

The Titans First Draft Manuscript

Various Character Write-Ups

*Teen Titans, Arsenal, Speedy, and all related characters ® TM and © 2002 DC Comics.
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By Scott McCullar

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

Don't ask. Don't tell.

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

- 1) This is the unedited text, which never received the benefit of Nikki and Fred's revisions.
- 2) Comments and questions are welcome, but please bear in mind this material was written in the June 2001 and is rather out-of-date in places. (Please do not e-mail me about missing information that was revealed after this time.)

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

My contributions to the aborted *Green Lantern Sourcebook* is also in the files section.

Enjoy!

Scott McCullar

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Speedy (*Teen Titans era*)

REAL NAME: Roy William Harper, Jr.

OCCUPATION: Ward

BASE OF OPERATIONS: Star City

HEIGHT: 5'6"

WEIGHT: 130 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Roy Harper's father was a forest ranger who rescued a Navajo elder named Brave Bow during a forest fire and perished in the flames as he went back looking for others. Brave Bow raised his two-year old son with the *Tachini*. Growing up near a place called *Olijato*, Roy was torn between his Anglo identity and Navajo upbringing where he learned to shoot a bow with skill that surpassed his guardian.

When Roy turned thirteen, he took to hero worship of a new crimefighter he read about called the Green Arrow. At about this time, Roy was asked to leave by the tribe. Roy believed he was being kicked out because he was *Hassai* – "enemy of our people". He wasn't like the other *Dinne*, and truth be told, parents were afraid when the pale-skinned teenager talked about marrying one of their daughters eventually.

Brave Bow had grown ill with cancer and wrote to Green Arrow telling him he could not care for the boy any longer. Green Arrow agreed to take over guardianship and arranged to judge an archery contest in which he tampered with Roy's arrows to make others think the kid was a poor archer. It was a ruse to keep Roy's identity a secret.

Green Arrow returned to Star City with Roy as his ward. Ollie gave Roy a red costume that was similar in design to his own and nicknamed him Speedy because he was fast like Queen. The Battling Bowmen had unlimited resources with their trick arrows, underground headquarters, and vehicles that were afforded by Oliver's wealth in order to fight a variety of costumed villains as they defended Star City.

Speedy declined full-time status with the newly formed Teen Titans after helping them on their first case, preferring to work with Green Arrow. Oliver Queen had recently lost his fortune and had been going through some great changes in his personal life. As the distance grew between them, Roy joined the Teen Titans and replaced Aqualad who took a leave of absence. As Roy grew distraught, he turned to heroin for comfort.

When his hotheaded mentor learned of this, Oliver was stunned into inaction, leaving Black Canary and Green Lantern to help Roy kick his habit. Speedy was placed on probation with the Teen Titans who helped him with his rehabilitation. The abandonment he felt split him apart from Green Arrow. He made the best of it and returned to duty with the Titans and also formed a rock band called "Great Frog", playing drums, in his civilian identity with Mal Duncan.

STRATEGY & TACTICS: Speedy unconsciously imitates his role model, Green Arrow, in his wisecracking mannerisms. Fancying himself a ladies' man, Roy possesses uncanny aim and utilizes an arsenal of trick arrows to help him battle crime. While he is fast at the draw, Green Arrow instilled into Speedy the patience it takes to be one with the bow.

Speedy

Reflexes 3D: *Athletics* 4D, *brawling* 4D, *climbing* 5D, *dodge* 5D, *driving* (*Arrowcar* +2D), *melee weapons* 5D, *piloting* 4D (*Arrowplane* +2D), *riding* 5D, *sneak* 6D

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

Physique 2D: *Leap* 4D, *running* 6D, *swimming* 5D

Knowledge 2D: *Arcane Lore (Navajo +10D)*, *languages (Dinne Bizzad +2D)*, *security* 4D

Perception 3D: *Hide* 5D, *invent* 4D (*trick arrows* +3D), *search* 4D, *shadowing* 4D, *streetwise* 4D (*Star City* +2D), *surveillance* 4D, *survival* 5D, *tracking* 4D

Presence 2D: *Animal handling* 3D, *bluff* 4D, *charm* 6D, *intimidation* 3D, *persuasion* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: *Ally (Green Arrow, Titans)* -8D each, *Attractive Appearance* -2D, *Fast Reactions* -4D, *Patron* -6D, *Speed Draw (arrows)* -1D, *Wealth* -8D, *Youthful Appearance* -2D, *Depression* +6D, *Enemy (Clock King, Red Dart)*+2D each, *Impulsiveness* +1D, *Medical Problem (Heroin Addiction)* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 6

VILLAIN POINTS: 1

CHARACTER POINTS: 24

BODY POINTS: 30

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

NOTE: The characteristics listed here are from the time prior to Roy joining the D.E.A.

Arsenal (*New Teen Titans era*)

REAL NAME: Roy Harper
FORMER ALIASES: Speedy
OCCUPATION: Agent
BASE OF OPERATIONS: Worldwide
HEIGHT: 5'11"
WEIGHT: 180 pounds
EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

Roy Harper's government connections as a counselor for anti-drug programs led him to taking a job with the DEA. As a narcotics agent, Speedy declined membership to the New Teen Titans, only helping on occasional cases. Transferring to Checkmate, a division of the CBI under the directorship of Sarge Steel, Roy fell in love with the assassin Cheshire and fathered a child named Lian while on assignment. After learning about her birth on a case with the Titans in Switzerland, Speedy retrieved his daughter with the consent of Cheshire.

Accepting a job with Dayton Industries, Roy developed an armored costume and changed his identity to Arsenal. He later seized control of the Titans on behalf of the government. Agent Harper left the CBI after their deal collapsed and joined the Titans again full-time during a period of transition with membership.

STRATEGY & TACTICS: Since his recovery from heroin addiction, Roy has become more assertive in his tactics – with both combat and women. He has mastered the art of *Moo-Gi-Gon*, allowing him to use any hand-held object as a deadly weapon.

Arsenal

Reflexes 4D: *Athletics* 5D, *brawling* 6D, *climbing* 6D, *dodge* 6D, *driving* 5D, *melee weapons* 5D, *piloting* 5D (*Arrowplane* +2D), *riding* 5D, *sneak* 8D

Coordination 4D: *Catch* 6D, *marksmanship* 10D, *missile weapons* 9D (*bow* +7D), *thrown weapon (Moo-Gi-Gon)* 8D

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

Knowledge 2D: *Arcane Lore (Navajo)* +10D, *languages (Dinne Bizzad)* +2D, *security* 6D

Perception 4D: *Hide* 7D, *invent* 5D (*trick arrows* +3D), *search* 6D, *shadowing* 6D, *streetwise* 7D, *surveillance* 5D, *survival* 5D, *tracking* 6D

Presence 3D: *Animal handling* 4D, *bluff* 4D, *charm* 7D, *intimidation* 5D, *persuasion* 5D, *willpower* 7D

ADVANTAGES/DISADVANTAGES: Ally (Titans) -4D, Attractive Appearance -2D, Contact (Checkmate, Green Arrow, Sarge Steel, Suicide Squad) +2D each, Fast Reactions -4D, Speed Draw (arrows) -1D, Youthful Appearance -2D, Dependent (Lian) +2D, Impulsiveness +1D

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 2

CHARACTER POINTS: 30

BODY POINTS: 30

EQUIPMENT: Armor (AV 20), Boomerangs (BDV 2D), bow (range: 60/150/240), quiver of 20 trick arrows, each with 5 Body Points, handguns (BDV 5Dx3)

NOTE: The characteristics listed here are from the time after his heroin addiction and prior to *Zero Hour*.

Arsenal (*Current era*)

REAL NAME: Roy Harper
FORMER ALIASES: Speedy
OCCUPATION: Adventurer
BASE OF OPERATIONS: New York City
HEIGHT: 5'11"
WEIGHT: 180 pounds
EYES: Blue
HAIR: Red
RACE: Human
TECH LEVEL: Modern (1)

After the Zero Hour event, Roy briefly led a team of amateurish Titans whom he trashed in an interview after a botched fight with the Disruptor. Sarge Steel pulled the plug on the operation after Roy had soiled the Titans' reputation on purpose. Arsenal sacrificed his image to save the self-respect of the team and had them disband because he new they didn't gel. Roy left the New Jersey headquarters to concentrate on spending more time raising his daughter.

Though Roy Harper had severed his connection with his mentor, the two archers reunited briefly and opened a dialogue of reconciliation. Though Ollie never officially adopted Roy, Arsenal considered the old man his surrogate father. Unfortunately their reunion was short-lived when Oliver later died in an airplane explosion.

During a short stint with a group of Titans that Loren Jupiter had placed together after the Zero Hour crisis, the villain Haze bestowed Roy with what he believed was Arsenal's deepest desires, a "Red Arrow" designed costume. The ending of this group was marked with the death of Joto, which Roy felt responsibility.

Psychologically, Roy Harper wasn't ready to be Red Arrow and struggled with who he was. Working with Connor Hawke and reconnecting with Dinah Lance, Roy found out that he was distantly related to Vandal Savage who was attempting to harvest body parts of his kin to keep himself immortal. Arsenal saved his daughter from Vandal's schemes and afterwards returned to Arizona with his tribe.

During a ritual, Roy received a Navajo tattoo around his arm and changed the design of his costume placing a ceremonial feathered arrow as his emblem on his chest to reflect his heritage. After the Technis Imperative, the original five Teen Titans reformed the team. Now, serving as a full-time member of the team, Roy lives with his daughter in the Titans Tower. Striking up an old romance with former girlfriend, Donna Troy.

Roy didn't expect Lian's mother to return and interfere. While fighting Tartarus, Vandal Savage shot Cheshire whom Roy rescued. Old feelings returned and Harper realized that deep down he still loved her. Cheshire was sentenced to prison for he past crimes and she attempted to get Roy to help her break out. Roy refused only to see her turn against him. Sadly, their daughter witnessed the whole mess and Arsenal realized that her trials would forever be a barrier in their love.

STRATEGY & TACTICS: Arsenal is one of the world's greatest archers who possesses uncanny aim with any hand-held object. He's the partner you always want watching your back.

Arsenal

Reflexes 4D: *Athletics* 5D, *brawling* 7D, *climbing* 6D, *dodge* 6D, *driving* 5D, *melee weapons* 5D, *piloting* 5D (*Arrowplane* +2D), *riding* 5D, *sneak* 8D

Coordination 4D: *Catch* 6D, *marksmanship* 12D, *missile weapons* 11D (*bow*

+10D), *thrown weapon (Moo-Gi-Gon)* 12D

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

Knowledge 2D: *Arcane Lore (Navajo +10D)*, *languages (Dinne Bizzad +2D)*, *security* 6D
(*Titans Tower +5D*)

Perception 4D: *Hide* 7D, *invent* 5D (*trick arrows +5D*), *search* 6D, *shadowing* 6D,
streetwise 7D, *surveillance* 5D, *survival* 7D, *tracking* 6D

Presence 3D: *Animal handling* 4D, *bluff* 4D, *charm* 10D, *intimidation* 5D, *persuasion* 8D,
willpower 9D

ADVANTAGES/DISADVANTAGES: *Ally (Titans)* -8D, *Attractive Appearance* -2D, *Contact (Black Canary, Cheshire, Connor Hawke, Green Lantern, Loren Jupiter)* +2D each, *Fast Reactions* -4D, *Speed Draw (arrows)* -1D, *Dependent (Lian)* +2D, *Enemy (Deathstroke, Vandal Savage)* +2D each, *Impulsiveness* +1D

SPEED: 30

PDV: 3

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 12

VILLAIN POINTS: 2

CHARACTER POINTS: 30

BODY POINTS: 30

EQUIPMENT: Bow (range: 60/150/240), quiver of 20 trick arrows, each with 5 Body Points

NOTE: The characteristics listed here are prior to Cheshire's sentencing to the Slab.

Antithesis

REAL NAME: None

OCCUPATION: Malevolent Entity

BASE OF OPERATIONS: Limbo

HEIGHT: Unknown

WEIGHT: Unknown

EYES: Red

RACE: Unknown

TECH LEVEL: Primitive (0)

The Antithesis is a bulbous creature with three mouths and an abundance of red eyes that exists in the nether region of Limbo. This hate-hungered entity escaped its hold and made its way into the JLA's mainframe computer where it was released when Bromwell Stikk hacked into the data processors. It rewarded him with a mystic staff that allowed Brom to become Mr. Twister.

After the defeat of his partner, the entity used its powers to manipulate the minds of the JLA in order to make them undertake a crime spree that would allow it to feed off of their negative emotions. Robin, Kid Flash, Aqualad, Wonder Girl and Speedy all joined together for the first time in the first official case of the Teen Titans in order to stop their possessed mentors and expel the Antithesis back into limbo.

Misery loves company, thus it transformed Mr. Twister into the Gargoyle. The Antithesis almost escaped imprisonment after an attempt to tear a dimensional breach between Limbo and Earth each time the sabotaged Gabriel's Horn was played. Mal Duncan destroyed his instrument to block the migration.

STRATEGY & TACTICS: The Antithesis is cursed more with the gift of gab than combative skills that tends to manipulate others to do its bidding. Its powers have yet to be measured fully outside of Limbo though it feeds off of the negative emotions of others.

Antithesis

Reflexes 1D: *Brawling* 3D, *dodge* 2D

Coordination 1D: *Marksmanship (spells)* 6D

Physique 10D: *Resistance* 13D

Knowledge 10D: *Arcane Lore* 12D (Limbo +4D), *computer operations* 11D

Perception 7D: *Engineering* 8D, *invent* 8D (*gadgets* +2D), *know-how (Sorcery)* 12D, *survival (Limbo)* +1D

Presence 8D: *Command* 9D, *intimidation* 9D, *willpower* 17D

ADVANTAGES/DISADVANTAGES: Ally (Gargoyle) -6D, Intimidating Grin -2D (per mouth), Arrogance +3D, Delusions of Grandeur +3D, Enemy (Teen Titans, JLA) +6D each, Narcissistic +3D, Hideous Appearance +3D, Long Winded +4D, Physically Limited (entrapped in Limbo) +5D, Psychological Disorder (Psychopathic) +4D

SPEED: 5

PDV: 1

UNARMED BDV: 2D

P/L BONUS: +5

HERO POINTS: 0

VILLAIN POINTS: 19

CHARACTER POINTS: 2

BODY POINTS: 165

POWERS: Empathy 4D, ESP 4D, Longevity 1D, Mind Control 10D, Possession 8D, Sorcery 13D, Telepathy 8D, Vampirism (Spiritual Drain of Negative Emotions) 8D [Limitation for All Powers: Limited Range (eye contact) -3D]

Aquagirl

REAL NAME: Tula

OCCUPATION: Princess of Poseidonis

BASE OF OPERATIONS: Atlantis

HEIGHT: 5'5"

WEIGHT: 119 pounds

EYES: Blue

HAIR: Brown

RACE: Atlantean

TECH LEVEL: Postmodern (2)

King Juvor adopted the infant Tula who he raised in Atlantean customs until the infant grew to become the Princess of Poseidonis. The teenager was secluded in her palace beneath the ocean depths when she met the young hero, Aqualad. Tula soon fell in love with Aqualad and adopted the codename Aquagirl. She accompanied him on adventures with Aquaman and the Teen Titans. Though she was only an honorary member, she assisted on many of their cases.

Aquagirl took a lead a dangerous rebellion that brought down the dictatorial regime of Nakran after the underwater kingdom fell when Aquaman forsook the throne to search for his abducted bride, Mera. After King Vulko took charge of Atlantis, Tula and Garth reunited in Poseidonis. Soon afterwards, Aquagirl died during the events of the Crisis after drowning in a pool of toxic water that was poisoned by the villain, Chemo. Tula now rests in a grave on the ocean floor where Tempest has come to terms with Tula's tragic death.

STRATEGY & TACTICS: Full of sprit and mischief, Tula was a trusting partner on adventures who took care of herself in danger despite the concerns of Aquaman and Aqualad.

Aquagirl

Reflexes 3D (4D underwater): *Brawling* 4D (5D), *dodge* 4D (5D), *riding (aquatic)* 4D (5D)

Coordination 3D (4D underwater)

Physique 5D (6D): *Swimming* 10D (11D)

Knowledge 2D: *Arcane Lore* 3D (*Atlantean* +2D), *languages* 3D (*Atlantean* +2D), *navigation* 4D (*underwater* +2D), *scholar (Atlantean lore)* 5D

Perception 3D: *Search* 4D, *survival* 4D (*underwater* +2D), *tracking* 4D

Presence 2D: *Animal handling* 3D (*aquatic* +2D), *charm* 4D, *command* 3D (*Atlanteans* +4D), *willpower* 7D

ADVANTAGES/DISADVANTAGES: Acute Senses (vision +2) -4D, Attractive Appearance -2D, Contact (Aqualad) -6D, Contact (Aquaman, New Titans) -4D, Courage -2D, Enemy (H.I.V.E., Narkran) +4D each, Impulsiveness +1D, Physically limited (needs to be immersed in water once an hour) +3D.

SPEED: 30 (walking)/ 55 (swimming)

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +2

HERO POINTS: 5

VILLAIN POINTS: 0

CHARACTER POINTS: 15

BODY POINTS: 28

NATURAL ABILITIES: Pressure adaptability (+2D to *Physique*), underwater mobility (+1D to *Reflexes* and *Coordination*), darkness vision (+2D to *Perception* to see in the dark), water breathing (ability to breathe water like air; no penalties for failing *swimming* rolls).

POWERS: Superattributes: *Physique* 1D, *Supersenses* (nightvision) 2D, *Speak with Animals* (aquatic) 6D, *Telepathy* (aquatic lifeforms) 3D.

Bumblebee

REAL NAME: Karen Beecher-Duncan

OCCUPATION: S.T.A.R. Labs Engineer and Designer for Non-Lethal Weapons

BASE OF OPERATIONS: West Los Angeles, California

HEIGHT: 5'5"

WEIGHT: 110 pounds

EYES: Brown

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Librarian Karen Beecher was a science student when she fell in love with Mal Duncan while working with him to develop the Gabriel Horn. Beecher was convinced that his teammates were taking him for granted and decided to change that.

Donning a winged costume broke into the Titan's Lair and feigned a surprise attack as the Bumblebee in order to incite the Herald into action hoping to prove Mal's verve to his teammates. Karen realized they respected her beau when they rallied in his defense. The Bumblebee revealed her identity to the Teen Titans and apologized. The Bumblebee remained an active member until this version of the team disbanded for a year to pursue solo careers and studies.

The married couple moved to the West Coast where Karen pursued her college degree in engineering and later accepted a position at S.T.A.R. labs as a research assistant for non-lethal weapons development. The Bumblebee transferred briefly to the Titans West but went into semi-retirement.

In recent days, Karen was re-activated during the Technis Imperative conflict to assist the Titans. Donning her flight suit, the Bumblebee stands ready to fly into when called upon to lend sensible stability to the membership.

STRATEGY & TACTICS: Karen is an unconventional intelligent woman who is impetuously protective of her husband. She has created the Bumblebee exoskeleton bodysuit that serves all of her crime-fighting needs.

Bumblebee

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

Coordination 2D: *Marksmanship* 3D, *missile weapons* 4D (*wrist-darts* +2D)

Physique 3D: *Flying* 6D, *leap* 4D

Knowledge 4D: *Computer Ops* 6D, *research* 6D (*non-lethal weapon design* +4D), *scholar* 6D (*literature, librarian systems* +2D each), *science* 5D (*bio-engineering, experimental physics, politics* +2D each), *security* 5D

Perception 2D: *Artist (Creative Writing)* 5D, *engineering* 5D (*personal armor* +3D, *weapons* +4D), *invent* 5D (*non-lethal weapons* +3D), *know-how* 6D (*Bumblebee suit* +10D)

Presence 2D: *Bluff* 3D, *charm* 4D, *willpower* 5D

ADVANTAGES/DISADVANTAGES: Acute Sense of Direction -2D, Contact (Titans) -4D, Mechanical Aptitude -2D, Special Equipment (the Bumblebee Suit) -5D, Dependent (Mal Duncan) +1D, Employed (S.T.A.R. Labs) +4D, Secret Identity +3D.

SPEED: 30

PDV: 2 (3 while in suit, 7 with Speed Manipulation)

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 6

BODY POINTS: 24

EQUIPMENT: (((see Sidebar))).

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Bumblebee Bodysuit

SPEED: 100 (for bodysuit)

PASSIVE DEFENSE VALUE: same as wearer's, adjusted by Enhancement Modifier

BASE DAMAGE VALUE: hand-to-hand: same as wearer's, plus adjusted *Physique/lifting* bonus; ranged: as per powers

FIRE ARC: Forward

RANGE: as per powers

AMMUNITION: Solar power relays in the wings keep the exoskeleton bodysuit fully charged indefinitely for Blast; 6 stinger knock out darts

RATE OF FIRE: 1

ENHANCEMENT MODIFIERS: *dodge* +2D, *piloting (self)* +3D, *flying* +2D, *leap* +2D, *scholar* +2D, *repair (bodysuit)* +2D

ARMOR VALUE: 15

BODY POINTS: 150

ADDITIONAL INFORMATION: Powers: Microwave Projection (wings) 9D, Projectiles: stun beam (wings) 15D (damage done lasts 15 minutes, after which only those Body Points lost due to the stun beam are recovered), honey glue guns (wrists, with a successful attack, the target is immobilized by a covering of glue and must make a successful Heroic *Physique/lifting* roll to break. The glue remains until a solvent is applied), Stinger Knock-Out Dart (wrists) 2D, Superattributes: *Physique (lifting)* 3D, *Flight* 12D, *Invulnerability* 3D, *Natural Armor: Plating* 5D, *Speed Manipulation (flying)* 6D, *Energy Manipulation (sonic burst)* 5D. All powers have the limitations: *Removable* -1D, and *Super Hero Form* -6D.

This suit was specially created by Karen Beecher to be used secretly for herself as the Bumblebee. She has upgraded the bodysuit combining some of her technological advancements with the improvements learned while working for S.T.A.R. Laboratories. Its furious flapping wings allow her to hover and fly at great speeds, and by varying their vibration rate, she can engage them as sonic disruptors. She is also equipped with various surprise "stings" in her arsenal.

Cheshire

REAL NAME: Jade

OCCUPATION: International Terrorist

BASE OF OPERATIONS: Mobile

HEIGHT: 5'9"

WEIGHT: 135 pounds

EYES: Green

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

Jade was born of French father and Vietnamese mother for whom she was separated at the age of ten. Left to wander, she was sold into slavery in the Middle East where she eventually killed her captor and swore no man would ever be her master again. Jade fled to the Far East and spent several years under the wing of former Blackhawks member, Weng Chen, who taught her everything he knew about guerilla fighting as the pair worked as mercenaries in the East. She left her mentor and next sought tutelage from the infamous African assassin named Kruen Musenda who eventually married her for two short years before his untimely death. On her own, Jade adopted the name Cheshire and became involved in countless covert operations and assassination attempts.

Cheshire fell in love with Speedy while he was working on a D.E.A. case. The affair produced a daughter named Lian that Roy Harper wouldn't learn about until much later. Speedy and Nightwing retrieved the infant from Cheshire, who saw that it was fit that Harper take protective custody of their daughter since the life she led had no place for Lian.

Cheshire became a notorious international terrorist renowned for killing over a million people in Qurac with a nuclear device. This mercenary continued to clash on several occasions with the Titans over the years and has been a difficult adversary.

Forming a group called the Ravens, the mercenary women were accidentally sent back in time when Vikings were exploring Pre-Columbian America. Escaping the past and leaving her very angry partners behind, Cheshire returned to this time period. She became a founding member of an anti-Titans group called Tartarus where she was shot by Vandal Savage during a botched mission and rescued by Arsenal.

The captured fugitive recently stood trial for her crimes against humanity and was found guilty. Cheshire was sentenced to the Slab where her former associates from the Ravens had returned and were also incarcerated there. While Roy and Lian were visiting, the Ravens attempted to kill their former leader and Arsenal came to Jade's defense. Tugging at Roy to help her escape, Arsenal refused. Trying to push past him, Lian unfortunately saw the whole experience of the fight. Roy finally realized that Cheshire is a killer who will never change – that's all she knows.

STRATEGY & TACTICS: Only wanting to be called Cheshire and not Jade while in her villainous persona, she is a ruthless operative who works by her own code of ethics. Cheshire is an athletic foe with formidable martial arts skills that does only what she is paid to do. She has been known to dip her nails in esoteric poisons to incapacitate her foes in combat. Cheshire uses her intimidating grin and assumes a posture of superiority to gain the upper hand. She has demonstrated that Roy Harper is the only person who can interfere with her focus because of her personal feelings for him and their daughter, though it is not enough when it comes time to her self-preservation.

Cheshire

Reflexes 4D: *Acrobatics* 9D, *brawling* 6D (*fingernails* +2D), *climbing* 5D, *dodge* 9D, *driving* 5D, *martial arts* 8D, *melee weapons* 5D, *riding* 5D, *sneak* 6D

Coordination 4D: *Lockpicking* 6D, *marksmanship* 7D, *missile weapons* 5D, *thievery* 4D, *thrown weapons* 6D

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

Knowledge 2D: *Computer operations* 3D, *demolitions* 3D, *languages* 3D (*Chinese, English, French, Norse, Vietnamese*), *scholar (exotic poisons)* 6D, *security* 6D

Perception 2D: *Hide* 5D, *search* 5D, *shadowing* 5D, *streetwise* 5D, *survival* 6D (*outdoor and urban* +1D each), *tracking* 4D

Presence 3D: *Bluff* 5D, *charm* 7D (*Roy Harper* +10D), *intimidation* 5D, *persuasion* 6D, *willpower* 6D

ADVANTAGES/DISADVANTAGES: *Attractive Appearance* -2D, *Double-Jointed* -2D, *Leadership Ability* -2D, *Enemy (Black Canary, Oracle)* +2D each, *Enemy (Titans and Ravens)* +5D each, *Owes Favor (Roy Harper)* +5D, *Shady Background* +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 3D/1D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 19

CHARACTER POINTS: 103

BODY POINTS: 28

EQUIPMENT: Cheshire will gather appropriate equipment as needed for each individual mission.

Deathwing

REAL NAME: Unknown

ALIASES: Richard Grayson

FORMER ALIASES: Nightwing, Robin (1)

OCCUPATION: Sociopath

BASE OF OPERATIONS: In Hyper-Suspended Animation Chamber at S.T.A.R. Labs (San Francisco)

HEIGHT: 5'10"

WEIGHT: 175 pounds

EYES: Blue

HAIR: Black

RACE: Human

TECH LEVEL: Modern (1)

In a conceivable future where Batman died, the shield-carrying Nightwing fought in a worldwide civil war against Lord Chaos, assisted by a protégé named Redwing and the Team Titans. This Richard Grayson was romantically involved with the shape-shifting Mirage, a member of this future team, though he still longed for his long missing paramour, Starfire.

Nightwing arrived from the future in pursuit of Lord Chaos with the intent of also finding his teammates who had been sent on a mission to kill Donna Troy to prevent the birth of this tyrant. Wandering the streets, Richard was attacked by a corrupted version of Raven who planted into him a Trigon-seed that took a hold and debased his soul with a new dark personality.

Grayson had fallen under the Evil Raven's spell where he awoke in an alleyway altered in a delirium from the demonic possession. The debauched hero-turned-villain assumed a vile new identity and changed his name to Deathwing who pledged his allegiance to Dark Raven and the Children of Trigon in order to help hunt down and destroy the Titans.

During the proceeding months, the future alternate timelines began collapsing down upon themselves erasing members of the Team Titans from existence due to Extant's time-crisis altering of reality. Deathwing remained in this timeline because he had originated from this existence. It was learned that this Richard had been implanted with false memories by the Time Trapper and turned into a "sleeper agent" who would fight the villainous Monarch in the coming Zero Hour event.

Deathwing, who had altered his appearance into a wicked look with leather and spikes, began to stalk the tormented Mirage on several occasions. One of those times, the sociopath ran across his former lover and had his way with her. Months later after kidnapping Mirage during his plans to kill her, Richard learned that she was pregnant with their child. Deathwing doted on her in his own sick manner yet paused because he became possessive of his unborn son.

Mirage escaped with the assistance of the Titans while Deathwing was captured. He was placed into suspended hyper-animation chamber at S.T.A.R. Labs in San Francisco with the hope that a cure could be found for his demonic affliction.

STRATEGY & TACTICS: The ruthless Deathwing is an inferior version of the real Nightwing. While his skills and prowess are almost equal to that of the real McCoy, his psychopathic mannerisms interfere with his judgment. Deathwing has received temporary enhanced strength due to the possession from the evil demon-soul of the Children of Trigon.

Deathwing

Reflexes 4D: *Acrobatics* 12D, *athletics* 7D, *boating* 5D, *brawling* 8D, *climbing* 9D, *dodge* 12D, *escape artist* 8D, *driving* 5D, *martial arts* 9D (all maneuvers +2D)

each), *melee weapons* 8D (*shield* +2D), *piloting* 5D, *sneak* 7D

Coordination 4D: *Catch* 5D, *lockpicking* 6D, *marksmanship* 5D, *missile weapons* 6D, *sleight of hand* 6D, *thievery* 8D, *thrown weapons* 8D (*Batarangs*, *shield*, *shuriken* +2D each)

Physique 4D (6D): *Leap* 10D (12D), *lifting* 5D (7D), *resistance* 6D (8D), *running* 6D (8D)

Knowledge 3D: *Computer operations* 4D, *criminology* 7D, *demolitions* 4D, *languages* 4D, *medicine* 5D (*first aid* +1D), *navigation* 5D, *research* 6D, *security* 6D

Perception 3D: *Engineering* 4D, *hide* 7D, *search* 7D, *shadowing* 8D, *streetwise* 7D (Gotham City +1D), *surveillance* 6D, *survival* 5D (*urban* +2D), *tracking* 5D

Presence 2D: *Bluff* 4D, *charm* 4D, *command* 4D, *disguise* 5D, *interrogation* 9D, *intimidation* 10D, *persuasion* 3D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Acute Balance* -2D, *Ally (Lazarium)* -2D, *Ally (Dark Raven)* -6D, *Charismatic* -3D, *Contact (Judge and Jury)* -2D, *Intimidating Grin* -2D, *Observant* -2D, *Tainted* -3D, *Enemy (Titans)* +3D, *Obsessive Tendencies* +2D, *Psychological Disorder* +4D, *Secret Identity* +3D

SPEED: 30

PDV: 6

UNARMED BDV: 4D/1D

P/L BONUS: +3

HERO POINTS: 4

VILLAIN POINTS: 18

CHARACTER POINTS: 34

BODY POINTS: 38

POWERS: Superattributes: *Physique* 2D (limitations: Bound to Dark Raven via the Trigon Soul Seed)

EQUIPMENT: *Knife* (BDV 2D), *Shield* (BDV 5D; AV 22 [when used to block] against physical and energy attacks; Body Points 100).

Flamebird

REAL NAME: Mary Elizabeth "Bette" Kane
OCCUPATION: College Student
BASE OF OPERATIONS: Hollywood, California
HEIGHT: 5'6"
WEIGHT: 120 pounds
EYES: Blue
HAIR: Blonde
RACE: HUMAN
TECH LEVEL: Modern (1)

Bette Kane was an all-star tennis player who caught a glimpse of the Dynamic Duo in action while staying with her Aunt Katherine on a visit to Gotham City. The teenaged athlete was awestruck at Robin, someone her own age, risking it all. Forsaking her tennis racquet and tiara for grappling lines and kickboxing lessons, Bette trained while writing fan mail to the teenaged urban legend. Adopting the avian identity of Flamebird, she became a bat-girl-of-sorts that patterned her alter ego after her masked teen idol that she dreamed of being his partner.

Sufficiently tested as a crimefighter, she hatched a plan to meet Robin by launching the Titans West so the two teams would meet. Their reception went over horribly as did her face-to-face meeting with Batman's junior partner. The Titans West disbanded soon afterwards due to personality conflicts and Bette Kane resumed her career as a professional tennis player.

Bette avoided solo missions in costume until a recent confrontation with Nightwing reignited a flame inside. She even recently enrolled at UCLA also to study sports medicine and is rooming with the Logan cousins. Flamebird is eager to see a West Coast Titans team reform.

STRATEGY & TACTICS: Flamebird is one of the most underestimated heroes today who utilizes an arsenal of gadgets in the same manner as Batman and Robin. A risk taker with an aggressive nature, the outdoorswoman uses her athletic skills in the fight against crime resorting often to swift elements of surprise in her actions.

Flamebird

Reflexes 3D: *Acrobatics* 6D, *athletics* 6D (*gymnastics* +1D, *tennis* +4D), *brawling* 6D, *climbing* 5D, *dodge* 6D, *martial arts* 6D (*kick* +2D), *melee weapons* 8D, *sneak* 5D

Coordination 3D: *Catch* 6D, *lockpicking* 4D, *marksmanship* 6D, *missile weapons* 5D, *thrown weapons* 6D

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

Knowledge 2D: *Computer ops* 3D, *medicine* 4D, *research* 4D, *scholar* 3D (*tennis* +10D), *science* 4D

Perception 2D: *Artist* 6D, *hide* 4D, *know-how* 4D, *streetwise* 3D, *surveillance* 4D, *tracking* 5D

Presence 3D: *Bluff* 4D, *charm* 6D, *command* 4D (*Titans West* +2D), *persuasion* 4D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Attractive Appearance -2D, Charismatic -3D, Contact (Titans) -6D, Fast Reactions -4D, Special Equipment (gadgets) -5D, Extremely Competitive +2D, Obsessive Tendencies (Irrational Attraction to Robin) +2D, Secret Identity

+3D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D/1D

P/L BONUS: +1

HERO POINTS: 9

VILLAIN POINTS: 0

CHARACTER POINTS: 35

BODY POINTS: 32

EQUIPMENT: Costume (AV 20 against projectiles, 12 against heat and fire), flame-a-rang (BDV 2D, max range *Physique/lifting* roll x 10 in yards), Electrifying bolas (BDV 4D electrical charge; the target must make a successful Very Difficult *Physical/lifting* roll to break free), various other items concealed in Utility Belt.

Gargoyle

REAL NAME: Bromwell Stikk
ALIAS: Dr. Viktor Heller
FORMER ALIAS: Mr. Twister
OCCUPATION: Historian (Demon Minion)
BASE OF OPERATIONS: Limbo
HEIGHT: 6'0" (9'0")
WEIGHT: 185 (375) pounds
EYES: Brown (Red)
HAIR: Black (None)
RACE: Human (Demonic Gargoyle)
TECH LEVEL: Modern (1)

Jacob Stikk bequeathed his land 200 years ago to found the colonial town of Hatton Corners. In return for the land, Jacob had facetiously requested that the villagers pay rent equal to one feather from the abundant passenger pigeons that lived in the area once per year or the town would have to forfeit a child to him for that same duration instead.

A direct descendant named Bromwell Stikk, petitioned Mayor Corliss to make restitution by paying him the back rent his family was due in feathers that the deal specified from over two centuries. With the carrier pigeon population near extinction, the council members had no means to meet his crackpot demands. Stikk vowed to enslave the children of Hatton Corners and make good on old Jacob's pledge. He hacked into the JLA's computers looking for a method and released a malevolent other-dimensional being called the Antithesis that had been hiding in the mainframe. It gifted the grudge monger with mystical staff that allowed him to manipulate the weather.

Bromwell clad himself in Revolutionary War attire robed with a pigeon feathered cape. Now called Mr. Twister, Stikk blackmailed the town by indenturing its teenagers. Robin, Kid Flash and Aqualad joined together for the first time and successfully subdued Mr. Twister and released the kids. The Antithesis snatched Brom afterwards and brought him into Limbo, transforming him into the Gargoyle so he could be used as a pawn.

The Gargoyle confronted the Teen Titans several times attempting to banish them into Limbo by means of a mystic ring in one case, but Robin kept his mental composure and defeated the Gargoyle by destroying his ring and rescuing his friends. Again the Gargoyle attempted to open a barrier between realms by manipulating Gabriel's Horn in order to rip open a larger passage each time the instrument was blown. Mal Duncan destroyed his device, sending him further back into the realms of exile.

The Gargoyle resurfaced when certain passageways were left unguarded in the aftermath of the Day of Judgment when the original Titans gathered together for a weekend summit on a deserted island. Unknown to them, the Gargoyle attempted to brain-whack the bunch during a monsoon by causing them to fight and escalate their negative feelings for each other. The Titans cooperated together and sent the Gargoyle back in Limbo as they "unstuck" themselves out of the nowhere situation he had placed them in.

STRATEGY & TACTICS: As Mr. Twister, Stikk used blackmail and weather-related catastrophes to do battle. As the Gargoyle, Stikk thrives on negativity and violence using hypnotic powers. Feeling unjustly imprisoned, he has sworn vengeance against Dick Grayson if it takes all eternity and plans to escape Limbo.

Mr. Twister/Gargoyle

Reflexes 2D (8D): *Brawling* 3D (9D - Claws +2D), *dodge* 3D (9D), *piloting* (self +1D)

Coordination 2D (6D): *Thievery* 5D

Physique 2D (10D): *Flying* (self +1D), *resistance* 4D (12D)

Knowledge 3D: *Arcane Lore* 5D (7D), *computer operations* 8D, *know-how* (sorcery) +3D (as Gargoyle), *research* 5D (computers +2D), *scholar* 5D (*history* +5D, *Shakespeare* +4D), *security* 5D

Perception 3D: *Know-how* 5D (*hacking* +4D, *Mystic Medicine Staff* +8D), *search* 4D, *shadowing* 4D (6D), *surveillance* 4D (6D)

Presence 3D (6D): *Persuasion* 5D, *willpower* 4D (7D)

ADVANTAGES/DISADVANTAGES: *Courage* -2D, *Obscure Knowledge* -2D, *Owed Favor* -3D, *Special Equipment* (*Mystical Medicine Staff* - as Mr. Twister; *Mystic Ring* - as Gargoyle) -5D each, *Argumentative* +1D, *Delusions of Grandeur* +3D, *Enemy* (Teen Titans) +3D, *Hideous Appearance* +3D (as Gargoyle), *Psychological Disorder* (Delusional) +4D, *Sworn Enemy* (Robin/Nightwing) +6D

SPEED: 30

PDV: 2 (5)

UNARMED BDV: 2D (4D)

P/L BONUS: +1 (+5)

HERO POINTS: 0

VILLAIN POINTS: 2 (7)

CHARACTER POINTS: 11 (0)

BODY POINTS: 45 (90)

NATURAL ABILITIES (as the Gargoyle): *Demonic Abilities*, *Flight* (wings) 20D, *Healing* (demon) 10D (Limitation: Self-Only), *Immortality* (Stikk was granted the gift by the Antithesis), *Natural Weapons* (claws) 6D, *Demonic Senses* (ESP 5D)

POWERS (as the Gargoyle): *Invulnerability* 5D, *Sorcery* 10D

EQUIPMENT: *Mystical Medicine Staff* [BDV 5D Blast, Powers: *Weather Manipulation* 10D, *Flight* 10D], (*Mystic Ring* [*Flame Projection* BDV 3Dx3; *Dimensional Travel* 10D (Limitation: Opens portal for those of human origin)]).

NOTE: The attributes and skills in parenthesis are those possessed by Gargoyle.

Gnarrk

ALIAS: John Gnarrk

OCCUPATION: Caveman

BASE OF OPERATIONS: Eurasia

HEIGHT: 5'11"

WEIGHT: 200 pounds

EYES: Brown

HAIR: Dark Brown

RACE: *Homo sapiens neanderthalensis varia cro-magnon gnarrksis*

TECH LEVEL: Primitive (0)

Gnarrk was an archaic human born 40,000 years ago. This prehistoric man was struck with a fragment from a falling meteorite embedded itself into his chest. The crystal transformed him by expanding his mind with intuitive insight. Making his way across Asia, Gnarrk became trapped in the frozen tundra as he attempted to flee an erupting volcano. He became entombed inside a block of ice where his mind remained active.

As thousands of years passed, Gnarrk remained in suspended animation inside a frozen glacier until he sensed the presence of Lilith. Gnarrk placed a psychic call out to her while he was still encased in the ice. Both the Teen Titans and the Titans West responded and unearthed this caveman, taking their discovery to S.T.A.R. Labs in an attempt to revive him.

Gnarrk remained on life support for a year while Lilith kept a rapport with him, learning about his origins and gentle nature. They shared a bond and fell in love but the life and light in his crystal faded and he died. When S.T.A.R. Labs conducted an autopsy, the crystal had turned to a cold stone and any powers it had became inert.

STRATEGY & TACTICS: Gnarrk is a gentile being who is exploratory in nature and wants to help others. He comprehended the knowledge it would take to cure diseases and protect the world. He truly loves Lilith and is a man out of time.

Gnarrk

Reflexes 3D: *Brawling* 5D, *dodge* 4D, *melee weapons* 6D (*club, spears* +2D each)

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

Physique 4D: *Lifting* 5D, *resistance* 4D

Knowledge 1D: *Arcane Lore* 3D (*Pre-historic time* +3D), *medicine* 0D (*primitive resources* +10D)

Perception 3D: *Artist (cave paintings* +1D), *hide* 4D, *invent* 4D, *search* 4D, *shadowing* 4D, *surveillance* 4D, *survival (outdoors* +3D), *tracking* 6D

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

ADVANTAGES/DISADVANTAGES: *Obscure Knowledge* -2D, *Special Equipment (Crystal)* -5D, *Medical Problem* +6D, *Technologically Challenged* +5D.

SPEED: 30

PDV: 2

UNARMED BDV: 3D

P/L BONUS: +2

HERO POINTS: 3

VILLAIN POINTS: 0

CHARACTER POINTS: 12

BODY POINTS: 33

POWERS: Language Comprehension 5D, Longevity 5D, Telepathy 6D [Limitations: All powers linked to the Crystal (Removable -1D; Self-Damaging -4D)].

Harlequin

REAL NAME: Unknown

ALIAS: Duela Dent

FORMER ALIASES: Joker's Daughter, Two-Face's Daughter, Card Queen, Catgirl, Penguin's Daughter, etc.

OCCUPATION: Institutionalized Patient

BASE OF OPERATIONS: Industry, California

HEIGHT: 5'10"

WEIGHT: 140 pounds

EYES: Brown

HAIR: Dyed various colors

RACE: HUMAN

TECH LEVEL: Modern (1)

The Harlequin's true background is as schizophrenic as her personalities. This wild card gained notoriety first as the Joker's Daughter years ago wearing an outlandish clown costume during her minor crime spree. The revelry didn't stop as she wore diversified guises based on various villains. She claimed to be the daughter of each of these rogues in consecutive capers until the original Robin quickly figured out she was one in the same.

This delusional card queen alleged that she was Duela Dent, the daughter of Two-Face. She had picked various aliases to aggravate her coin-flipping father by emulating his rivals. Duela hoped to atone for Harvey Dent's wrongdoings, thus Robin sponsored her request for membership to the Titans to everyone's dismay as she coined herself a new identity as the Harlequin.

Sporting clown-inspired gadgets to fight crime, the zany heroine helped the Titans defeat Two-Face and assisted on many cases until the team broke up. Her psychological condition worsened over the years where she eventually ended up at the Helping House Mental Institution in Industry, California. Each of her claims of being the daughter to over a dozen notorious villains, except for one still under investigation, proved false when the doctors pursued leads.

STRATEGY & TACTICS: The Harlequin is a highly proficient acrobat and jokester. She acts flippant and mischievous often using novelty gadgets in her capers. She can be dangerous at times as her multiple personalities spike from passive to chaotic because of the chemical imbalance in her brain.

The Harlequin

Reflexes 4D: *Acrobatics* 6D, *brawling* 5D, *dodging* 5D

Coordination 3D: *Lockpicking* 4D, *sleight of hand* 4D, *thievery* 6D, *thrown weapons* 5D

Physique 3D

Knowledge 3D: *Criminology* 5D, *marksmanship (boxing-glove-in-the-box belt buckle +2D)*

Perception 4D: *Artist (actor)* 5D, *engineering (gag gadgets +2D)*, *invent* 5D

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

ADVANTAGES/DISADVANTAGES: Acute Balance -2D, Intimidating Grin -2D, Observant -2D, Special Equipment (gadgets) -2D, Dark Secret (true parentage) +2D, Depression +6D, Enemy (Two-Face) +2D, Obsessive Tendencies (claims to be the daughter of various villains) +2D, Pathological Liar (delusional about her past) +2D, Psychological Disorder (diagnosed)

schizophrenic) +4D, Shady Background +2D.

SPEED: 30

PDV: 3

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 2

VILLAIN POINTS: 2

CHARACTER POINTS: 13

BODY POINTS: 31

EQUIPMENT: Purse of various gimmicks, makeup, Joy Buzzer (BDV 3D; electric shock [BDV 3Dx2]), Magnetic Roller Skates, Sleeping Gas Whoopee Cushion, Boxing-Glove-In-The-Box Gun (+2D to *brawling* attack with *marksmanship* option) in belt buckle.

Loren Jupiter

OCCUPATION: Philanthropist

BASE OF OPERATIONS: New York and Verona, Italy

HEIGHT: 6'0"

WEIGHT: 180 pounds

EYES: Dark Brown

HAIR: Brown

RACE: Human

TECH LEVEL: Modern (1)

Loren Jupiter is a famous billionaire philanthropist who started a government sponsored training program for teenagers in order to help better the world. After the original Teen Titans were framed for the murder of pacifist Dr. Arthur Swenson, Mr. Jupiter invited the members to surrender their costumes in order to join his project and find guidance with him. All accepted his tutelage except for Robin, who refused the offer in order to continue his studies.

For a brief while, the remaining Titans went sans costumes in Mr. Jupiter's program and worked along side the psychic Lilith. The Teen Titans donned their costumes once more and allowed Loren to finance their operations until the group disbanded to pursue solo careers and their studies.

Mr. Jupiter resurfaced years later with the enigmatic Omen to form a new group of Teen Titans with Argent, Joto, Prysm, Risk, and the returned-to-youth Atom. Later joined by Nightwing, Arsenal, Flash, and Tempest, the Teen Titans battled Haze for the second time. In the skirmish, the group discovered that Loren was the father of both Haze and Omen. Jupiter's second band of Titans disbanded shortly later.

STRATEGY & TACTICS: Loren Jupiter is a persuasive individual who uses his finances to better mankind. He often keeps his cards close to chest on a need-to-know basis. Loren is an organizer who uses his strategic and economic means to lead the Teen Titans who answer to him.

Loren Jupiter

Reflexes 2D: *Athletics* 3D, *boating* 3D, *brawling* 3D, *dodge* 3D, *driving* 4D, *piloting* 3D, *riding* 3D

Coordination 2D: *Marksmanship* 3D

Physique 2D: *Resistance* 4D, *running* 3D, *swimming* 3D

Knowledge 3D: *Computer operations* 4D, *criminology* 4D, *languages (Italian)* 4D, *medicine (first aid +1D)*, *navigation* 4D, *research* 5D, *scholar* 5D, *science* 6D, *security* 4D

Perception 3D: *Engineering* 4D, *know-how* 4D, *streetwise* 4D, *surveillance* 4D

Presence 3D: *Bluff* 7D, *charm* 5D, *command* 9D (*Teen Titans* +5D), *persuasion* 6D, *willpower* 8D

ADVANTAGES/DISADVANTAGES: *Contact (Bruce Wayne, Titans)* -2D each, *Charismatic* -3D, *Leadership Ability* -2D, *Wealth* -8D, *Dependent (Teen Titans)* +2D, *Enemy (Haze)* +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 7

VILLAIN POINTS: 0

CHARACTER POINTS: 32

BODY POINTS: 34

POWERS: ESP 2D, Telepathy 2D [Limitations: Short Circuit -2D (Latent use)] .

Mad Mod

REAL NAME: Neil Richards

OCCUPATION: Fashion Designer, Smuggler

BASE OF OPERATIONS: England

HEIGHT: 6'0"

WEIGHT: 170 pounds

EYES: Blues

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

The crooked couturier first encountered the original Teen Titans after the U.S. Treasury Department sent the four sidekicks on a tour of Europe with teen idol Holley Hip in order to put a halt on a suspected trans-Atlantic smuggling operation. The rock star's fashion designer, the Mad Mod, was actually the smuggling mastermind who had concealed the contraband in clothes he specifically created for the rock star. The Titans were able to evade his traps and squarely put the Mod and his henchmen behind bars.

The Teen Titans would once again cross paths with the merchant of menace after he returned for an engagement with the Queen's Command Performance. This time around, Carnaby Street's swank swindler swiped Her Majesty's Royal Sceptre. Luckily, the Teen Titans were on hand during a sightseeing tour of London and captured the Cockney accented Mad Mod and also saved him from a drowning accident, thanks to Aqualad.

It would be several years before the Titans would see Richards again where he provided his services in helping design costumes for the group. Resisting any urges to return to the life of crime, the fashion designer has found success with his retro-mod collection of clothes for a whole new generation.

STRATEGY & TACTICS: During the Mad Mod's heyday as a villain, he would match his outrageous clothing with a way out approach in his intricate but deadly traps. He would employ a gang of toughs to do most of the handiwork that needed muscle.

Mad Mod

Reflexes 2D: *Brawling* 3D, *climbing* 3D, *dodge* 4D, *driving* 3D, *riding* 3D, *sneak* 3D

Coordination 3D: *Marksmanship* 4D, *thievery* 9D

Physique 2D: *Leap* 0D, *lifting* 3D, *resistance* 3D

Knowledge 4D: *Criminology* 5D, *research* 5D, *scholar (fashion industry +5D)*, *science* 4D (*chemistry +2D*), *security* 5D

Perception 3D: *Artist* 8D (*fashion design +7D*), *engineering* 4D, *hide* 4D, *invent* 4D, *know-how* 4D, *repair* 4D (*sewing +5D*), *streetwise* 4D (*London +2D*)

Presence 4D: *Bluff* 7D, *charm* 6D, *command* 5D, *disguise* 5D, *persuasion* 5D, *willpower* 4D

ADVANTAGES/DISADVANTAGES: Charismatic -3D, Contact (Fashion Industry) -6D, Followers -2D, Wealth -4D, Center of Conversation +2D, Enemy (Teen Titans) +2D.

SPEED: 30

PDV: 2

UNARMED BDV: 2D

P/L BONUS: +1

HERO POINTS: 1

VILLAIN POINTS: 3

CHARACTER POINTS: 13

BODY POINTS: 29

Mr. Esper

REAL NAME: Unknown

ALIASES: Captain Calamity

FORMER ALIASES: Brainwash

OCCUPATION: Criminal

BASE OF OPERATIONS: Mobile

HEIGHT: 5'11

WEIGHT: 175 pounds

EYES: Blue

HAIR: Red

RACE: Human

TECH LEVEL: Modern (1)

Mr. Esper first gained notoriety as one of the Batman's early foes that attempted local robberies using the front that he was as stage show mentalist who claimed to read minds. Mr. Esper attempted to pave the way for a west coast syndicate to move in to Gotham before the new breed of costumed criminals that had taken over foiled him.

Leaving Gotham after a few capers, Mr. Esper next came into contact with the Teen Titans when he used his Helmet's "Sonic Whisper" to link into the mind of Lilith in order to gain access to her powers. The amplified Esper created a mental duplicate known as Captain Calamity in order to cause chaos on both coasts that brought together the West Coast Titans with the Teen Titans on the case.

Motivated by power now rather than money, Mr. Esper's dual personas caused confusion as the Titans fought the illusion that was Captain Calamity in California while he attempted to mentally push Long Island out to sea where he would proclaim himself ruler. As his battle progressed, he assumed the Captain Calamity persona and made Mr. Esper into an illusion, but the Titans deduced the deception and apprehended the criminal.

STRATEGY & TACTICS: Mr. Esper is driven by greed and power. He siphons the power of other psychics' users with the sonic whisper from his bronze exoskeleton helmet to manipulate the minds of others with illusions.

Mr. Esper

Reflexes 2D: *Driving* 3D

Coordination 2D: *Marksmanship* 4D, *thievery* 5D

Physique 2D: *Resistance* 4D

Knowledge 5D: *Computer operations* 8D, *criminology* 7D

Perception 4D: *Artist* 5D, *engineering* 5D, *invent* 6D, *know-how (Mental Helmet +10D)*, *tracking (Mental Helmet +10D)*

Presence 3D: *Bluff* 10D, *disguise* 6D, *willpower* 14D

ADVANTAGES/DISADVANTAGES: Special Equipment (Mental Helmet) -5D, Delusions of Grandeur +3D, Enemy (Batman and Teen Titans) +2D each, Secret Identity +3D

SPEED: 30

PDV: 0

UNARMED BDV: 1D

P/L BONUS: +1

HERO POINTS: 0

VILLAIN POINTS: 6

CHARACTER POINTS: 12

BODY POINTS: 29

EQUIPMENT: Mental Helmet (powers: ESP 5D, Telepathy 8D, Astral Form 8D, Illusions 8D, Mental Blast 5D Limitations: Rechargeable [All powers, except for Telepathy, are only accessible when the wearer taps the mind of another character with Mental Powers] -4D, Removable -2D).