going out in junior high school, around the time that Gar joined the Doom Patrol, and Jillian was Gar's only friend his own age. Jillian and Gar were out of touch for a while after the Doom Patrol was presumed killed, and Garfield went to work in Hollywood as a television actor on "Space-Trek 2022."

After the show folded, Jillian sought Gar out and the two of them began seeing each other again (much to the displeasure of Jillian's wealthy father, who considered Garfield a freak and a bad influence). Then an old foe of the Doom Patrol, the Arsenal, kidnapped Jillian to lure Beast Boy into a trap. The Arsenal turned out to be Garfield's embittered legal guardian, Galtry, who wanted revenge for being cheated out of the chance to control Beast Boy's family fortune. Although Gar overcame Galtry and rescued Jillian, her father sent her off to finishing school to keep her from seeing Beast Boy again.

A few years later, Jillian returned and renewed her friendship with Gar, helping console him after the death of Tara Markov. She and Garfield have remained friends since, although they haven't renewed their romantic relationship.

STRATEGY & TACTICS: Jillian is remarkably level-headed for a young woman her age and she's more than capable of handling Garfield's own personality quirks. She can get a bit overwhelmed by some of the strangeness in Gar's life, but she's always there when he needs a friend to lean on.

Jillian Jackson

Reflexes 2D: *Riding* 4D

Coordination 2D

Physique 2D: *Swimming* 3D

Knowledge 2D

Perception 3D: *Artist* 4D (*fashion* +1D)

Presence 3D: *Animal handling* 4D (*Beast Boy* +2D), *charm* 4D, *persuasion* 4D

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Patron (her father) -2D.

SPEED: 30

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 28

TERRANCE "TERRY" LONG

OCCUPATION: History Teacher

BASE OF OPERATIONS: New York City

HEIGHT: 5'10"

WEIGHT: 170 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Terry Long met Donna Troy while working as a professor of history and mythology in New York City. Terry was already divorced from his first wife, Marcia, and had a daughter, Jennifer, when he met Donna, who was ten years his junior. He and Donna began seeing each other and he quickly learned about Donna's identity as Wonder Girl and her involvement with the Teen Titans. He did his best to support Donna's super-heroic activities, like he did everything in her life, although he often worried about Donna's whereabouts and her safety.

Despite the difficulties of having a super-powered girlfriend, Terry remained steadfastly in love with Donna and eventually proposed to her. Their wedding was a fairy-tale affair, with Changeling (frantically) in charge of organizing everything and the ceremony held at the Dayton Mansion, with all of the Titans and Donna and Terry's friends and family in attendance. The couple honeymooned in Greece, flying there on board Steve Dayton's private jet. They settled down and looked forward to spending their lives with each other.

Unfortunately, Donna and Terry's happiness was short-lived. Donna became pregnant with their child, who had the potential to inherit the tremendous powers of the Titans of myth and become the madman Lord Chaos, ruler of an alternate future Earth. The Team Titans of that time traveled back into the past to prevent Chaos' birth and ascent to power by killing Donna, and Chaos followed them back to stop them. The combination of the Titans and the Team Titans were able to stop Chaos and protect Donna and Terry's son.

RECENTLY: Although both Donna and her son, Bobby, survived the ordeal, it placed a terrible strain of her and Terry's marriage. The two of them eventually divorced, with Terry gaining custody of their son. Terry and Bobby were later killed in a car accident, along with Donna's step-daughter Jennifer.

Terry Long

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 3D: *Research* 5D, *scholar* 4D (*history* +2D, *mythology* +1D)

Perception 3D

Presence 2D: *Charm* 3D

ADVANTAGES/DISADVANTAGES: None.

SPEED: 30

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 0

CHARACTER POINTS: 18

BODY POINTS: 30

MINION

REAL NAME: Jarras Minion

OCCUPATION: Adventurer

BASE OF OPERATIONS: Deep space

HEIGHT: 5'2"

WEIGHT: 90 pounds

EYES: Black

HAIR: Green

RACE: Talynian

TECH LEVEL: Advanced (3)

Jarras Minion was born on Talyn, the sixth planet in the Proxima Centauri system, a world that experienced peace for thousands of years due to genetically engineering for pacifism. Unfortunately that trait did not protect the Talynians when a strange energy creature attacked their world. Young Jarras saw his brother and sister disintegrated before his eyes. He barely escaped, and his mother placed him inside the Omegadrome, a special morphing support suit she created, launching him into space to save him. Jarras learned to control the Omegadrome and set out on a mission to find Psimon, the source of the energy that nearly destroyed Talyn (see **Psimon**). While on his mission Minion encountered the New Titans on Earth and worked with them for a time. Eventually he chose to return to deep space.

RECENTLY: As part of his decision to leave the Titans, Jarras again embraced his pacifist heritage and beliefs, so he left the Omegadrome in the keeping of Victor Stone, then known as Cyberiad or Technis, merged with a cyber-alien collective. The Omegadrome's near-limitless energy source and morphing abilities gave Victor Stone the means to accumulate and control a vast amount of technology and it is now incorporated into his new body (see **Cyborg**).

Minion

Reflexes 2D:*Dodge* 4D, *piloting* 4D (*Omegadrome* +3D)

Coordination 2D: *Catch* 4D

Physique 2D: *Flying* 4D

Knowledge 3D: *Computer ops* 4D, *navigation* 4D (*astrogation* +1D)

Perception 2D: *Know-how (Omegadrome)* 4D, *repair* 3D, *search* 3D, *tracking* 4D

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

ADVANTAGES/DISADVANTAGES: Technologically Advanced -20D

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 8

VILLAIN POINTS: 0

CHARACTER POINTS: 28

BODY POINTS: 28

EQUIPMENT:

The Omegadrome

Type: powered armor

Speed: same as wearer's

Defense Value: same as wearer's

Base Damage Value: same as wearer's

Fire Arc: Forward

Range: as per powers

Ammunition: The Omegadrome is powered by a limitless quasi-neutronic quantum mass from an unknown extradimensional source.

Rate of Fire: 1

Enhancement Modifiers: *computer ops* +2D, *know-how (shapechanging)* +5D, *navigation (astrogation)* +4D, *piloting (Omegadrome)* +3D, *survival* +4D

Armor Value: 25

Body Points: 150

Additional Information: *Powers:* Flight 15D, Shapechanging 12D, Speed Manipulation (supermobility) 20D, Superattributes: physique 12D, Sustenance 7D

SARAH SIMMS

OCCUPATION: Teacher

BASE OF OPERATIONS: New York City

HEIGHT: 5'6"

WEIGHT: 120 pounds

EYES: Blue

HAIR: Blond

RACE: Human

TECH LEVEL: Modern (1)

Victor Stone met Sarah Simms in New York's Central Park when a baseball hit him in the head. When a boy came to retrieve the ball, Cyborg was afraid his appearance would frighten the boy, but when he handed the baseball back, the boy was impressed instead. "I wish they'd given me one like that," he said about Cyborg's metal hand, taking off his glove to reveal his own plastic one. His teacher, Sarah Simms, apologized to Cyborg for the interruption.

It turned out that she taught a class of children with prosthetics and disabilities, and Cyborg became something of a mentor and role-model for them. He and Sarah also became close, since she was able to look past his prosthetics and his gruff attitude to the kind-hearted man inside. Once her relationship with Cyborg became known, Sarah became a pawn in some conflicts with the Titans, since she was a useful hostage. She and Vic Stone began to drift apart and, although they remained friends, their romantic relationship came to an end. After Vic left Earth, Sarah didn't see him for some time, and Victor still hasn't renewed his relationships with many of the friends he left behind.

Strategy & Tactics: Sarah Simms is a warm, caring, and compassionate woman, able to look past someone's outward appearance and see the person inside. She's supportive and helpful, but she has no experience with combat and does her best to get to safety if danger threatens. If someone truly needs her help (such as if one of her students was threatened), Sarah would find the courage to do whatever she had to.

Sarah Simms

Reflexes 2D

Coordination 2D

Physique 2D

Knowledge 3D: *Scholar* 4D (*disabled kids* +1D)

Perception 2D

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

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D

SPEED: 30

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 0
CHARACTER POINTS: 12
BODY POINTS: 28

THE TEAM TITANS

In one of the diverse alternate timelines scattered throughout Hypertime, Donna Troy gave birth to a baby, her son by Terry Long. The child inherited the potential power of the Titans of Myth through his mother, and that power proved too great for any mortal mind to deal with, particularly that of a child. As the Olympians defeated their Titan parents, so did Donna Troy's child overthrow his predecessors. He aged himself to maturity and took the name Lord Chaos, the ruler of the world.

Under Lord Chaos' rule, all metahumans were either killed or, if young and impressionable enough, gathered together and trained to serve their new master. A ragged underground made up of the few remaining metahumans and costumed heroes remained, including Dick Grayson, Nightwing. The resistance called itself the Team Titans, after the team that had fought the hardest against Chaos and his forces.

Led by Nightwing, a group of Team Titans made a daring assault in a secret facility controlled by Lord Chaos, in order to use an experimental time machine to travel into the past and kill Chaos' mother, Donna Troy, before she gave birth, preventing Chaos from ever existing. Lord Chaos followed them into the past, resulting in a three-way conflict between the Titans, the Team Titans, and Chaos. After Lord Chaos' defeat, the Team Titans were stranded in the past, where they decided to make new lives for themselves as best they could.

BATTALION

REAL NAME: Unknown
OCCUPATION: Soldier, rebel
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4"
WEIGHT: 250 pounds
EYES: Green
HAIR: Red
RACE: Human
TECH LEVEL: Postmodern (2)
Reflexes 3D: *Brawling* 6D, *climbing* 4D, *dodge* 5D, *driving* 4D, *melee weapons* 6D, *piloting* 4D, *sneak* 4D.
Coordination 3D: *Marksmanship* 5D (*guns* +2D), *thrown weapons* 4D (*grenades* +1D)
Physique 4D (10D): *Lifting* 5D (11D), *resistance* 6D (12D).
Knowledge 2D: *Demolitions* 4D, *security* 4D
Perception 3D: *Shadowing* 4D, *streetwise* 5D, *survival* 5D, *tracking* 4D
Presence 3D: *Command* 5D, *interrogation* 4D, *intimidation* 6D, *willpower* 5D.
ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D, Speed Draw -1D; Impulsiveness +1D.
SPEED: 30
PDV: 3
UNARMED BDV: 2D
P/L BONUS: +5
HERO POINTS: 6
VILLAIN POINTS: 2
CHARACTER POINTS: 28
BODY POINTS: 72
POWERS: Superattributes (Physique) 6D
EQUIPMENT: Paired guns (BDV: 4Dx4, Range: 60/180/540), grenades (BDV: 6Dx3, Range: PHYS-1/PHYS/PHYS+1), heavy club (BDV: 4D), body armor (AV 12), rope and climbing hook.
BACKGROUND: Little is known about the gruff and grim "drill sergeant from Hell" of the Team Titans except that he's seen more combat than most of his charges put together. When it comes to fighting few are better at it than Battalion, and he takes no prisoners.

KILOWATT

REAL NAME: Charles "Charlie" Watkins

OCCUPATION: Rebel, adventurer

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 160 pounds

EYES: Blue

HAIR: None (Blond in human form)

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: *Dodge* 5D, *martial arts* 4D, *melee weapons* 4D, *piloting* 4D (*self* +1D), *sneak* 4D.

Coordination 3D: *Marksmanship* 4D (*energy blasts* +1D).

Physique 3D: *Flying* 6D.

Knowledge 2D: *Navigation* 3D, *security* 4D.

Perception 3D: *Know-how (electricity manipulation)* 5D, *search* 4D, *shadowing* 4D, *surveillance* 4D.

Presence 3D: *Command* 4D.

ADVANTAGES/DISADVANTAGES: Enemy (Josh McDonald, elite trooper) +1D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 0

CHARACTER POINTS: 30

BODY POINTS: 34

POWERS: Electricity Manipulation 12D (Side-Effect: glows constantly -1D, Can't make constructs -1D, Self-Invulnerability +3D).

BACKGROUND: Fifteen year-old Charlie Watkins was waiting in line at a processing center, hoping to get a job, when he witnessed an attack on Lord Chaos. He leapt to his lord's defense and earned a place among his Elite Force. But Charlie came to question Chaos' goals and methods and eventually joined the resistance as a spy. When he helped the Team Titans raid a scientific facility, his friend and fellow trooper Josh blasted him into an experimental energy converter, which transformed Charlie Watkins into a being of pure energy, Kilowatt.

MIRAGE

REAL NAME: Unknown (goes by "Miri")

OCCUPATION: Rebel, adventurer

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: 130 pounds

EYES: White

HAIR: Black

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: *Acrobatics* 5D, *climbing* 4D, *dodge* 6D, *driving* 4D, *martial arts* 6D, *melee weapons* 5D, *piloting* 4D (*hovercraft* +1D), *sneak* 6D

Coordination 3D: *Lockpicking* 5D, *marksmanship* 5D (*blasters* +1D), *thievery* 5D, *thrown weapons* 4D.

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

Knowledge 3D: *Languages* 5D, *security* 5D.

Perception 3D: *Know-how (shapechanging)* 6D, *search* 4D, *shadowing* 6D, *streetwise* 5D, *surveillance* 5D.

Presence 3D: *Bluff* 6D, *charm* 4D, *command* 4D (*Team Titans* +1D), *disguise* 8D, *interrogation* 5D, *intimidation* 4D, *persuasion* 5D, *willpower* 5D.

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Attractive Appearance -2D, Obsessive Tendencies +2D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 7

VILLAIN POINTS: 1

CHARACTER POINTS: 35

BODY POINTS: 34

POWERS: Shapechange 8D (human-forms only)

EQUIPMENT: Blaser (BDV: 6Dx3, Range: 75/225/450), Team Titans comband.

BACKGROUND: As a child, Mirage was captured by Chaos' soldiers and trained by them to use her metamorphic abilities as an infiltrator and spy. They brainwashed her so thoroughly that she killed her best friend at Chaos' command, but infiltrating the rebels stirred up repressed memories and allowed her to rebel. She joined the Team Titans and became second-in-command on Nightwing's team, as well as his lover (which caused no end of problems when she became romantically attracted to Nightwing in the past).

NIGHTRIDER

REAL NAME: Dagon

OCCUPATION: Vampire

BASE OF OPERATIONS: Mobile

HEIGHT: 6'2"

WEIGHT: 175 pounds

EYES: Red

HAIR: Black

RACE: Human

TECH LEVEL: Postmodern (2)

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

Coordination 2D

Physique 3D (7D): *Flying* 4D (8D), *leap* 4D (8D), *resistance* 4D (8D), *running* 5D (9D).

Knowledge 2D: *Arcane lore* 3D, *security* 3D.

Perception 2D: *Hide* 4D, *shadowing* 5D, *streetwise* 5D, *survival* 4D (*urban* +2D), *tracking* 4D.

Presence 3D: *Interrogation* 4D (*threats* +2D), *intimidation* 6D, *willpower* 4D.

ADVANTAGES/DISADVANTAGES: Intimidating Grin -2D; Medical Problem (must feed on blood to survive) +6D,

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +3

HERO POINTS: 8

VILLAIN POINTS: 3

CHARACTER POINTS: 40

BODY POINTS: 41

POWERS: Density Manipulation (specialty: intangibility, self-only) 6D, Invulnerability 2D (Ineffective versus wood, -1D), Longevity 3D, Natural Weapons 2D, Shapechanging (humanoid bat form only) 3D,

Superattributes: Physique 4D, Sustenance 3D, Vampirism 6D. All powers have Vulnerability (sunlight, -9D)

EQUIPMENT: Team Titans comband.

BACKGROUND: Dagon was the victim of a vampire agent of Lord Chaos but he rebelled against his vampiric "master" and joined the resistance against Chaos, although he still has to indulge his appetite for blood in order to survive.

REDWING

REAL NAME: Carrie Levine

OCCUPATION: Rebel, adventurer

BASE OF OPERATIONS: Mobile

HEIGHT: 5'5"

WEIGHT: 100 pounds

EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Postmodern (2)
Reflexes 4D: *Acrobatics 5D, dodge 7D, piloting 5D (self +3D), sneak 5D.*
Coordination 3D: *Catch 4D, missile weapons 4D, thrown weapons 5D.*
Physique 2D: *Flying 5D.*
Knowledge 2D: *Computer ops 3D, demolitions 3D, navigation 3D (aerial +2D), security 3D.*
Perception 3D: *Hide 4D, search 4D, shadowing 4D (aerial +2D), tracking 4D (aerial +1D).*
Presence 2D: *Charm 3D, persuasion 3D, willpower 4D.*
ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Acute Senses (sight) -2D.

SPEED: 30

PDV: 4

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 38

BODY POINTS: 28

POWERS: Flight 12D

EQUIPMENT: "Egg-plosive" grenades (BDV: 6Dx3, Range: PHYS-1/PHYS/PHYS+1), Team Titans combat.

BACKGROUND: Carrie Levine and her twin brother Jon were born after their parents were exposed to a dose of mutagenic radiation, resulting in both of them developing metahuman powers in childhood. Their parents did their best to hide Carrie and Jon's abilities from the agents of Lord Chaos, but Chaos eventually discovered their existence and killed the Levines, taking Jon prisoner, while Carrie was away. She joined up with the Team Titans and eventually rescued Jon, the two of them working with the rebels against Lord Chaos. In the same raid that created Kilowatt, Jon Levine was severely injured. He used his powers to "download" his consciousness into the computer network, becoming a disembodied digital being.

Note: Jon Levine (AKA "Prester John") communicates with Carrie and the other Team Titans via their wrist-communicators. He has *Knowledge 3D, computer ops 9D, research 7D, Perception 3D, surveillance 7D, Presence 2D, Mechanical Manipulation 12D* and no other real stats (since he's only a disembodied intelligence).

TERRA

REAL NAME: Tara Markov

OCCUPATION: Former rebel, adventurer

BASE OF OPERATIONS: Mobile

HEIGHT: 5'2"

WEIGHT: 90 pounds

EYES: brown

HAIR: blond

RACE: Human

TECH LEVEL: Postmodern (2)

Reflexes 3D: *Climbing 4D, dodge 5D, piloting 4D (earth-constructs +3D), riding 4D (earth-constructs +3D), sneak 4D.*

Coordination 3D: *Missile weapons 4D (stone missiles +2D).*

Physique 2D

Knowledge 2D: *Computer ops 3D, Demolitions 4D (stonework +3D).*

Perception 3D: *Hide 4D, know-how (earth manipulation) 7D, search 5D, streetwise 4D, surveillance 5D.*

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

ADVANTAGES/DISADVANTAGES: Acting Ability -3D; Low Self-Esteem +2D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 8

VILLAIN POINTS: 0

CHARACTER POINTS: 45

BODY POINTS: 29

POWERS: Earth Manipulation 12D.

EQUIPMENT: Team Titans comband.

BACKGROUND: The real name of the girl now called Terra remains unknown. She is a duplicate of the original Tara Markov, created by Lord Chaos' scientists using DNA from Terra's remains and an innocent girl captured by his elite troopers, her memories and identities erased. She was programmed to infiltrate the Team Titans, but they caught on to her and were able to undo some of the reprogramming. Terra willingly joined the Team Titans against Lord Chaos, although she's encountered some difficulties with people who knew the original Terra (particularly Changeling).

THUNDER & LIGHTNING

REAL NAMES: Gan and Tavis Williams

OCCUPATION: Adventurers

BASE OF OPERATIONS: Hsuan, North China Sea

HEIGHT: 6'5" (Gan) 6'4" (Tavis)

WEIGHT: 180 pounds (Gan), 160 pounds (Tavis)

EYES: Brown

HAIR: Black

RACE: Human/alien hybrid

TECH LEVEL: Modern (1)

Gan and Tavis' mother was a Vietnamese woman who chanced to fall in love with an American soldier. After he disappeared, she discovered that she was pregnant by him. Ostracized by her family and community, she wandered until she found the fabled island of Hsuan in the North China Sea. There she found refuge and gave birth to Siamese twins. Chan Ti, the island's wise man, performed certain rituals and applied jade herbs and ancient incense to separate the twins, but the two boys were still different from other children. Gan could command a force like thunder while Tavis could channel lightning, and they shared a psychic bond between them.

As teenagers, the brothers' powers began to grow out of control and Chan Ti told them they were dying of an illness he could not cure, not without a transfusion of their father's blood. So they set out for America, using the names Thunder and Lightning, and looked for their father, but their out of control powers brought them into conflict with the authorities and the Teen Titans. They were unable to find any trace of their father until sometime later, when they learned that he was not a U.S. soldier or even a human being.

In fact, Gan and Tavis' father was an alien who crashed on Earth and assumed human form, and their powers were a result of a mix of human and alien genes. Their father was a prisoner of the H.I.V.E., which used him against the Titans and his sons. Although their father died shortly after they found him, interacting with him did cure Thunder and Lightning of the condition that was killing them and stabilized their powers.

STRATEGY & TACTICS: Thunder and Lightning are not especially skilled fighters, although they have some combat training from their childhood in Hsuan. They rely heavily on their powers and on their psychic link with each other, which allows them to act as if they shared a single mind. The gamemaster should allow anyone playing Thunder and Lightning to coordinate their actions in combat, and they frequently use coordinated attacks and actions against their opponents. Both brothers are very protective of each other, and each will immediately go to the other's aid if he is hurt or in danger.

Thunder

Reflexes 3D: *Dodge* 4D, *martial arts* 5D.

Coordination 3D: *Thrown weapons* 4D (*heavy objects* +1D).

Physique 3D (13D): *Leap* 4D (14D), *lifting* 4D (14D).

Knowledge 2D: *Languages* 3D, *scholar (Hsuan lore)* 3D.

Perception 2D: *Know-how (explosion)* 5D, *search* 4D.

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

ADVANTAGES/DISADVANTAGES: Courage -2D; Impulsiveness +1D, Obsessive Tendencies +2D (formerly Medical Problem +6D as well).

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +6

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 40

BODY POINTS: 73

POWERS: Explosion 10D (must clap hands -1D), Superattributes: Physique 10D, Telepathy 6D (duration change: Permanent, only with Lightning), Weather Manipulation 3D.

Lightning

Reflexes 3D: Dodge 5D, martial arts 5D, piloting (self) 4D.

Coordination 3D

Physique 3D

Knowledge 2D: Languages 3D, scholar (Hsuan lore) 3D.

Perception 3D: Know-how (electricity manipulation) 5D, search 4D.

Presence 2D: Persuasion 4D, willpower 5D.

ADVANTAGES/DISADVANTAGES: Courage -2D; Impulsiveness +1D, Obsessive Tendencies +2D (formerly Medical Problem +6D as well).

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 10

VILLAIN POINTS: 0

CHARACTER POINTS: 40

BODY POINTS: 30

POWERS: Electricity Manipulation 10D, Telepathy 6D (duration change: Permanent, only with Lightning), Weather Manipulation 3D.

THE DISRUPTOR

REAL NAME: Michael Beldon

OCCUPATION: Criminal

BASE OF OPERATIONS: New York City

HEIGHT: 5'10"

WEIGHT: 155 pounds

EYES: Blue

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

The Disruptor is the *nom du crime* adopted by Michael Beldon, the son of "Brains" Beldon, a criminal scientist who clashed with Batman and who sought to fill a vacant seat on the H.I.V.E.'s supreme council. Beldon designed a special costume for his son, capable of disrupting and redirecting flows of energy and sent him to kill the members of the Teen Titans as a means of proving his worth to the H.I.V.E.

The Disruptor made a number of attempts on the Titans' lives. He paralyzed Changeling and Cyborg and left them to drown in a flooding sewer, but he failed to stay behind and make sure they were dead, and Changeling recovered in time to save them both. Then he attacked Wonder Girl and Kid Flash, disabling both of them, but again failing to make certain he'd finished them. Kid Flash rescued Wonder Girl, then followed Beldon and his father to a mansion on Long Island, where the Disruptor overwhelmed and captured him. Kid Flash was able to signal the other Titans by generating a mini-sonic boom and they tracked him to Beldon's mansion. The Disruptor nearly defeated all of them with his suit's abilities, turning their own powers against them, until Raven enveloped him in her soul-self. She showed Michael Beldon the error of his ways.

In the end, the Disruptor refused to implicate his father in the plot against the Titans and was sentenced to ten years in prison. He briefly escaped with the aid of the Wildebeest Society and worked for them until the Titans put him behind bars again, and he tangled with Arsenal's incarnation of the Titans shortly before they broke up.

RECENTLY: Although Michael Beldon is still in prison, his father "Brains" Beldon remains at large and still has the designs for the Disruptor suit. The elder Beldon could easily recreate the suit his son wore and give it to another lackey, or perhaps even break Michael out of prison and convince him to become the Disruptor again. If the gamemaster wants to borrow a page from Trident (p. XX), there might even be *several* Disruptors (possibly wearing scaled-down versions of the suit described above), making them a formidable threat to almost any team of heroes.

The Disruptor

Reflexes 2D: *Sneak* 4D.

Coordination 2D

Physique 3D: *Resistance* 4D.

Knowledge 2D: *Criminology* 3D, *security* 3D.

Perception 2D: *Hide* 3D, *know-how (probability manipulation)* 7D, *shadowing* 4D, *surveillance* 3D.

Presence 2D: *Bluff* 3D, *intimidation* 4D.

ADVANTAGES/DISADVANTAGES: Patron ("Brains" Beldon, his father) -2D; Cowardice +2D, Fanatic (loyalty to his father) +3D

SPEED: 30

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 11

CHARACTER POINTS: 52

BODY POINTS: 34

EQUIPMENT:

Disruptor Suit

Type: powered armor

Speed: same as wearer's

Defense Value: same as wearer's

Base Damage Value: same as wearer's

Fire Arc: Forward

Range: as per powers

Ammunition: The Disruptor suit is powered by an unknown energy source.

Rate of Fire: 1

Armor Value: 12

Body Points: 85

Additional Information: *Powers:* Dampening 10D, Mental Blast 8D (bio-physical disruption), Probability Control 15D (only to cause "bad luck" and disruptions). All powers have the limitation Removable -2D.

GODIVA

REAL NAME: Unknown

OCCUPATION: Terrorist-for-hire

BASE OF OPERATIONS: Mobile (with hidden bases worldwide)

HEIGHT: 5'11"

WEIGHT: 130 pounds

EYES: Brown

HAIR: Black (with a gold streak)

RACE: Human

TECH LEVEL: Modern (1)

Fairly little is known about the background of the international terrorist and criminal-for-hire known as Godiva. She claims to be royalty, the daughter of a Chinese prince and an African princess, but like most of her claims, this one is suspect at best. The only things that can be said for sure about her are that she's crazy, she's dangerous, and she can control people's minds.

The Titans first became acquainted with Godiva when she was hired to kidnap John and Cherie Chase, Danny Chase's parents and agents of the Central Bureau of Investigation. After capturing the Chases in Tokyo, Godiva took them to her chalet in the Swiss Alps to interrogate them as to the location of a top-secret defense satellite launch. She then captured the satellite, despite the intervention of the Titans (and young Danny Chase) and attempted to auction it off. But instead she seized and robbed the bidders at the auction, with plans to keep the satellite. The Titans rounded up most of the people involved, but Godiva destroyed the satellite to cover her escape. The Titans encountered Godiva on other occasions, but she always managed to escape capture, usually by using her mind control abilities.

There's no doubt that Godiva is a certifiable lunatic and a heartless killer. "As my mom always said, 'if you can't kill 'em, love 'em, though it's best if you can do both!'" she says. She's completely vain and obsessed with her own beauty and celebrity. A hired cameraman she calls "Video" follows everywhere, recording her every word and deed for posterity (and always making sure to film her from the most flattering angles... or else). She detests "filthy habits" like smoking and kills anyone who does it in her presence, and she once fired a workman for eating red meat ("Red meat is poison! You're hurting yourself! And that hurts me! So, in a way, you're hurting me!"). Of course, she "fired" him by tossing him an incendiary bomb...

STRATEGY & TACTICS: Godiva's not much of a tactician but then she doesn't really have to be. She likes to put on a show, so "subtle" isn't really in her vocabulary. Instead, she prefers to have big distractions to get the heroes' attention, usually involving blowing up something big and valuable. Then she can "zap" one or more heroes, taking control of them, and using *them* as a distraction while she gets the job done. All the while Godiva likes to chat and play with her opponents, praising her own tremendous beauty and talent.

Godiva

Reflexes 3D: *Dodge* 6D, *driving* 5D, *piloting* 5D, *sneak* 4D

Coordination 3D: *Marksmanship* 4D, *sleight of hand* 4D, *thrown weapons* 4D

Physique 2D: *Running* 4D

Knowledge 2D: *Computer ops* 4D, *demolitions* 5D, *security* 4D

Perception 2D: *Hide* 4D, *know-how (mind control)* 8D, *search* 5D

Presence 3D: *Charm* 5D, *command* 6D, *interrogation* 5D (*torture* +2D), *intimidation* 6D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Acting Ability -3D, Attractive Appearance -2D, Preparedness -4D; Center of Conversation +1D, Delusions of Grandeur +3, Narcissistic +3D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 15

CHARACTER POINTS: 73

BODY POINTS: 26

POWERS: Mind Control 12D, Telepathy 12D (only affects people under her mental control)

EQUIPMENT: Pretty much any normal equipment she wants, including various vehicles, guns, explosives, and a nearly endless supply of clothing and accessories for every occasion. Godiva also never goes anywhere without her cameraman "Video" in tow.

THE HYBRID

Slowly driven mad by the effects of his mental-enhancing helmet, Steve Dayton (alias Mento, Gar Logan's adoptive father) was inspired to re-create the Doom Patrol, which his wife Rita Farr had been a member of as Elasti-Girl. Dayton found and rescued dying people from around the world, infusing them with Promethium, the self-regenerating energy source developed by Dayton Industries, and creating human-metahuman "hybrids" under his mental control.

His first recruits were Greek archeologists Andonis and Angelika Bal, who were unearthing the Temple of Medusa in Greece when they triggered some sort of mystical trap. Bathed in unleashed magical energies

and infused with Promethium, the Bals were transformed into something other than human, becoming Gorgon and Harpi. Then Isreal Harel, a commando shot and dropped into the ocean by Quraci terrorists was transformed into the winged Pterodon. These three attacked the Titans and were driven off, so Dayton continued to add to the Hybrid's ranks.

Japanese Sumo wrestler Taro Raiden became Dayton's only voluntary recruit, and his most loyal. The Promethium infusion triggered and enhanced his mutant abilities and turned him into Behemoth. When geologist Cassandra Sharp was buried in a sandstorm in Death Valley, Dayton's personnel infused her with Promethium and turned her into Sirocco, with power of the desert winds. Amelinda Lopez was a young thief hit by a truck and rushed to the hospital. She was transformed into Touch-N-Go. Then Curt Calhoun, and employee of KORD, Inc. was doused in molten Titanium alloy laced with Promethium. Dayton's mental powers transformed Calhoun into the metal-covered Prometheus.

Under Dayton's mental control, the Hybrid fought the Titans on several occasions, as part of Dayton's insane revenge scheme against his adoptive son, Gar Logan. The Titans eventually freed the Hybrid from Dayton's mental domination and Raven cured Dayton's madness. The Hybrid went off on their own to seek a cure for their respective conditions and a place for themselves in the world.

STRATEGY & TACTICS: Most of the members of the Hybrid served Mento unwillingly, under the influence of his mental powers. Despite that, the team was a fairly cohesive unit, so long as Dayton remained in control. When he wasn't the Hybrid were prone to fighting amongst themselves.

BEHEMOTH

REAL NAME: Taro Raiden

OCCUPATION: Sumo wrestler, agent of Mento

BASE OF OPERATIONS: Mobile

HEIGHT: 9"

WEIGHT: 1,000 pounds

EYES: Black

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Reflexes 2D: *Brawling* 7D, *martial arts* 6D

Coordination 2D: *Thrown weapons* 3D

Physique 4D (14D); *Lifting* 5D (15D), *resistance* 5D (15D)

Knowledge 2D: *Scholar* 3D

Perception 2D

Presence 2D: *Intimidation* 5D

ADVANTAGES/DISADVANTAGES: Courage -2D, Patron (Steve Dayton) -6D; Fanatic (Steve Dayton) +3D

SPEED: 30

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +7

HERO POINTS: 0

VILLAIN POINTS: 9

CHARACTER POINTS: 27

BODY POINTS: 72

POWERS: Natural Armor 10D, Superattributes: Physique 10D

GORGON

REAL NAME: Andonis Bal

OCCUPATION: Archeologist

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11"

WEIGHT: 170 pounds

EYES: Red

HAIR: None (Gorgon has grey snakes in place of hair)

RACE: Human
TECH LEVEL: Modern (1)
Reflexes 2D: *Brawling* 3D, *climbing* 4D, *dodge* 4D, *driving* 3D, *sneak* 4D
Coordination 3D: *Marksmanship* 4D (*eyebeams* +2D), *thievery* 4D
Physique 3D: *Resistance* 5D, *running* 4D
Knowledge 3D: *Arcane lore* 4D, *languages* 4D (*ancient languages* +2D), *navigation* 4D, *research* 5D, *scholar* 4D (*archeology* +2D), *security* 4D
Perception 3D: *Search* 5D, *survival* 4D
Presence 2D: *Charm* 4D, *persuasion* 4D, *willpower* 4D
ADVANTAGES/DISADVANTAGES: Patron (Steve Dayton) -6D; Unattractive Appearance +2D
SPEED: 30
PDV: 2
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 1
VILLAIN POINTS: 8
CHARACTER POINTS: 34
BODY POINTS: 32
POWERS: Density Manipulation 10D (increase only, others only, not permanent, mastery [+100% increase], turns targets to stone), Supersenses 4D (sight, spherical field)

HARPI (ANGELIKA BAL)

REAL NAME: Angelika Bal
OCCUPATION: Archeologist
BASE OF OPERATIONS: Mobile
HEIGHT: 5'9"
WEIGHT: 120 pounds
EYES: Black
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)
Reflexes 3D: *Acrobatics* 5D, *brawling* 5D, *dodge* 7D, *piloting* 4D (*self* +3D), *sneak* 4D
Coordination 3D: *Catch* 4D, *marksmanship* 4D (*energy blasts* +2D)
Physique 2D: *Flying* 5D, *resistance* 8D
Knowledge 3D: *Arcane lore* 4D, *computer ops* 4D, *languages* 4D (*ancient languages* +1D), *research* 4D, *scholar* 4D (*archeology* +2D), *security* 4D
Perception 3D: *Hide* 4D, *search* 5D, *shadowing* 5D
Presence 3D: *Charm* 4D, *intimidation* 5D, *willpower* 5D
ADVANTAGES/DISADVANTAGES: Patron (Steve Dayton) 6D; Impulsiveness +1D
SPEED: 30
PDV: 4
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 1
VILLAIN POINTS: 8
CHARACTER POINTS: 30
BODY POINTS: 28
POWERS: Energy Projection 8D, Flight 4D, Natural Weapons 6D (claws)

PROMETHEUS (CURT CALHOUN)

REAL NAME: Curt Calhoun
OCCUPATION: Foreman at KORD, Inc.
BASE OF OPERATIONS: Mobile
HEIGHT: 6'1"
WEIGHT: 500 pounds

EYES: Red
HAIR: None (Silver)
RACE: Human
TECH LEVEL: Modern (1)
Reflexes 2D: *Brawling* 4D, *climbing* 4D, *driving* 3D
Coordination 2D: *Thrown weapons* 3D
Physique 3D (13D): *Leap* 4D (14D), *lifting* 5D (15D), *resistance* 4D (14D)
Knowledge 2D: *Computer ops* 3D, *demolitions* 4D, *science* 3D (*metallurgy* +2D)
Perception 3D: *Engineering* 4D, *repair* 4D, *search* 4D
Presence 2D: *Charm* 3D, *intimidation* 4D, *willpower* 3D
ADVANTAGES/DISADVANTAGES: Patron (Steve Dayton) -6D
SPEED: 30
PDV: 1
UNARMED BDV: 2D
P/L BONUS: +6
HERO POINTS: 2
VILLAIN POINTS: 6
CHARACTER POINTS: 36
BODY POINTS: 73
POWERS: Energy Protection 10D (heat, self-immunity, limitation: no range), Invulnerability 8D, Superattributes: Physique 10D

PTERODON (ISREAL HAREL)

REAL NAME: Isreal Harel
OCCUPATION: Commando, Isreali Army
BASE OF OPERATIONS: Mobile
HEIGHT: 6'4"
WEIGHT: 200 pounds
EYES: Yellow
HAIR: None
RACE: Human
TECH LEVEL: Modern (1)
Reflexes 3D: *Acrobatics* 4D, *brawling* 6D, *dodge* 6D, *martial arts* 4D, *piloting* 4D (*self* +2D), *sneak* 4D
Coordination 2D: *Catch* 4D, *marksmanship* 4D (*guns* +1D)
Physique 3D: *Flying* 10D, *leap* 4D
Knowledge 2D: *Scholar* 3D, *security* 4D
Perception 2D: *Hide* 4D, *search* 4D, *shadowing* 4D, *surveillance* 4D, *survival* 4D
Presence 2D: *Command* 4D, *interrogation* 4D, *intimidation* 4D, *willpower* 3D
ADVANTAGES/DISADVANTAGES: Patron (Steve Dayton) -6D; Unattractive Appearance +2D
SPEED: 30
PDV: 3
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 8
CHARACTER POINTS: 28
BODY POINTS: 30
POWERS: Flight (wings) 8D, Natural Weapons (claws) 6D, Speed Manipulation (supermobility) 8D

SIROCCO (CASSANDRA SHARP)

REAL NAME: Cassandra Sharp
OCCUPATION: Geologist
BASE OF OPERATIONS: Mobile
HEIGHT: 5'9"
WEIGHT: 115 pounds

EYES: Black
HAIR: Orange
RACE: Human
TECH LEVEL: Modern (1)
Reflexes 2D: *Climbing* 5D, *dodge* 5D, *piloting* 4D, *sneak* 4D
Coordination 2D
Physique 2D
Knowledge 2D: *Demolitions* 3D (*natural formations* +1D), *navigation* 4D, *science* 3D (*geology* +1D)
Perception 2D: *Hide* 3D, *search* 4D, *survival* 3D
Presence 2D: *Bluff* 3D, *persuasion* 3D, *willpower* 3D
ADVANTAGES/DISADVANTAGES: Patron (Steve Dayton) -6D
SPEED: 30
PDV: 3
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 6
CHARACTER POINTS: 20
BODY POINTS: 27
POWERS: Earth Control (limitation: sand only) 8D, Flight 2D

TOUCH-N-GO (AMELINDA LOPEZ)

REAL NAME: Amelinda Lopez
OCCUPATION: Thief
BASE OF OPERATIONS: Mobile
HEIGHT: 5'4"
WEIGHT: 95 pounds
EYES: Brown
HAIR: Black
RACE: Human
TECH LEVEL: Modern (1)
Reflexes 3D: *Acrobatics* 5D, *brawling* 4D, *dodge* 6D, *sneak* 5D
Coordination 3D: *Sleight of hand* 4D, *thievery* 4D, *thrown weapons* 4D
Physique 2D: *Leap* 5D, *running* 5D
Knowledge 2D: *Security* 4D
Perception 2D: *Hide* 4D, *search* 3D, *streetwise* 5D
Presence 2D: *Bluff* 4D, *willpower* 3D
ADVANTAGES/DISADVANTAGES: Patron (Steve Dayton) -6D; Impulsiveness +2D
SPEED: 30
PDV: 3
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 7
CHARACTER POINTS: 24
BODY POINTS: 26
POWERS: Speed Manipulation 2D, Vampirism 6D (drains Physique, drained dice add to Physique or Speed Manipulation)

LORD CHAOS

REAL NAME: Robert Long
OCCUPATION: Tyrant
BASE OF OPERATIONS: Earth (in an alternate future)
HEIGHT: 6'1"
WEIGHT: 185 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Not long after marrying Terry Long, Donna Troy (Wonder Girl) became pregnant with their child. Unfortunately, her infant son inherited the full potential of the powers the Titans of Myth granted to Donna, more than any mortal mind was meant to cope with, much less the mind of a newborn. The child went mad and slew his parents, like the Olympians overthrew their parents, the Titans. He aged himself to maturity and called himself Lord Chaos, after the primal chaos that all things spring from in Greek myth. With his tremendous powers, Lord Chaos eliminated or enslaved all metahumans on Earth and made himself the ruler of the world, worshipped as a god, which he believed himself to be.

Some managed to escape from Chaos' rule and formed an underground resistance called the Team Titans to fight against him. They were led by a mysterious figure who was one of the original Titans and aided by the few 20th century heroes who remained, like Nightwing. They recruited metahumans and other rebels in their fight against Chaos, but their cause seemed hopeless. Chaos was simply too powerful, his hold over the world too strong.

So the Team Titans hit upon a daring plan. They invaded a top-secret research facility and used an experimental time machine to travel back into the past. There they would assassinate Lord Chaos' mother, Donna Troy, before he was born and so prevent his rule from ever happening. Lord Chaos used the time machine to follow the Team Titans back into the past to ensure his own birth and ascension to power. Both parties arrived not long before Donna was due to give birth. While his mother was in labor, Lord Chaos overcame both the Titans and the Team Titans and abducted her to a cavern beneath the surface of the Moon, where Donna's son was born.

After ensuring his birth, Lord Chaos attempted to kill his mother, but he only succeeded in activating Donna's own latent Titan-given power. The angry goddess attacked Chaos to get her son back, with the Titans caught in the tremendous battle between them. At the height of the battle, the Titans of Myth transported the combatants to New Chronos, where Donna overcame the temporary madness caused by her newfound power. The Titans took Lord Chaos into their keeping, to either learn to control his power or meet non-existence, and they removed Troia's vastly increased powers. Lord Chaos' fate remains unknown, although it is possible that he still exists somewhere in the vastness of the universe.

STRATEGY & TACTICS: Lord Chaos considers himself a god and acts accordingly. He's above "mortal" beings and treats them with contempt and casual brutality. His powers allow him to do almost anything he can imagine, including changing his size, firing powerful blasts of energy from his hands, and teleporting great distances. He tends to be overconfident, assured in his power and divine invincibility.

Lord Chaos

Reflexes 2D: *Dodge* 4D

Coordination 2D: *Marksmanship* 5D

Physique 3D: *Resistance* 5D

Knowledge 3D: *Arcane lore* 4D (*Greek myth* +2D), *computer ops* 4D, *languages* 4D, *scholar* 5D, *science* 4D

Perception 3D: *Know-how (reality manipulation)* 9D, *search* 4D

Presence 3D: *Command* 6D, *interrogation* 5D, *intimidation* 6D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Leadership Ability -2D, Wealth -8D; Delusions of Grandeur +3D, Enemy (the Team Titans) +4D, Extremely Competitive +2D

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 158

BODY POINTS: 35

POWERS: Invulnerability 5D, Longevity 40D, Reality Manipulation 18D

THE PUPPETEER

REAL NAME: Jordan Weir
OCCUPATION: Scientist and professional criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'8"
WEIGHT: 175 pounds
EYES: Hazel
HAIR: Grey
RACE: Human
TECH LEVEL: Modern (1)

Jordan Weir was a scientist who turned his talents to crime. He developed a hypno-ray device that could control other people, although initially it couldn't force anyone to do anything contrary to their nature. Therefore, Weir used his device on other criminals, turning them into his puppets and earning him the name "Puppet-Master." He clashed with Hal Jordan, the second Green Lantern, as well as the Justice League on occasion.

Following a release from prison, Weir, now using the name Puppeteer, was hired by the H.I.V.E. to steal the formula for Promethium from Dayton Industries. The Puppeteer murdered several Dayton executives involved with the Promethium project, and even managed to seize control of four of the Teen Titans for a while, but they broke free of his control and tracked him to his secret lair. When the Puppeteer fled, the H.I.V.E. tried to kill him for his failure, but he managed to survive. The Wildebeest Society forced the Puppeteer to work for them briefly, but his current whereabouts and activities remain unknown.

Strategy & Tactics: The Puppeteer is a physical coward; he prefers to handle things remotely from a safe distance using his various puppets, observing via video cameras. He usually tries to seize control of the most powerful (and weakest willed) targets, using them as his puppets. If he's ever confronted directly his primary goal is to escape, using his puppets to cover his retreat.

Puppeteer

Reflexes 2D: *Dodge* 3D, *driving* 3D, *piloting* 3D (*remote-control* +2D)

Coordination 2D

Physique 2D

Knowledge 3D: *Computer ops* 5D, *demolitions* 5D, *science* 5D (*hypnosis* +2D, *robotics* +2D), *security* 6D

Perception 3D: *Engineering* 5D (*robotics* +2D), *invent* 6D (*hypnosis* +1D, *robotics* +1D), *repair* 5D (*robots* +1D), *surveillance* 5D

Presence 2D: *Willpower* 3D

ADVANTAGES/DISADVANTAGES: Mechanical Aptitude -2D, Preparedness -4D; Cowardice +2D

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 13

CHARACTER POINTS: 45

BODY POINTS: 28

EQUIPMENT: Hypno-Ray (Mind Control 10D), Combat Puppets (all stats 0D except: Physique 3D, *brawling* 4D, Reflexes 3D, Coordination 3D, BDV: 3D, AV: 10. Some are equipped with guns that have BDV: 5Dx2). The Puppeteer is capable of coming up with various sorts of other puppets, given time and materials. He usually has a large number of puppets at his command at any one time, and he'll use them to help cover his escape, when necessary.

TRIDENT

Trident isn't actually *a* super-criminal, but several different men who wore the same costume and carried a technological trident weapon. All three men were agents of the H.I.V.E. who decided to go freelance using equipment invented by one of them, who went by the nickname "Prof." They designed identical costumes and weaponry and embarked on a crime spree. Since they looked identical and committed their crimes at different times, people believed there was only one Trident, who fought various members of the New Titans. The men later had a falling out and the body of one Trident, named Sammy Jaye, turned up floating in the East River

and the Titans worked on finding out who killed him. Starfire deduced that there was actually more than one Trident and the Titans were able to track down and apprehend the other two.

The Wildebeest Society freed one of the Tridents from prison briefly to use him as a pawn against the Titans, but he was later captured and returned to jail. It would be quite possible for the two remaining Tridents to escape from jail (possibly recruiting another accomplice or two). Some other criminals might also come across a secret cache of Trident weapons and costumes and try a similar scheme.

STRATEGY & TACTICS: All of the Tridents used their weapons fairly well, although each had a particular style. As a group, they tended to rely on the holographic abilities of their tridents to hide them and give them the chance to get the drop on their opponents.

Trident

(Statistics apply to all of the Tridents, except where noted otherwise.)

Reflexes 2D: *Brawling* 4D, *dodge* 5D, *melee weapons* 3D (*tridents* +2D), *sneak* 4D

Coordination 2D: *Marksmanship* 4D (*trident blasts* +1D), *thievery* 4D

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

Knowledge 2D: *Security* 4D (Prof has *Knowledge* 3D and *science* 5D)

Perception 2D: *Hide* 4D, *know-how (trident)* 4D, *streetwise* 4D (Prof also has *engineering* 5D and *invent* 5D)

Presence 2D: *Bluff* 4D (*trident illusions* +1D), *intimidation* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: None

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 42

BODY POINTS: 27

EQUIPMENT:

Trident

Base Damage Value: 4D or per powers

Fire Arc: Forward

Range: as per powers

Ammunition: 100

Rate of Fire: 1

Armor Value: 10

Body Points: 65

Additional Information: *Powers:* Energy Projection 12D (fire, ice, or kinetic force), Illusion (Illusory Duplication, sight only) 6D, All powers have the limitation Removable -3D.

TWISTER

REAL NAME: Theresa

OCCUPATION: Agent of Brother Blood

BASE OF OPERATIONS: Zandia

HEIGHT: 5'8"

WEIGHT: 125 pounds

EYES: One red, one black

HAIR: Purple

RACE: Human

TECH LEVEL: Modern (1)

Twister was a girl named Theresa from a family in Zandia once. That was before Brother Blood discovered the latent potential within the girl and had her taken into his "safekeeping." He made Theresa completely dependent on him, telling her that her family and friends had abandoned her. She came to love and trust Brother Blood completely, and he subjected her to a series of bio-chemical experiments designed to bring out her latent potential. The experiments twisted Theresa's features hideously, but were successful in

releasing her power. She developed the power to twist and warp the senses of other people, leading Brother Blood (with a touch of irony) to re-name her "Twister."

Twister was kept in reserve as one of the Church of Blood's agents. When Zandia prepared for the "resurrection" of Brother Blood (staged by the Church), Twister was dispatched to recruit the Brotherhood of Evil to the Church of Blood's cause. She encountered the Teen Titans in Zandia, and used her powers to overcome them long enough to escape and continue her mission. The Brotherhood was only too happy to "help" Brother Blood, since the Brain had an interest in finding Blood's secret blood pool, which gave him his immortality.

Barely escaping a conflict with the Brotherhood, an injured Cyborg found shelter with a Zandian family. They turned out to be Theresa's family and when Twister came looking for Cyborg, they recognized her despite the changes she'd undergone. They told Theresa that they still loved her and Twister was confused long enough for Cyborg to escape and try to lead her away from the house. Twister lied to protect her family, and began to develop doubts about Brother Blood. What happened to Twister following Blood's defeat at the hands of the Titans remains unknown.

STRATEGY & TACTICS: Twister is fairly simple-minded and not much of a tactician. She uses her hallucination powers against anyone who threatens her or Brother Blood, twisting reality into a terrifying illusion, usually involving warping her victim's bodies and appearance like hers has been warped. She's smart enough to escape from an overwhelming force and to press her advantage when she has it. Her devotion to Brother Blood is nearly total, despite the terrible things he has had done to her.

Twister

Reflexes 3D: *Dodge* 5D, *driving* 4D, *sneak* 4D

Coordination 2D: *Marksmanship* 4D, *sleight of hand* 3D

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

Knowledge 2D

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

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

ADVANTAGES/DISADVANTAGES: Fanatic (Brother Blood) +3D, Unattractive Appearance +2D

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 10

CHARACTER POINTS: 34

BODY POINTS: 31

POWERS: Illusion (Hallucination, Enhancement: Mastery [Area Effect], Limitation: Only to "twist" reality) 12D

EQUIPMENT: Motorcycle.

THE NEW H.I.V.E.

It's unknown if the new organization calling itself the H.I.V.E. (Hierarchy of International Vengeance and Extermination) is related in any way other than name to the original H.I.V.E. the Teen Titans brought down (see **The H.I.V.E.**, p. 00 for details). The new H.I.V.E. organization was founded by Adeline Kane, the ex-wife of Slade Wilson, alias Deathstroke the Terminator. Adeline's goal was to purge the world of super-beings, both heroes and villains, since the struggle between them had cost so many lives, including the lives of both her sons, Grant and Joseph. The new H.I.V.E. offers to make its soldiers immortal, not an empty promise, given that Adeline was immortal herself and a type-O "universal donor."

For the routine operations of the H.I.V.E. Adeline relied on Damien Darhk, whom she considered her surrogate "son," to replace those she'd lost. He coordinated the activities of the H.I.V.E., with Adeline acting as the H.I.V.E.-Mistress of the organization. Their plan involved the elimination of the Titans and as many other super-heroes as possible. The H.I.V.E. established a headquarters on a floating island some forty thousand feet above the island nation of Zandia, where they would create a series of seemingly natural disasters. When as many super-heroes as possible had responded to the crisis, the H.I.V.E. planned to drop a sixty megaton nuclear warhead in their midst, killing most, if not all of them.

The H.I.V.E.'s plans went awry when Vandal Savage and his allies in Tartarus captured Adeline Kane as part of Savage's plans to use Adeline's blood to create an immortality serum. Gorilla Grodd cut Adeline's throat. Starfire incinerated Adeline to end her suffering and prevent Savage from using her as a bargaining chip. In the three-way battle between the Titans, the H.I.V.E., and Tartarus that followed, Cheshire was badly wounded, and Vandal Savage attempted to kill Damien Darhk before transporting away. But Damien absorbed some of Adeline's fallen immortal blood, making him an immortal as well. He apparently remains in command of the H.I.V.E. although his future goals for the organization remain unknown.

Strategy & Tactics: The new H.I.V.E.'s tactics tend to be a bit more disorganized than the original organization, something that will probably smooth out, given more time and training (and a slightly better quality of hireling). The H.I.V.E. emphasizes prior planning and coordinated action against its targets; heroes can count on them having weapons and equipment designed to exploit their weaknesses whenever possible.

H.I.V.E. Trooper: All stats 2D except: *marksmanship* 3D, *running* 3D, and *shadowing* 3D. Equipment: body armor (AV 12), rifle (BDV: 5Dx5, Range: 30/225/600, Ammo: 32), H.I.V.E. communicator.

DAMIEN DARHK

REAL NAME: Unknown
OCCUPATION: Leader of the H.I.V.E.
BASE OF OPERATIONS: Various
HEIGHT: 6'
WEIGHT: 160 pounds
EYES: Blue
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

Damiem Darhk says he's a "new school" super-villain. "You can have you 'world domination' and your silly moral dilemmas. I don't explain. I don't waste time. I don't make traps, I don't cut deals, and for God's sake, I don't form a team full of members who hate each other!" He's completely ruthless in achieving his goals and cares little for traditional super-villain plotting and bragging.

Damien Darhk

Reflexes 2D: *Dodge* 4D
Coordination 2D: *Sleight of hand* 4D
Physique 2D: *Resistance* 3D, *running* 3D
Knowledge 2D: *Computer ops* 4D, *criminology* 5D, *languages* 5D, *research* 5D, *scholar* 4D (*super-heroes* +1D), *security* 4D
Perception 3D: *Streetwise* 4D, *surveillance* 5D
Presence 3D: *Bluff* 6D, *charm* 5D, *command* 5D, *interrogation* 5D, *persuasion* 6D, *willpower* 5D
ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contacts -6D, Obscure Knowledge -2D; Hides Emotions +1D
SPEED: 30
PDV: 2
UNARMED BDV: 2D
P/L BONUS: +1
HERO POINTS: 0
VILLAIN POINTS: 15
CHARACTER POINTS: 85
BODY POINTS: 26
POWERS: Longevity 30D
EQUIPMENT: Cell-phone and numerous pagers. Damien also has access to the H.I.V.E.'s extensive collection of high-tech equipment.

TARTARUS

The immortal mastermind Vandal Savage founded Tartarus (named after the dark realm where the Titans of Myth were imprisoned, after their defeat at the hands of the Olympians). Although formed of enemies of the Titans, Savage did not gather Tartarus as part of some revenge scheme against the heroes. Instead, he organized Tartarus to capture Adeline Kane, the mistress of the new H.I.V.E., so he could use her immortal blood to create an immortality serum that would give him tremendous influence in the world.

Part of his plan involved convincing Cyborg to use his Omegadrome body to collect and process Adeline's blood for him. To that end, Savage covertly contacted Cyborg and offered him his fondest wish, the opportunity to become human again. Through a combination of mysticism and advanced science, Savage cloned a new human body for Victor and offered it to him, provided he did what Savage wanted. Although Victor considered the offer, the decision was taken out of his hands when Starfire incinerated the mortally wounded Adeline with her starbolts.

Tartarus fought the Titans and the gathered forces of the H.I.V.E. briefly on board the H.I.V.E.'s floating headquarters, and Damien Darhk shot and killed the Red Panzer. Savage shot and seriously wounded Cheshire as a means of getting Arsenal to convince Cyborg to cooperate with him, and to distract the Titans from the rest of his team. Then Savage transported himself and his team away from the H.I.V.E.'s floating headquarters.

Strategy & Tactics: Most of the members of Tartarus are arrogant and secure in their own abilities. They tend to squabble and act on their own initiative unless Savage specifically reins them in or gives orders (which he's not always inclined to do). The group's clashing egos and lack of teamwork are their greatest weaknesses.

VANDAL SAVAGE

REAL NAME: Vandal Adg of the Blood Tribe

OCCUPATION: Conqueror

BASE OF OPERATIONS: Mobile

HEIGHT: 5'10"

WEIGHT: 176 pounds

EYES: Brown

HAIR: Black

RACE: Cro-Magnon

TECH LEVEL: Modern (1)

50,000 years ago, Vandal Adg was a Cro-Magnon tribesman who was exposed to the radiation from a falling meteorite, which made him immortal. Since then he has witnessed the growth and development of human society and throughout it all he has been a conqueror and power behind the scenes. Savage founded the shadowy secret society known as the Illuminati and has influenced the world through them.

In World War II, Savage began his attempts to take over the world in earnest, opposed by the Justice Society. Later he clashed with their successors, the Justice League as well as Wally West, the third Flash, on several occasions. Tartarus is just one of Savage's many schemes to get the power he craves.

Vandal Savage

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

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

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

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

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

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

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Illuminati) -6D, Leadership Ability -2D, Obscure Knowledge -2D, Observant -2D, Preparedness -4D, Technologically Advanced -10D, Wealth -8D; Delusions of Grandeur +3D, Fanatic +3D, Sworn Enemy (Immortal Man, Resurrection Man) +2D each.

SPEED: 30

PDV: 4

UNARMED BDV: 4D/1D

P/L BONUS: +2 (+5)

HERO POINTS: 0

VILLAIN POINTS: 36

CHARACTER POINTS: 288

BODY POINTS: 35 (+26)

POWERS: Dimensional Travel 8D, Superattributes: Physique 6D (both have Limitation: Rechargeable [must drink human blood monthly] -1D; the Body Points gained during this time only last as long as the power is active; they are reduced last, and if the hero is using these Body Points when the power is no longer active, the hero goes to zero Body Points and is rendered unconscious [barring any *willpower* rolls to stay awake]), Immunity 8D, Longevity (consciousness) 50D (he must restore damaged body parts with those of members of his bloodline to stay alive).

CHESHIRE

See **Cheshire, p. 00**. Following her wounding at the hands of Vandal Savage, Cheshire is considerably less willing to cooperate with Tartarus in the future.

GORILLA GRODD

OCCUPATION: Conqueror

BASE OF OPERATIONS: Gorilla City

HEIGHT: 6'6"

WEIGHT: 600 pounds

EYES: Gray

HAIR (FUR): Black

RACE: Gorilla

TECH LEVEL: Advanced (3)

Grodd is from Gorilla City, a hidden civilization of intelligent apes in Africa. He's an aberration, a criminal in an otherwise peaceful and law-abiding society. For some time, Grodd has worked to seize control of Gorilla City and, eventually, the rest of the world, using his superior "force of mind" powers. He fought the second Flash (Barry Allen) many times, and later became an adversary of the third Flash, Wally West. In addition to working with Tartarus, Grodd recently engineered the assassination of his long-time foe King Solovar of Gorilla City and nearly pitted his homeland in a war against humanity, but the Justice League put a stop to the conflict. During the conflict with the H.I.V.E., Grodd brutally cut Adeline Kane's throat as a means of intimidating Damien Darhk and convincing Cyborg to gather up Adeline's immortal blood. Grodd considers himself more of Savage's partner than a mere lackey.

Gorilla Grodd

Reflexes 4D: *Acrobatics* 6D, *brawling* 8D, *climbing* 6D

Coordination 3D

Physique 8D

Knowledge 4D: *Computer ops* 6D, *scholar* 5D (*Gorilla City* +3D), *science* 6D

Perception 3D: *Engineering* 5D, *invent* 5D, *know-how* 4D (*Mind Control*, *Telekinesis* and *Telepathy* +2D each), *survival* 4D (*jungle* +2D), *tracking* 4D

Presence 3D: *Command* 5D, *interrogation* 5D, *intimidation* 6D, *willpower* 9D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Technologically Advanced +20D; Delusions of Grandeur +3D, Fugitive +3D, Unattractive Appearance +2D

SPEED: 30

PDV: 3

UNARMED BDV: 8D

P/L BONUS: +4

HERO POINTS: 0

VILLAIN POINTS: 30

CHARACTER POINTS: 200

BODY POINTS: 54

POWERS: Mental Blast 8D, Mental Shield 10D, Mind Control 10D, Possession 5D (Duration Change: Permanent, but only if his previous body is dead), Shapechanging 6D (Limitation: Only to transform a human body into his gorilla form, Duration Change: Permanent), Telekinesis 10D, Telepathy 12D

EQUIPMENT: Usually none, but Grodd has access to the advanced technology of Gorilla City.

LADY VIC

REAL NAME: Unknown
OCCUPATION: Mercenary
BASE OF OPERATIONS: England
HEIGHT: 5'4"
WEIGHT: 100 pounds
EYES: Blue
HAIR: Blond
RACE: Human
TECH LEVEL: Modern (1)

Lady Vic is a British mercenary who has crossed swords (literally) with Nightwing on occasion and has developed a grudge against him. That and her appetite for profit led her into working for Vandal Savage as a part of Tartarus. Lady Vic finds the lack of professionalism among some of her teammates (particularly Red Panzer) annoying, but she deals with it as part of the job.

Lady Vic

Reflexes 4D: *Acrobatics* 7D, *brawling* 5D, *climbing* 6D, *dodge* 8D, *martial arts* 6D, *melee weapons* 7D (*bladed weapons* +1D), *sneak* 7D

Coordination 3D: *Marksmanship* 5D, *missile weapons* 5D, *thrown weapons* 7D

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

Knowledge 2D: *Criminology* 4D, *languages* 4D, *security* 5D

Perception 3D: *Hide* 5D, *search* 5D, *shadowing* 6D, *streetwise* 5D, *surveillance* 5D, *survival* 4D

Presence 3D: *Bluff* 5D, *interrogation* 5D, *intimidation* 5D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Speed Draw -1D

SPEED: 30

PDV: 4

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 12

CHARACTER POINTS: 42

BODY POINTS: 31

EQUIPMENT: Various bladed weapons, usually knives (BDV: 2D) and swords (BDV: 4D).

RED PANZER

REAL NAME: Justin
OCCUPATION: Criminal
BASE OF OPERATIONS: Mobile
HEIGHT: 5'9"
WEIGHT: 150 pounds
EYES: Brown
HAIR: Brown
RACE: Human
TECH LEVEL: Modern (1)

A number of different men have worn the costume and mantle of the Red Panzer, although the current one may be the least objectionable of a bad lot. The Red Panzer began as a neo-Nazi hate-monger and quickly became an enemy of Troia for her interference in his plans. The first one killed himself in an explosion while attempting to kill Wonder Woman and Troia. The second took on the role of Red Panzer partly out of his terrible shame at discovering that he had a black ancestor. He hid the truth, knowing his neo-Nazi followers would kill him if they discovered it. Vandal Savage transported him away from an encounter with the Titans so he could join Tartarus.

Damien Darhk shot and killed the second Red Panzer in Tartarus' final encounter with the H.I.V.E., and was stabbed in the back by Lady Vic in return. Justin was a H.I.V.E. soldier on hand for the confrontation. He

and some friends were disaffected nihilists, recruited by Damien Darhk when they attempted to rob a bank and trained as H.I.V.E. soldiers. Vandal Savage picked Justin at random and made him an offer to become the new Red Panzer, and a member of Tartarus. He accepted and was whisked away with the rest of the group when they escaped from the Titans. Justin has been a little less than certain as a member of Tartarus, and Lady Vic delights in calling him "the Red Pansy."

Red Panzer

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

Coordination 2D: *Marksmanship* 4D (*panzer-cannon* +1D)

Physique 2D: *Running* 4D

Knowledge 2D: *Computer ops* 3D, *criminology* 3D, *demolitions* 4D, *scholar* 3D (*philosophy* +1D)

Perception 2D: *Hide* 4D, *search* 3D, *shadowing* 4D

Presence 3D: *Bluff* 4D, *command* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: None.

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 7

CHARACTER POINTS: 31

BODY POINTS: 27

EQUIPMENT: Panzer-cannon (BDV: 12D), helmet

SIREN

REAL NAME: Unknown

OCCUPATION: Eco-terrorist

BASE OF OPERATIONS: The Oceans

HEIGHT: 5'10"

WEIGHT: 135 pounds

EYES: Black with white pupils

HAIR: Blond

RACE: Unknown

TECH LEVEL: Modern (1)

The woman known as Siren appears to have some connection to the Lwa, the gods or spirits of Voodoo. She has the same name as a Voodoo goddess of the sea, the consort of Agwe, the Voodoo sea god, and apparently claims to be her. The Titans first encountered her in a small town in Maine, where she used her hypnotic powers to make all of the townspeople terrified of water. She claimed to be an eco-terrorist bent on protecting the oceans from surface dwellers. Tempest, Argent, and Damage rounded her up and helped the townspeople overcome their hydrophobia. Vandal Savage rescued Siren from the authorities and recruited her as a member of Tartarus, where she has put her hypnotic powers to effective use and renewed her conflict with Tempest.

Siren

Reflexes 3D (4D underwater): *Climbing* 4D, *dodge* 5D, *sneak* 5D

Coordination 2D (3D underwater)

Physique 3D: *Swimming* 8D (10D)

Knowledge 2D: *Arcane lore* 4D (*lwa and Voodoo* +2D), *languages* 4D

Perception 3D: *Hide* 4D, *know-how (mind control)* 6D, *shadowing* 5D

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

ADVANTAGES/DISADVANTAGES: Attractive Appearance -2D, Charismatic -3D; Fanatic (ecology) +3D, Narcissistic +3D

SPEED: 30 walking, 50 swimming

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 13

CHARACTER POINTS: 45

BODY POINTS: 31

NATURAL ABILITIES: Underwater mobility (+1D to *Reflexes* and *Coordination*), water breathing (ability to breathe water like air; no penalties for failing *swimming* rolls), mermaid transformation (can turn her legs into a fish-tail that grants her +2D on *swimming* rolls).

POWERS: Mind Control 8D (Enhancement: Mastery, Limitation: Must sing).

BASES & EQUIPMENT

TITAN'S TOWER

Probably the best known headquarters of the Titans is Titan's Tower, a far cry from their original meeting places. The team first met in a cave outside of Gotham City (and, occasionally, in the Batcave itself). Later their meeting place moved to the basement of a nightclub on Long Island called Gabriel's Horn.

Titan's Tower is a far more sophisticated headquarters. It was designed and built by Dr. Silas Stone, Cyborg's father, to meet the needs of Victor and his friends and provide them with a home as well as a meeting place. It's located on a small island in the East River near Manhattan, accessible either by flying out to it (as most of the Titans do) or via an automated passenger barge that connects to a private New York pier. The barge has security measures designed to recognize only particular people the Titans allow to visit their headquarters (overcoming these takes a *Very Difficult security* roll). The prominent location of the tower has made it a target for attacks from time to time (something the Titans have tried to address in their current headquarters).

The tower is nine stories tall and built in a "T" shape. It has a steel frame covered in reinforced plexiglass. The exterior construction gives the Tower a Passive Defense Value of 10 and 100 Body Points. The Tower is wired with sophisticated sensors and alarm systems that require a *Heroic security* roll to overcome. The interior of the tower contains everything a team of teenaged heroes might need.

Titan's Tower has five below-ground levels. **Sub-level 5**, the lowermost sub-basement, contains a submarine dock with a tunnel leading out into the East River. Aqualad and Aquagirl sometimes use the submarine dock as an entrance into the tower.

Sub-level 4 contains the water-processing equipment for the tower and other support machinery. The tower draws its water from the East River and processes it internally, so no outside water sources are required.

Sub-level 3 holds the team's gymnasium, complete with an elevated gymnastics area (used primarily by Nightwing in his workouts), free weights, a large swimming pool, and a Jacuzzi. The Titans frequently work out together here, including staging mock combat trials such as Wonder Girl and Starfire's quarterstaff combat bouts in the pool (much to Changeling's delight).

Sub-level 2 contains the infirmary and the tower's scientific laboratories, stocked with ultra-modern equipment. Nightwing and Cyborg use this area the most often to analyze clues and to treat injured or sick members of the Titans and their friends. The facilities here provide a +1D bonus to relevant skills like *medicine* or *science*.

Sub-level 1 has the tower's main computer systems and computer lab, complete with display systems for computer-aided design and modeling work. Cyborg handles most of the work with the computers, and spends a fair amount of time here. This level also houses the tower's main communications system and is where members of the Titans hang out on "monitor duty" when there needs to be someone at the tower.

The ground floor of the tower contains the central power generator. Other than that, it has mostly non-essential and "public access" areas, including a lounge and foyer off the main entrance to the tower. Since the Titans get fairly few visitors out to the island, these areas aren't used very much. Both a spiral staircase and an elevator provide access to the upper and lower floors of the tower.

Level two has the reception area, where guests and visitors wait to speak with the Titans, the tower's security station, which monitors the entire building and the island, and the meeting room, where the Titans gather for briefings and discussions. The long meeting table dominates the room, and the walls have portraits of the various members of the Titans.

Level three is the recreation and main "living room" area where the Titans hang out and spend time together relaxing. It's equipped with a large-screen television (with some video games) and comfortable furniture. Stairs and an elevator lead up to levels four and five, where the tower's living quarters can be found.

Level four belongs to the ladies of the Titans, with rooms for Starfire, Wonder Girl, Raven, and later Terra. Starfire's room is decorated in a mostly Earth style, with a number of pictures from her modeling portfolio and of her and Dick Grayson together. A model of the Vega star system hangs from the ceiling. Wonder Girl's room has a neo-classical Grecian motif, with many of her own photos. Raven and Terra's rooms are somewhat stark; Raven's because she prefers the simplicity and Terra's because she claimed to never be good at decorating (and really never had an interest in "settling in" at the tower).

Level five is the "boy's floor," where Nightwing, Changeling, Cyborg Kid Flash, and later Jericho have their rooms. Nightwing and Kid Flash's rooms are hardly ever used, since they don't live full-time at the tower. Cyborg uses his room infrequently while Changeling uses his as a home away from home from the Dayton estate. Jericho's room is probably the most "lived in," with some of his paintings, his guitar, and other familiar things to make it comfortable.

Level six, the level above the living quarters, is used only for storage, although Dr. Stone intended that it could be remodeled into additional living space, or whatever else the team required. It is the last level before the cross-bar of the "T" shape. The top of the tower is divided into three more levels.

Levels seven and eight are hangars for the Titan's vehicles: the T-Jet and skycycles (described below). They also have machine bays for repairing and maintaining them.

Level nine holds support machinery and electronics for the tower as well as additional storage space. Hydraulic lifts raise the vehicles up to sliding hatches on the rooftop, where they can launch. The main staircase also comes to a hatch that opens onto the roof (useful for members of the Titans who can fly under their own power).

TITAN'S NEW TOWER

The Titans' current headquarters was created by Cyborg when he first returned to Earth. With the tremendous technological powers at his command at the time, the new base on the site of the old Titan's Tower appeared literally overnight. It was designed to be a home for the Titans and it's one of the most sophisticated technological installations on Earth. Some modifications have been made to the original design, and the Titans are still exploring some of the extensive facilities of their new home.

The appearance of the new Titan's Tower is deceptive. Although outwardly it looks exactly like the old Tower, the T-shaped building that is visible on the island isn't actually there at all. It's a sophisticated holographic projection based on the original Titan's Tower, distracting enemies and potential attackers from the real headquarters, which is buried below-ground and shielded by the rocky surface of the island. The thick layer of stone and earth over the reinforced metal walls of the base give its outer structure a Passive Defense Value of 12 and 125 Body Points. The holographic tower has an effective Illusion power of 10D for maintaining the appearance of Titan's Tower on the site.

The actual base extends in a main core-shaft down several levels from the holographic tower. Radiating out from the central core are six "spokes" which connect to or contain the various facilities of the headquarters.

Main Entrance: The branch facing the pier contains the concealed main entrance to the headquarters. The island remains accessible only by air or by ferry from a secure dock in Manhattan. The main entrance has a corridor leading to the central core beneath the "tower" as well as a truck ramp leading down into the vehicle bay off to the right of the entrance. The main entrance and all other entry points into the base are covered by sophisticated sensors and alarm systems, requiring a *Legendary security* roll to bypass without alerting whoever is inside the base.

Off the central core extend the other five "spokes" of the headquarters:

Library: At 12 o'clock is a party above-ground dome containing the Titans' library with more extensive stacks and archives lying beyond it. The library has extensive reference materials, particularly concerning metahumans of all kinds and the Titans past cases (both individually and as a group). It provides a +3D bonus to *research* rolls on these subjects and a +1D bonus on general *research* rolls. The library has comfortable reading chairs as well as work carrels and terminals linked to the base's main computer system. Nightwing is the Titan who uses the library the most often, but Jesse Quick can search through it in the blink of an eye, and the younger Titans sometimes find time to study here.

Living Areas: At 2 o'clock off the main core lies another domed area that contains a dining hall and kitchen facilities used by the Titans. Beyond it is a "stack" of apartments that extends deep underground, accessed by

a private elevator shaft that opens into a service hall in front of the entrance to each apartment. Each apartment takes up one level of the stack and they are basically identical in layout. They feature a foyer, bedroom (with full bath), small kitchen and dining area, living room and a small "multi-purpose room" used as office, studio, exercise room, or whatever else the occupant wants (in Arsenal's case the spare room serves as his daughter Lian's bedroom).

There are a total of fifteen apartments in the stack, more than the Titans need, so the extras toward the bottom of the stack are left as quest quarters. One of the mid-level apartments (used by Tempest) has a connection to an underground, water-filled tube that runs out into the East River, allowing him to enter and leave his quarters via the river.

Hangar Bay: At 4 o'clock lies the two level hangar bay and vehicle maintenance area of Titan's Tower. The uppermost "deck" of the hangar area has parking for ground vehicles and a heavy equipment elevator that can lower several tons down into the laboratory space below. The area of the upper deck furthest from the central core has a hydraulic elevator for raising vehicles to a ground-level hatch for launch. The Titans keep their T-Jet prepped on the launch pad and ready to leave at a moment's notice. The hydraulic elevator can also lower vehicles from the upper deck to the lower level of the hangar bay, allowing them to be "switched out" and moved easily.

The lower level of the hangar is for vehicle storage and maintenance, where the Titans conduct repairs on the T-Jet and their other vehicles and where they store sky-cycles and other vehicle-related equipment. It also holds shielded tanks of jet-fuel for the T-Jet, spare parts, machine tools, and the like.

Beneath the inner part of the hangar bay is a workshop used primarily by Cyborg and accessible from the main core or the cargo elevator in the vehicle bay. The shop has all of the necessary equipment for designing and building almost any sort of machine, particularly various kinds of cybernetics, along with equipment to diagnose and maintain Cyborg's Omegadrome body. At the bottom of the main core below the workshop is the base's primary power generator, which provides power for the entire headquarters, making it independent of the local power-grid.

Laboratories: At 8 o'clock off the main core is the "laboratory stack," holding the base's scientific and computer facilities. The uppermost floor is a two-level computer and communications center, with a wide-screen display on the far wall, flanked by four smaller display screens on each side. A multi-tiered observation gallery sits on the opposite side of the room, affording plenty of space to see the information displayed on the various screens. This area holds the base's sophisticated main computer system, capable of processing tremendous amounts of incoming data and managing all the island's various systems with very little outside control required. It also monitors television, radio, and online media for any information of interest to the Titans, particularly emergencies requiring their attention.

Below the computer room are three laboratory levels with full facilities for all sorts of scientific analysis and research. Only the first lab level sees any regular use, with the lower two planned for future expansion, but the current members of the Titans aren't generally scientists, except for Nightwing. Both the labs and the computer room provide a +1D bonus for *research* and *science* rolls for the quality of their equipment. The laboratories also include medical and biology research facilities suited for treating even metahuman patients. The automated computer systems provide the equivalent of *medicine* 5D and can aid Titans trained in first aid and medical treatment.

Main Assembly: At ten o'clock off the core is the base's third above ground dome, which stands over the main assembly hall, where the Titans gather to meet and discuss group business. The circular hall contains a large round table emblazoned with the team's "T" logo along with sophisticated audio-visual and communications equipment linked to the base's main computer, giving the Titans instant access to information they may need during their meetings. The Main Assembly hall is the site of more than a few heated discussions among the team.

Beyond the main assembly room is the memorial hall, a darkened room filled with lighted portraits of members of the team who have died, including Terra, Kole, and Jericho. The Titans consider this a solemn place to remind them of both the importance and the dangers of the life they have chosen, to honor their friends and their past. The newer members of the Titans find the memorial hall humbling, if only because it helps teach them that most people *don't* come back from death.

Submarine Bay: Located at the lowermost level of the base, beneath the main core, is a large submarine bay holding the team's custom mini-sub and serving as another underwater entrance into the base. A large, heavy hatch slides over the bay door. Treat is as weighing 2 tons in terms of moving it, and ten tons in order to force it open with brute strength (see the **Lifting Difficulties** chart on p. 208 of the **DCU RPG** for more information). The door has a Passive Defense Value of 10 and 125 Body Points.

Powerful pumps can raise or lower the water level in the submarine bay when the main hatch is closed, even emptying the bay completely. There's a dry dock for performing maintenance work on the T-Sub as well as an extensive maintenance bay with all of the necessary tools and materials.

Training Area: On the rocky surface of the island, the Titans have set up a training course to practice their teamwork and hone their powers. It includes an obstacle course and plenty of open space for sparring and games of "hide-and-seek" between the members of the team. In addition to improving the group's coordination, such training sessions can be a way for them to blow off steam.

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Fun and Games on Titans Island

Stuck for an adventure idea or a way to kick off a Titans game? One good way is by playing out a training session with the team at their home base. Divide the players into two (or more) teams and set them a goal, like capturing part of the playing field and becoming "king of the hill," hiding from everyone else, or going from point A to point B without being stopped by the other teams. Then let the characters loose and see what happens. Training sessions are great for novice **DC Universe** players, since it introduces them to the rules and the characters in a fun, low-pressure story. Plus comics fans love to see their favorite heroes pitted against each others and players may get a chance to settle some arguments about who's stronger, faster, etc. Just be careful to keep the competition fair and make sure there aren't any bruised feelings to go with the bruises the characters are likely to get. Of course, the losers always have their chance to get even during the *next* training session!

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Using Titans Tower

Unlike some super-hero headquarters, Titans Tower (both the original and the current one) are more than just headquarters; they're also home to the Titans. In many ways, the Titans' HQ is comparable to a college dorm inhabited by a group of friends who have become a kind of surrogate family. That means the Tower is a setting for all of the various interactions that take place between the Titans, from romantic encounters to arguments to practical jokes to staying up all night talking. It's alive with the personalities and lives of the people who live and work there and there's almost always *something* going on.

Titan's Tower is also unique in that Roy Harper's daughter Lian lives there. Not too many super-hero bases have a little girl living on the premises. That makes the Titans (especially Arsenal) that much more protective of their home when it comes to super-powered threats. The Titans also regularly have guests, ranging from friends (with and without super-powers) to unwanted houseguests who decide to settle in for a while.

Titans HQ also makes a great backdrop for stories. In addition to the training sessions and domestic subplots already discussed, there's the fact that Cyborg created most of the current headquarters using the power of the Omegadrome and alien scientific knowledge while his sanity was questionable at best. There may be capabilities or sections of Titans Tower that the team doesn't know about yet. Perhaps there are even hidden dangers in the depths of the computer system's memory bank or lurking in Cyborg's old workshop (which does have the facilities for building robots, for example, under the guidance of the main computer). At least part of the reason the Titans are using the base may be in order to keep an eye on it and prevent anyone else from getting hold of its advanced technology.

Finally, villains always seem to like to attack the Titans in their headquarters. It happened many times with the original Titans Tower (most often involving Dr. Light and the Fatal Five). The new Tower is partly designed to be safer from attack, but there are still ways villains might gain access and try to take on the Titans in their own home.

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THE T-JET

The T-Jet is the Titans' main mode of long-range transportation (for just getting around the New York area they use skycycles or travel under their own power). The T-Jet was designed and built by Dayton Industries following the specifications of the original T-Jet, designed and created by S.T.A.R. Labs. The jet is a vertical take-off and landing (VTOL) plane, capable of taking off and landing without a runway and even hovering in midair.

The Titans generally use the T-Jet to get to distant places quickly as a group (even though members like Jesse Quick are able to travel much faster on their own). When they arrive, they try to leave the T-Jet behind at a safe distance, but that doesn't always work out. The Titans have gone through more than a few T-Jets in their career, with the previous ones shot down, blown up, vaporized, or otherwise wrecked by the hazards the Titans regularly face.

Type: plane

Size: 30 feet long

Crew: 2

Passengers: 12

Cargo Capacity: 350 cubic feet

Maneuverability: 4D

Speed: Mach 2

Passive Defense Value: 11

Base Damage Value: 8Dx3

Armor Value: 5

Body Points: 120

SKYCYCLE

The skycycles (the Titans have several) are short-range vehicles used by members like Nightwing or Arsenal who don't have any special movement abilities of their own to get to the site of a crime or emergency quickly. They're two-seater VTOLs similar in design to motorcycles, capable of flying at low altitudes (no more than 2,000 feet or so) at speeds of up to 100 miles per hour. Skycycles get wrecked almost as often as the T-Jet, since they're popular last-ditch weapons to slam into dangerous super-villains and rampaging monsters to get their attention.

Type: VTOL aircraft

Size: 6 feet long

Crew: 1

Passengers: 2

Cargo Capacity: 3 cubic feet

Maneuverability: 2D

Speed: 100 mph

Passive Defense Value: 5

Base Damage Value: 4Dx2

Armor Value: 2

Body Points: 50

THE T-SUB

The Titans have had a couple mini-submarines they've used over the years, including in a final assault on the H.I.V.E.'s undersea headquarters. The current T-Sub is capable of reaching all but the deepest ocean depths and traveling at a fair speed (faster under the direction of Tempest's powers). Unlike the T-Jet, which isn't armed, the T-Sub is equipped with torpedoes that do 8Dx3 damage.

Type: submarine

Size: 20 feet long

Crew: 2

Passengers: 8

Cargo Capacity: 50 cubic feet

Maneuverability: 2D

Speed: 80 kph

Passive Defense Value: 7

Base Damage Value: 6Dx2

Armor Value: 4

Body Points: 100