



SUFFER THE CHILDREN

A DC Heroic
Roleplaying Event
for 4-7 Players

Event Book

-Created By-
David White





DC
COMICS

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SUFFER THE CHILDREN is a fan creation written by David White based on popular characters from DC Comics and plot elements from *Justice League Unlimited* episode "Epilogue."

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A DISCLAIMER FROM THE AUTHOR

I hate the New 52.

Now that that is out of the way, allow me to explain myself.

I feel the New 52 is a sloppy and ill-conceived attempt to bring on new readers at the expense of years of character development, canon, and longtime fans. I do however, like how the New 52 looks, the redesigns are exquisite and you can't ask for a better lead designer than the legendary Jim Lee. But if DC just wanted to take away Superman's undies and tights, they could have done that by writing a story where Superman found a wardrobe from Krypton. If they wanted to put Barbara Gordon back in the role of Batgirl (one of the few things I like about the New 52), they could have written a story where Bruce Wayne finally realized he has plenty of money to pay for therapy or surgery to help Barbara walk up stairs again. Or maybe she could have made a deal with the Demon himself. If they wanted to make Billy Batson a total jerk... They just shouldn't have, because that's awful. I digress, but the point I make is: why sacrifice so much for a simple cosmetic change?

The major offering that DC sacrificed was its canon. DC had a rich and varied fictional history that stretched back for years. In 2011, DC decided to throw all of that out of the window so they could give their superheroes an updated set of matching V-neck costumes. Well, I *say* all... Actually, DC decided to pick and choose which canon they kept and which canon they threw out the window. Resulting in a huge, confusing, and convoluted new history. While Superman received a completely overhauled origin, look, and demeanor, some characters didn't change at all. In fact, *Green Lantern* picked up *exactly* where the Pre-Flashpoint series left off. How is that possible? How is Green Lantern in the same place he was before when certain events never happened and certain characters never existed for certain events to happen? The plot holes are many.

And with this new canon instated, it would seem no one at DC knows what the canon actually is! I was reading the *Forever Evil* series in which the character of Bizarro was first introduced and then subsequently killed by Ultraman. Then, I saw a *Superman* comic that was about Bizarro... Wait, wait, wait. According to New 52, the first ever Bizarro (real name Project B-0) was created by Lex Luthor in *Forever Evil* and then died three issues later. How did he exist in a comic that came out before *Forever Evil* even happened? And this is just one of the many holes in the canon that I have found. We have numerous references to characters and events that never happened. Such as in the *Red Hood and the Outlaws* when Jason Todd was talking to Starfire about a past incarnation of the Teen Titans in which Starfire was on the team with Cyborg and Nightwing. The problem is, that incarnation never existed in this new canon. A similar reference was made in the actual *Teen Titans* series. Since DC has decided to pick and choose the elements of their new canon and has neglected to tell their writers, their comics (and those reading their comics) are suffering.

If DC wanted to do a true reboot, they should have done something similar to what the brilliant Aaron Diaz over at *Indistinguishable From Magic* invented.* *That* is a true reboot. A true risk. What DC executed was a lazy and frantic attempt to keep up with Marvel's booming success. (On a more meta note, what is it teaching our kids if we sacrifice who we are and who we were just to look a little nicer?)

However, whether I like it or not, the New 52 is DC's new canon. It's undeniable. And this event is written in that new canon. However, because of the murky nature of the canon some details of the Event (such as origins, histories, and characterization) will be left up for interpretation, and in the case of those instances, my group and I will revert to what we know and what we love: the Pre-Flashpoint canon. Of course, you know your table and you know what they like.

I write all this to say... Enjoy the game! ☺

* Seriously. It's great! Go check it out at <http://dresdencodak.tumblr.com/post/10979241054/rebooting-the-justice-league>

EVENT SYNOPSIS

Superhumans are new to the world and the world does not yet fully trust these self-proclaimed heroes. Governments, militaries, and the common man all fear these beings that can bend a bar of steel with their hands or read the minds of an entire city with just a thought. All the progress that heroes made to bridge this gap of trust was ruined when the Justice Lords arrived, super-powered dictators from another dimension that came and enslaved humanity. The heroes of our world rose up to defeat them, but not before humanity's trust in superhumans was shattered. Now, a threat even greater than the Justice Lords is rising to power and the heroes have no idea how worse matters are about to become.

This three-Act Event will allow players to delve into their favorite superheroes from the DC Comics universe. Players will clash with villains and try to win over a populace that fears them. And when a young boy named Adam literally throws himself into the heroes' arms, how will they react to him? Who is Adam? And why are these shadow monsters chasing him? As the heroes unravel the mystery of Adam, they will discover a threat greater than they have ever faced. Will they be able to make the hard choice to stop this threat from destroying everything?

Everything in this Eventbook is intended for the Watcher. Players should stop reading if they want to be surprised!

PREPARING FOR THE EVENT

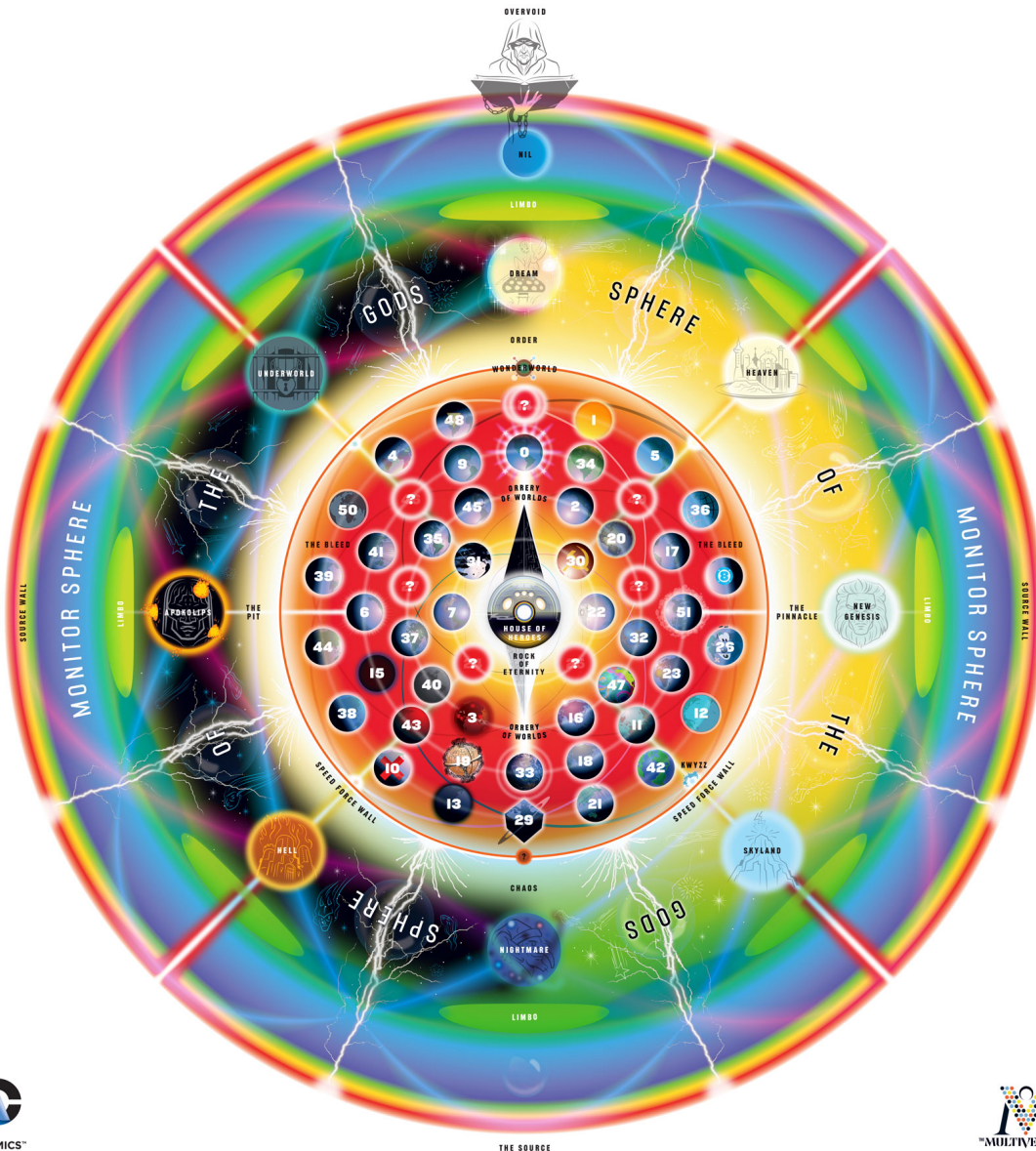
Suffer the Children requires a little preparation before you run it for the first time. Here's what you need:

- **Read over the entire Event** provided here and become familiar with the villain datafiles and key Scenes.
- When your group meets to play the first session, have each player **choose a hero from the datafiles provided.**
- Each player should **choose two Milestones** to pursue for this Event. They may choose a Milestone from either their datafile or from the Event-Based Milestones included in this Event. (see page 5)
- **Make sure you have enough dice, plenty of Plot Point tokens, and some kind of action order token for each player.** You may also benefit from taking note of each hero's Affiliations and what Milestones the players have chosen. Keep this list near you for reference during the game.
- If this is your group's first session of Marvel Heroic Roleplaying, you should **introduce your players to the basic rules and go over their datafiles with them.**

STRUCTURE OF THE EVENT

Suffer the Children is a 3-Act Event, with an optional Prelude and extensive collection of side-missions. This Event will allow players plenty of opportunities to use their heroes' super powers and delve deep into roleplaying with other characters (both PC and Watcher).

- **Prelude:** The Event begins *in media res* during the Justice Lords invasion of Earth, or more accurately, during the final battle against the Justice Lords for Earth's freedom.
- **Act One:** Seven years after the climatic battle with the Justice Lords, the PCs encounter a young boy with a mysterious past named Adam.
- **Act Two:** While the heroes investigate the mystery behind Adam further, they find the innocent young boy is much more than just that.
- **Act Three:** After Adam is captured by agents of A.R.G.U.S., the heroes scour the world to find him and when they do, they must make a difficult choice in order to save the world.
- **Mission HQ List:** This Event utilizes a unique mission system, allowing heroes to engage in "side-missions" that explore and interact with the world around them. The Mission HQ List is detailed further on page 41.



ADAM

The events of Suffer the Children (as the name implies) revolves around a child. This child is named Adam and he is much more than just a regular boy. He was born seven years ago in Washington, D.C. at the exact moment as the climatic ending of the battle against the Justice Lords.

The Justice Lords' journey to Prime Earth left the border between worlds breached. During the Justice Lords' fight with the heroes of Prime Earth, the damage to the border was furthered and the energy from the space between universes (known as The Bleed) leaked through. The energy imprinted itself on a child just as it was being born at a home birth near the scene of the battle. As such, the boy was born with unfathomably powerful psionic abilities.

At the time of his birth, the baby's uncontrollable psychic powers lashed out and suspended his parents in energy from The Bleed. During cleanup of the fight, A.R.G.U.S. Director Amanda Waller stumbled upon Adam and his parents. Realizing the boy's power, Waller took the boy into A.R.G.U.S. confinement.

For the next seven years, A.R.G.U.S. experimented on the boy and tested the depth of his powers. The agency discovered that the boy along with powerful telepathic and telekinetic abilities had the ability to warp reality itself. Waller saw in the boy the potential to create a failsafe to keep the superhuman community in check and prevent another crisis such as the Justice Lords' invasion from happening again. And so, Project: Genesis was created and the boy was named Adam.

The years of rigorous tests robbed Adam of his childhood and pushed him to edge of sanity. Young and unable to comprehend what was happening to him, Adam began to have nightmares of shadowy monsters trying to steal his brain. Consequently, his psychic powers created shadowy manifestations of these nightmares that plagued him while he slept and in his waking hours. One day, the shadows grew too powerful and Project: Genesis was compromised. In the ensuing chaos, Adam escaped the facility. With no clear direction, Adam ran, the shadow monsters close on his heels. Desperate for protection from the monsters, his psychic powers found a familiar brain pattern in one of the heroes from the battle with the Justice Lords. Even though he did not realize it, his psychic powers lead him to Metropolis and into the arms of a hero.

Adam's mind is fractured from years of experiments. He chooses not to remember his years of horror in Project: Genesis and his psychic powers have hidden the experience away in his mind in a place even the most powerful telepaths on Earth (or from elsewhere) can reach. If heroes ask Adam about his past, he tells them is an orphan (true) and he has been running his entire life (somewhat true). He is physically incapable of remembering his past in Project: Genesis. Even though the shadow monsters are manifestations of his psychic powers, Adam believes the monsters are actually trying to hurt him, and the shadow monsters (being manifestations of Adam's psyche) respond to Adam's fears by chasing him.

After Adam's escape, Waller shut down Project: Genesis and assigned numerous squads to hunt him down. All files of Project: Genesis, Adam, and the night of the battle with the Justice Lords have been erased.

MILESTONES FOR THIS EVENT

A player can choose to pursue one or two of these Milestones in place of Milestones on the hero's datafile. More than one hero can have the same Milestones.

A.R.G.U.S. Super Agent	
<i>You are a superhuman agent of A.R.G.U.S. You dwell in a world of espionage and secrets, secrets you must keep from even your closest super hero allies.</i>	
1 XP	when your actions earn you a commendation from your superiors in A.R.G.U.S.
3 XP	when you defend A.R.G.U.S.'s actions to your super hero teammates.
10 XP	when the battle line between A.R.G.U.S. and the heroes is drawn and you either join A.R.G.U.S. against your allies, or leave A.R.G.U.S. to bring it down.

One Kid's Hero (hero chosen by Adam at the start of Act One)	
<i>For whatever reason, Adam ran to you. And now, you seem to be the only one he will open to. You are his hero.</i>	
1 XP	when you spend a Transition Scene connecting with Adam.
3 XP	when you take a d8 or more Stress defending Adam.
10 XP	when you make a pivotal choice that will change your relationship with Adam forever.

Redeem Heroes In The Public Eye	
<i>The world doesn't trust these new super heroes and why should they unless we give them a reason to trust us? Establishing the public's trust in super heroes won't be easy, but you're committed to the task.</i>	
1 XP	when you protect an innocent bystander or layperson instead of fighting a villain.
3 XP	when you prevent injury or death to an uninvolved person present in an Action Scene.
10 XP	when you curtail your super hero life to join public service, or create a lasting program to foster goodwill with the public.

TEAMS

When one threat is too great for a single hero, they join together to form a team. While there are many different teams in the DC Universe, only two of them play a major role in this Event. They are detailed below with rosters, short team bios, and additional Milestones.



JUSTICE LEAGUE

When Darkseid invaded Earth, there were no organized teams of heroes to stop him. However, seven brave heroes stepped forward and banded together to repel the invasion. These seven heroes then decided to form a team, a team that could protect one another and help defend the world from threats too great for just one hero. While the Justice League's roster has opened up to new members on a very few occasions, they are very particular on who they include in the team sworn to defend the Earth and her people. As such, the Justice League's roster has rarely ever changed from the original seven heroes that formed it.

Current Roster: Aquaman, Batman, Cyborg, Flash, Green Lantern, Superman, Wonder Woman

Current Headquarters: Justice League Watchtower, Earth's atmosphere

Justice League Resources

As Earth's premiere super hero team, the Justice League are well established. Bruce Wayne's seemingly endless trust fund provides for a lot of the League's equipment, most notably their floating fortress in Earth's atmosphere and the Javelin, a space-equipped jet plane that the League can use to quickly traverse the globe – when Cyborg isn't present to teleport them, that is. The Watchtower is outfitted with labs of top-notch scientific and medical equipment, training rooms, armories, gyms, a hangar, and personal quarters for any of the League members that may need to stay overnight.



Justice League Milestones

An Elite Group of Heroes	
<i>The few times you've let outsiders into the Justice League, it ended badly... Now, you and your allies are hesitant to allow anyone to join the League, but it wouldn't hurt to have another hero on duty sometimes.</i>	
1 XP	when you first find yourself in a situation allied with a hero who is not part of the Justice League.
3 XP	when you deny a hero's request to join the Justice League.
10 XP	when you accept a hero into the hallowed ranks of the Justice League, or you declare that hero a menace to both themselves and those they work with and cut off all ties with them.

Strength, Power, Courage	
<i>The League leads. When there is a Crisis, the other heroes – and the world – look to use first to deal with it, to rally others. We set the example.</i>	
1 XP	when you lead the charge into battle, inspiring other heroes to do the same.
3 XP	when your actions or the actions of a fellow Justice Leaguer causes collateral damage to a national or historical monument.
10 XP	when you confront a villain no single hero could stand against and in the aftermath either rally the team to stay together, or encourage them to disband.

We're A Family	
<i>You've been together since the beginning. You trust your fellow Justice Leaguers more than anyone.</i>	
1 XP	when you give support to another Justice League member.
3 XP	when you turn down aid so that you may spend a Transition Scene alone with another Justice League member.
10 XP	when you either watch another Justice League member take d10 or more Trauma, or you take a d10 or more Trauma defending a fellow Justice League member.



TEEN TITANS

When the mysterious organization N.O.W.H.E.R.E. began kidnapping young superhumans, teenage heroes Red Robin and Wonder Girl teamed up to find out just what was going on. Along the way, they made allies with common vendettas against N.O.W.H.E.R.E. and soon they had a full fledged team of teenage superheroes: the Teen Titans! Despite teenage drama, inter-team conflict, and shattering revelations, the Titans have stuck together, counting each other friends as well as allies.

Current Roster: Beast Boy, Raven, Red Robin, Superboy, Wonder Girl

Current Headquarters: New York City, New York

Teen Titans Resources

Without billionaire businesses or lives full of experiences to fall back on, the Teen Titans have very little in regards to organized supplies. In fact, they don't even have a proper headquarters, meeting instead in secret in Tim Drake's Manhattan apartment. They may not have much, but the Teen Titans have one another; and that is what's most important.

Teen Titans Milestones

Freedom	
<i>You can't keep me down, man!</i>	
1 XP	when you break a law or rule for the benefit of your team.
3 XP	when you escape from the scrutiny of adult authority or imprisonment.
10 XP	when you put your own freedom in dire peril to protect a teammate, or when you sacrifice a teammate's freedom to save yourself.

Rebellious Teen	
<i>The older super heroes are always talking down to you, always telling you what to do. It's time you stood up and took charge of yourself!</i>	
1 XP	when you voice your disagreement with an adult hero.
3 XP	when you directly disobey an adult hero to do what you think is right when lives are at stake.
10 XP	when you either go against orders given by an adult hero in an Action Scene where allies take stress, or when someone suffers or dies because you followed orders.

Trending Isn't Always A Good Thing	
<i>Check it out! I'm trending!</i>	
1 XP	when you show off in front of a camera.
3 XP	when your showing off causes collateral damage or Stress to an ally.
10 XP	when you publically apologize for your foolish behavior and the damage you caused, or you show no remorse for your actions and swear to live your life how you want to.

UNLOCKABLES

As well as the usual things your players can spend XP on, add the following items to the list. Note that some Unlockables are listed as having a 5 XP and a 10 XP level, which correspond to Minor and Major Event Resources respectively.

- **[5 XP/10 XP] Unlock A Villain.** The villains of DC Comics are some of the most iconic and subsequently loved/hated villains in the entire comic book industry. Sometimes these villains can have a change of heart and work for the greater good, if only for a brief moment. With so many iconic villains in this Event, a player at your table may wish to play one of them. The villain must be one that the hero(es) encountered and subsequently defeated earlier in the Event. By spending 5 XP, a hero can cause a villain to turn to the light for just a moment. Spending 5 XP unlocks the villain as a resource that can be spent later on. A hero can cash this resource in later in the Event to call upon the villain for assistance. The villain can join an Action Scene as a minor character controlled by the player who unlocked them, or they could provide exclusive information that progresses the story or allows heroes access to specific missions. After helping the heroes, the villain parts with them on good terms. For 10 XP, a player can unlock the villain as a playable character. Step up his Affiliations, make a couple of tweaks, and talk with your Watcher about Milestones for your new villainous hero.



PRELUDE: THE JUSTICE LORDS

This short prelude features the heroes' high-stakes fight with the Justice Lords and lays the stage for the events to come.



HOOK

The prelude begins *in media res* with the heroes all gathered at Washington, D.C. desperately battling against the Justice Lords in order to free the entire world.

Superheroes as we know them have only been active for a few months. The Justice League has just formed and repelled the Apokolips invasion and humanity is slowly learning to trust superheroes. That all changed when a version of the Justice League from an alternate reality arrived in Prime Earth. Having already established themselves as the undisputed rulers of their world, these self-proclaimed “Justice Lords” quickly set about destabilizing governments and overthrowing rulers in order to assert themselves as the rulers of the world. Their conquest was quick and vicious. Heroes that stood up to oppose them were quickly put down. Now, weeks later, the heroes have rallied together for one final assault on the Justice Lords right as the Lords are laying siege to Washington, D.C.

All heroes begin the scene thrust together in the middle of the fight.

DOOM POOL

The Doom Pool begins at **3d10** for this Prelude.



ACTION: FOR EVERYTHING YOU HOLD DEAR

The battle between the heroes and the Justice Lords has been raging for some time now. As such, **each hero begins play with a d8 Stress** in whichever Type of Stress they choose.

The battle takes place on Pennsylvania Avenue. Not only is the avenue **ICONIC AND HISTORIC**, it is now the site of a climatic battle. There are plenty of **OVERTURNED CARS** and **DEMOLISHED BUILDINGS** from the fight. Despite efforts by police to keep the street clear, there are plenty of **AWESTRUCK ONLOOKERS** crowding the sidewalks, eager to watch the climatic battle. In the distance is Capitol Hill bearing the **NATIONAL ICON** of the White House, though it is **CLOUDED WITH SMOKE** and **PILES OF DEBRIS**.

The Justice Lords are comprised of the most powerful and feared beings of their Earth, featuring evil versions of **Superman, Wonder Woman, Batman, Green Lantern, Martian Manhunter**, and **Aquaman**. For this Scene, use the datafiles of heroes included in this Event, but replace the heroes’ more noble Distinctions with Distinctions such as **Ruthless, Brutal Killer**, or **Undisputed Conqueror**. For a party of four heroes, have two Justice Lords present during the fight. For each hero beyond the fourth, add another Justice Lord to the fray.

Overall, the heroes should feel overwhelmed, maybe even to the point of despair and the feeling of undeniable defeat. Pull no punches with the Justice Lords, where they are from, they killed all those who opposed them. Whenever the doom pool includes 2d12 or when most of the heroes are defeated, you may end the scene with having other heroes or the military coming to the rescue. So, even if the heroes are defeated, they aren’t out of the game yet. This is just the beginning!

During the battle, heroes with Telepathy feel a burst of psychic energy. Little do they know that this burst heralds the birth of the boy that will one day be Adam and the greatest threat to their existence. If any heroes attempt to search for the origin of this psychic energy, they will not find it. Adam's psychic defenses are already hiding him from telepathic probing.

If a hero dies in this combat, don't worry. He'll still be available for Act One. Years will have passed since the battle with the Justice Lords and that means plenty of time for the heroes to return from the dead or even be cloned. This is comics, remember?

The Scene ends with the Justice Lord defeated and sent packing back to their own universe.

Options for Action: Everything You Hold Dear

Here are a few ways you can tailor this scene to best fit your PCs.

- **Switch up the Justice Lords roster:** The Justice Lords roster is generic. You can change up the roster to best encourage roleplaying between your PCs and the villains. Maybe heroes like Black Canary and Shazam are core members of the Justice Lords. Also, don't feel limited by the number of your players. If you want your PCs to fight all the Justice Lords, have them fight the entire roster of the Justice Lords! You're the Watcher. What you say goes!
- **Those pesky kids:** Some of the heroes in this Event (namely the Teen Titans, and younger heroes like Blue Beetle, Shazam, Stargirl, and Static) were not active heroes seven years ago when the Justice Lords attacked. If your party is primarily composed of teen heroes, you should modify this Scene to suit their needs. Maybe they could play older heroes affiliated with them for this scene only. (For instance, a PC playing Superboy, could play Superman for this Scene.) Or you could altogether skip this Scene and instead describe it. The young heroes could remember seeing the attack play out on Live TV when they were children and the effects of seeing such a battle has certainly stuck with them.



ACT ONE: BRAVE NEW WORLD

The true beginning of the Event takes place seven years after the battle with the Justice Lords, any effects that the heroes had imposed on them in the Prelude, such as trauma, complications, or even death are now removed. They've had *years* to recover! Act One begins with the heroes rescuing a young boy from shadow monsters and then peeling back the mystery of this young boy piece by piece.



HOOK

Seven years have passed since the battle with the Justice Lords and still the repercussions of that day have not fully dissipated. Despite saving the world from numerous threats, the superhumans cannot overcome the sense of dread and doubt the public still feels. The Justice Lords were a very real and very dark possibility of what superhumans could become if allowed to amass too much power. Plenty of propaganda and talk shows still bring up the possibility that super heroes such as the Justice League could easily dismantle not only America's government, but the governments of the world and establish themselves as rulers. As such, many organizations and governments have very specific anti-Justice Lords protocols – of which Project: Genesis was formerly one.

Despite an overwhelming amount of negative publicity and fear from the public, the super heroes still do their job, fighting crime and protecting the innocent. And not everyone buys into the anti-hero hysteria. Most notable among these is **Perry White**, editor of Metropolis' *Daily Bugle*, who regularly prints pro-hero articles, filled with the good deeds of Superman and other heroes.

Some of the heroes from the Justice Lords fight in D.C. (especially those not affiliated with a team) may not have spent much time together after the fight, going their separate ways and carrying on to perform their own heroic endeavors. However, by a chance of fate (actually Adam unknowingly bringing the heroes together), the heroes all find themselves in Metropolis at the same time for different reasons.

The list below includes some reasons why the heroes could be in Metropolis. Feel free to mix and match, or even create your own reasons.

- Members of the Justice League (**Aquaman, Batman, Cyborg, Flash, Green Lantern, and Superman**) could be in Metropolis speaking as a guest on one of the anti-hero talk shows mentioned earlier.
- Members of the Teen Titans (**Beast Boy, Raven, Red Robin, Superboy, and Wonder Girl**) could be in town, destroying a secret N.O.W.H.E.R.E. base and freeing captured teenage superhumans.
- Those not affiliated with either Justice League (**Black Canary, Blue Beetle, Green Arrow, Martian Manhunter, Shazam, Stargirl, Static, and Zatanna**) could be in the middle of handling their own problems or maybe helping a fellow non-affiliate hero.
- Heroes could always be on patrol as well, attending to their own duties as a hero.
- Heroes could be in their civilian garb, enjoying a rare moment of peace on the streets of Metropolis.

DOOM POOL

The Doom Pool begins at **2d6** for this Act.



BUILDUP: CHILD IN DISTRESS

While the heroes are all involved in their own business, they suddenly see police cars rushing through traffic, or maybe they pick up radio chatter on their scanners about a disturbance downtown. You may frame getting to the scene as either an Action Scene or a Transition Scene, depending on the amount of resistance the heroes have getting to downtown Metropolis. You may wish to speed things up and just have each player decide how they are getting to Downtown and establish any resources they want for the upcoming Scene.

ACTION: SHADOW MONSTERS

Heroes that respond to the scene, see a **pack of Shadow Monsters** running down Main Street Metropolis. **PANICKED CIVILIANS** are rushing into the storefronts lining the streets to escape the feral shadow monsters. One of these civilians could easily come **Dangerously Close** to the fight or trapped beneath **Falling Rubble**. Some civilians are cowering in their cars in the **GRIDLOCKED TRAFFIC** congesting the street. Most notable, perhaps is the **TOWERING DAILY PLANET** building that casts a long shadow over Main Street Metropolis. Of course, the **DAILY PLANET'S ICONIC GLOBE** is constantly spinning at the top of the building and could become a tool for destruction or a falling hazard threatening the civilians below.

SHADOW MONSTER PACK


Team **Feral**
6 6 6 6 Pack Tactics

SHADOWY MANIFESTATIONS
Enhanced Strength **8** Enhanced Speed **8** Enhanced Senses **8**
Enhanced Durability **8** Telepathy **6**

Power Sets
SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.
SFX: *Claws & Fangs*. Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up physical stress inflicted by +1.
SFX: *Your Worst Nightmare*. When using Telepathy to create fear-related assets, spend a doom die to borrow your target's emotional stress for your roll.

Limit: *Pack Cohesion*. Defeat Team Dice (d8 or more stress) to reduce mob.

Specs Combat Expert **8** Menace Expert **8**



As soon as the heroes join the Scene, Adam runs into the arms of one of the heroes. Who Adam chooses is very important and will heavily impact the story and the interactions between characters. **Carefully consider which hero Adam will choose**, maybe even *before* the game

starts. You can either choose the hero at random by rolling a dice or casting lots. Probably the best option would be personally choosing which hero Adam attaches to. You know your gaming group and you know which hero this will be a more impactful connection with.

The shadow monsters are relentlessly pursuing Adam and they will attack anyone or anything that tries to prevent them from getting to him. Removing Adam from the immediate vicinity will slow the shadow monsters for a moment, but will cause them to lash out at those nearest them until they are sure where Adam has been taken.

TRANSITION: WHAT TO DO ABOUT ADAM?

Once the shadow monsters are defeated, they dissipate into nothingness – like vapor in the wind. Even with the shadow monsters defeated, the heroes still have the small child they rescued to deal with.

More than likely, the heroes will have many questions to ask Adam: about the shadow monsters, about why they were chasing him, and where he came from, but Adam’s tremendous psychic powers are working to protect him from the pain of his horrific past by giving him false memories.

Adam remembers his name and age (eight years old). He has been an orphan and has been on the run his entire life. A few nights ago, as Adam remembers it, the shadow monsters appeared out of the darkness while he was about to go to sleep for the night. The shadows haven’t stopped chasing him since then. He’s thankful to have found the heroes when he did. Who knows if the shadows were ever going to stop chasing him?

Reading Adam’s mind using telepathy reveals that what Adam says is true (at least, it reveals that he is telling the truth about what he remembers).

Once the heroes have asked Adam their questions, they’ll probably want to find him a proper place to live. As an orphan, Adam has no home that the heroes can take him back to; leaving it to the heroes to put him somewhere. Depending on where the heroes set up Adam, the shadow monsters may or may not return to haunt Adam. The more secure a location, the safer Adam feels and the less likely that his psychic powers will cause the shadow monsters to manifest again. If the shadow monsters to manifest again, frame an Action Scene where the heroes have to protect Adam from the shadow monsters. Keep framing these Scenes until the heroes get Adam to a secure location.

Places like a hero’s personal living quarters, a business penthouse, or an orphanage may feel **HOMEY**, but are **INSECURE**. If the heroes choose to put Adam in a less secure location, Adam does not feel safe and his shadow monsters return for another Action Scene. Use the Scene Distinctions listed during the subsequent Action Scene(s).

Putting Adam in a location such as the Batcave, the Justice League Watchtower, Superman’s Fortress of Solitude, or Zatanna’s mansion Shadowcrest are **SECURE** and **AWAY FROM PUBLIC EYE**. Adam feels safe at these locations and the shadow monsters do not manifest. Use the Scene Distinctions listed (along with some more unique Distinctions to go along with the location) during any Scenes at this location.

Heroes should feel compelled to investigate Adam further and to foster a relationship with him. Whatever these shadow monsters are and where they came from, Adam is intrinsically connected with the situation. Maybe spending more time with Adam can help unravel the mystery of the shadow monsters.

Mission Mobilizing

Once the heroes have found Adam a place to stay, the heroes should feel compelled to solve the mystery *together*, and while they are trying to solve the mystery, there are plenty of heroic acts to be done. At this point of the Event, the heroes may begin choosing missions from the Mission HQ. These missions represent the heroes' usual heroic duties that they perform in between time spent with Adam.

The heroes receive their missions from a central computer in their secret base; such as the Bat-Computer in the Batcave, or the War Room on the Watchtower, or a newsfeed.

TRANSITION: CONNECTING WITH ADAM

Frame this Scene after the heroes have embarked on one or two missions and had time to talk and connect to Adam.

Heroes should be spending Transition Scenes talking with Adam and getting to know him better. He is a little shy, and maybe even intimidated by the larger than life super heroes, but he always trusts and opens up to his chosen hero. Sometimes he may reveal tidbits of his (manufactured) past. Other times, he may just want to play. He's a kid, after all!

Eventually, after Adam has warmed up to the heroes (and probably after the heroes have gone on one or two missions), Adam asks his chosen hero if he could talk to him in private. Once they are alone, Adam tells the hero about a nightmare he keeps having. Adam keeps having a recurring nightmare about "a giant with a hundred eyes". In his nightmares, the giant sends the shadow monsters after Adam. When the shadow monsters catch Adam, they drag him back to their master and the giant gobbles Adam up. Adam is very worried that this one hundred eyed giant and his shadow monsters are going to catch him soon.

While Adam's nightmare may just seem like a silly nightmare, there is actually some truth to it. Adam's mind is trying to communicate to him and trying to remember, but his psychic powers are working to keep him safe, even if from himself. The "hundred-eyed giant" is A.R.G.U.S., which is an allusion to A.R.G.U.S.'s mythological ties and also to the clandestine organization's logo (an open eye), which was plastered all across Adam's childhood abode.

Adam's nightmare provides an important clue his origins and the heroes' next move, but only if they can decipher it. Heroes with certain specialties can help uncover the secret meaning of the nightmare.

- **Mystic Resource:** The hero realizes the similarities between Adam's one-hundred eyed giant and the one-hundred eyed giant of Greek Mythology named Argus, which is a similar moniker to a certain clandestine organization.
- **Tech Resource:** The hero googles "hundred-eye giant" and turns up the giant of Greek Mythology. Maybe this giant of Adam's nightmares is connected to A.R.G.U.S.?
- **Telepathy power:** A hero with telepathy (and Adam's permission) can look into Adam's mind and pull out an image of one of the "giant's eyes". (See picture above.)



Once the connection to Adam’s nightmare and A.R.G.U.S. has been made, heroes may use their specialties to uncover more information about A.R.G.U.S. Creative PCs may come up with other means of acquiring Resources.

- **Business Resource:** There is nothing money cannot buy. A hero with significant business ties may look into financial reports of A.R.G.U.S. or even of Metropolis building permits to uncover an odd discrepancy in what is recorded about a certain building on the outskirts of Metropolis.
- **Crime Resource:** By using connections in the underground community, the hero learns of a facility that suddenly caught fire a few nights ago. The fire was hushed up and some men in black came and cleared out the place quick.
- **Mystic Resource:** A scrying spell pulls the heroes towards a burned down facility at the edge of Metropolis.
- **Tech Resource:** The hero researches A.R.G.U.S. and finds remnants of an article on a known government whistleblowers’ blog. It seems that (from reading context clues of other posts and maybe by hacking the site and finding undeleted caches of data from the article) the article reported on a government facility that suddenly caught fire a few nights ago. Strangely, the article was covered up and the blogger’s site has been heavily redacted. The whole thing stinks of a government cover up.

ACTION: INVESTIGATING A.R.G.U.S. WAREHOUSE

Frame this Scene after the heroes establish the connection between Adam’s nightmare and the abandoned A.R.G.U.S. facility at the edge of Metropolis.

The A.R.G.U.S. facility connected to Adam’s dreams is on the outskirts of Metropolis. Armed with what they learned of the facility in the previous Transition Scene, the heroes mobilize to investigate the facility and its connection to their mysterious young ward.

This facility is in fact the site of Project: Genesis and the years of torture and experimentation that Adam endured. Of course, the heroes don’t know this, and there is no way that Adam will return here. (Even if he doesn’t remember Project: Genesis, he does not want to go to the home of the “hundred-eyed giant,” even if he is asked nicely.) After Adam’s shadow monsters compromised the facility and Adam escaped, the damage to the facility was too great. A.R.G.U.S. used its extensive resources to divert media and emergency response attention and decided to settle the matter “in house.” After getting the fire under control, an A.R.G.U.S. clean up crew came in and removed any hardware, assets, and tech that had survived the fire. However, the heroes will soon find that the facility has not been *entirely* deserted.

At first sight, the abandoned facility is a **SHELL OF A BUILDING**. The architecture is **DANGEROUSLY UNSTABLE** due to the extensive fire and damage from the shadow monster battle. **CLUSTERS OF RUBBLE** cover most of the facility and the lower levels completely collapsed during the fire. There is however, no apparent security measures or surveillance equipment in the area, meaning the heroes may approach without worrying about stealth.

Once inside, however, the heroes inadvertently trigger a silent alarm. The facility has been decommissioned, but Project: Genesis was an extremely valuable asset. Amanda Waller wants to know when people are snooping around her top-secret project; *especially* super-people.

The facility is also equipped with a more immediate form of defense against snoops. Hidden amid the rubble is an A.R.G.U.S. device based largely on designs of Doc Magnus’ Responsometer. As soon as the silent alarm is triggered, Waller uses satellite surveillance to spy

on the heroes while they are inside the warehouse. Once she (or rather you) deems it time, she activates the Responsometer. The device – while by itself and for all intents and purposes is just a shiny ball – uses magnetic energy to use the rubble around it to construct a body for destruction. The Responsometer is programmed with orders to either repel or eliminate any invaders.

A.R.G.U.S. GUARD ROBOT

Solo	8 8 8		Programmed to Kill
Buddy	6 6	Distinctions	One Track Directive
Team	4		

RESPNSOMETER

Growth 8	Rubble Control 8
Superhuman Durability 40	Superhuman Strength 40

Power Sets

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Reconstitute.* Spend a doom die to recover your Physical Stress or step back your Physical Trauma by -1.

Limit: *Charged System.* Shutdown RESPNSOMETER vs electro megnetic attacks. Spend a doom die or activate an opportunity to recover.

Specs Combat Expert 8 Menace Expert 8



The image shows a large, muscular, greenish-brown robot with a blue glowing sphere on its chest. It has a hunched, four-legged stance and appears to be constructed from rubble or organic matter.

Besides the A.R.G.U.S. Guard Robot, there is nothing else in the facility. The A.R.G.U.S. scrub team cleaned the place out and left no trace of A.R.G.U.S. or Operation: Genesis behind. Now that Amanda Waller knows that the super heroes are investigating Operation: Genesis, however, she will be keeping a careful eye on the heroes and will indefinitely discover that the heroes are housing Adam.

If the heroes choose to take the Responsometer (and it is undamaged from the fight), they may run tests on it to find that it is based off of a design created by Doc Will Magnus. If the heroes find and questions Doc Magnus about the Responsometer, he promises he knows nothing, but he will happily take his property back. In truth, Doc Magnus had no idea a creation of his design was being used by A.R.G.U.S. Besides Doc Magnus' patent, the Responsometer reveals nothing about who made it or where it came from, leaving the heroes with more questions than answers once again.

Unbeknownst to the heroes, their fight with the A.R.G.U.S. Guard Robot shook the facility down to its foundations, clearing a part of the facility that had before been sealed by a cave-in. This part of the facility and the facility in general will be revisited in Act Two.

TRANSITION: MEETING WITH AMANDA WALLER

This is the last Scene of Act One. Frame this Scene after the heroes have completed a total of 3 or 4 missions.

Through surveying and keeping watch on the heroes, Amanda Waller has discovered that they are keeping Adam. Desperate to reclaim Adam and continue Operation: Genesis, Waller asks for a meeting with the heroes, and Amanda Waller always gets what she wants.

Though Waller is desperate to have Adam back, she is smart enough to realize aggressive behavior and revealing her hand will ensure that the heroes never give up Adam. She comes to the heroes under the guise of a typical A.R.G.U.S. checkup. (A.R.G.U.S. is, after all, an organization established to foster relations between heroes and the populace and she may know quiet a few of the heroes personally.) She remains **Cool and Collected** during the meeting as she runs through a checklist to ensure the heroes are “up to code.”

She reveals that a source has told her that the heroes recently rescued a child. She would very much like to meet this child and make sure he is ok. She suggests enrolling him in foster care or an orphanage in order to protect him.

Of course, Adam is hesitant to go with Waller – though he is not sure why. He clings to his chosen hero and refuses to go anywhere with her. The heroes as well should be hesitant to send this child with Waller, especially after Adam’s strange dreams and the mysterious abandoned A.R.G.U.S. facility from earlier.

This Event assumes that the heroes do not give Adam over to Amanda Waller. If the heroes do, then you as the Watcher will need to exercise some serious creative muscle to decide where the Event path should go from here.

Should Amanda Waller leave without Adam, she is still not giving up. She immediately orders a new facility to be prepared for Operation: Genesis 2.0 and begins setting in motion a plan to get Adam back.



ACT TWO: PROJECT: GENESIS

In Act Two, super hero business is as usual, until Adam's chosen hero has a vision of something beneath the abandoned A.R.G.U.S. facility from Act One. The secrets held underneath this facility will not only rock the heroes, but will change the world.



HOOK

This Act begins very much where the last one left off. Maybe a few days have passed, or maybe only a few hours depending on what your party was doing at the end of Act One. The heroes are gathered together; talking, relaxing, or training before the next mission. Some heroes may even be with Adam.

DOOM POOL

The Doom Pool begins at **2d6** for this Act.



BUILDUP: BUSINESS AS USUAL

All is quiet after Amanda Waller's visit. Adam is his usual self and the heroes are going about their usual super hero business. Heroes should engage in one or two missions before moving on to the first story-centric scene of this Act.

TRANSITION: AND THERE CAME A VISION

Frame this Scene when the heroes have gone on one or two missions.

As time goes on, the connection between Adam and the heroes deepens. Adam's connection with his chosen hero even transcends to a telepathic level, though neither is aware of this or how to manipulate it.

While sleeping one night, Adam's chosen hero has a dream about the abandoned A.R.G.U.S. facility from Act One. Read the following out loud to the hero:

You are at the abandoned A.R.G.U.S. facility from before. You are drawn to a corner of the facility and after clearing away some rubble, you uncover a staircase leading under the facility. You follow these stairs further down until the only light comes from the spastic flickering of the lights that dangle from the low underground ceiling. You work your way over chunks of rocks and caved-in portions of the tunnel. As you walk further along the dim hallway, you hear screaming and crying. You rush toward the source of the noise and come to a door at the end of the hallway. The screaming is loudest here and coming from the other side of the door. You put your hand on the door, push it open and....

...you wake up.

What could this dream mean? Returning to the abandoned facility may be the only way to find out.

TRANSITION: INVESTIGATE PROJECT: GENESIS

Frame this Scene when the hero(es) are ready to investigate the A.R.G.U.S. Facility sublevels.

After having their vision, the hero can choose to tell the other heroes or the hero can investigate it alone (especially if they are a more Solo-inclined hero). Either way, returning to the warehouse is the next step in solving the mystery of Adam.

If the A.R.G.U.S. Guard Robot was defeated the last time the heroes came to the warehouse, there should be no problem with the investigation. If complications arise, however, this Transition Scene could become an Action Scene.

Upon returning to the A.R.G.U.S. Facility, the hero can follow the memory of his dream. Clearing away the rubble in a corner of the facility reveals a staircase. Following this staircase takes the hero down to the lower levels of the facility.

While the A.R.G.U.S. scrub team was efficient in cleaning out the old Project: Genesis headquarters, they assumed the lower levels of the facility were gone for good after the explosion and mayhem of the shadow monster attack. The level of the facility that the staircase leads to still has all its equipment and technology, but rubble has destroyed most of it and sealed off many of the parts of the facility. This basically means that the heroes can't reach any super secret files or equipment that you do not want them to reach yet.

The linear hallway leads the hero to the one door that isn't blocked by an avalanche of rubble. The same door that the hero opened in their vision; the same door from which the screaming was coming from.

Behind the door lies a ruined laboratory. Broken vats of chemicals litter the room, along with wires and pieces of destroyed machinery. Probably the most notable piece of equipment in the room is a giant glass casing which seems to have held something (in this case, someone) at one point of time. (Think: Cryosleep tubes from sci-fi movies.) It is now broken and empty.

This laboratory was Adam's "home" in a sense. This is where he returned to after his days of rigorous testing so that more tests could be conducted on his psyche as he slept in his liquid-filled tank. The computers in the room at one time held precious information on Adam, his abilities, and his origins, but Waller had the facilities mainframe wiped. However, should a tech-savvy hero investigate the computers further, they will find a hard drive attached to the computer. Though it is damaged, a tech savvy character could pull some information from the drive.

While the damaged facility and the broken equipment don't answer the heroes questions of who exactly Adam is or what exactly happened at this facility, the hard drive from the facility's computer will yield precious fruits of information. It is imperative that the heroes collect this drive one way or another. For it will lead them to a base in Washington, D.C.; where the truth of Adam and Project: Genesis will be revealed.

It will, however, take time to decipher the damaged hard drive, even for an accomplished techie. Use this time to send the heroes on more missions from the Mission HQ, because after decrypting the hard drive and going to the location stored on it, the heroes will engage in a series of connected Scenes leading to Act Two's climax.

TRANSITION: THE DAMAGED HARD DRIVE

Frame this Scene after the heroes have gone on three or four missions and when you and your group are prepared to build to the climax of Act Two.

While the heroes have been going on missions, they've been decrypting the broken hard drive in the background. When you are prepared to build to the climax of Act Two, inform the heroes that their hard drive is finished decrypting. The hard drive, though damaged, contained two files that could be salvaged. One is an audio file; the other is a set of coordinates.

Audio File

The audio file that was recovered is a debriefing recording of a scientist after testing Adam. The audio file does not state Adam's name forthright. (Consider making an audio recording of your own and playing it for the heroes. That should get them involved and engaged.)

Coordinates

There is a file with different sets of coordinates. From what can be salvaged, these coordinates seem to be other facilities much like the abandoned facility on the outskirts of Metropolis. These facilities are all across the world, one in Khandaq, one in New Mexico, one in the Pacific Ocean, and many others. From the data that was salvaged, however, the heroes are only able to tell that most of these facilities are closed down or there is no information at all. There is, however, one set of coordinates that is undamaged. The data reveals that the facility is fully active and is connected to something called Project: Genesis.

Armed with this knowledge and the fact that it seems to be the only still operable facility, the heroes have the heading for their next mission. They may establish any resources they need for this mission at this time.

ACTION: WASHINGTON, D.C. FACILITY

After Amanda Waller found Adam eight years ago during the battle with the Justice Lords, she immediately put the baby in protective custody. Then, she turned her attention to the boy's parents. She, of course, couldn't leave two human bodies in the middle of the American capital suspended in energy from the Bleed, but A.R.G.U.S.'s equipment was not built to manipulate or contain such a strange and primordial energy. Adam's parents could not be moved and they could not be unfrozen.

Using her vast network of resources, Waller began immediate construction of a building to cover up Adam's parents. And what is the best way to divert the attention of the American people? Money and products. So, Waller buried Adam's parents under a shopping mall, along with a facility to monitor and study the Bleed energy that kept Adam's parents in suspended animation.

Mount Olympus (as the mall is called) is a **POPULAR SHOPPING CENTER** and is **ALWAYS CROWDED** with tourists and residents. Mount Olympus Shopping Center is **BUILT ON AN INCLINE** – which lends to the mall's name, but also serves as a reason for another clever allusion to Greek Mythology (heroes with Mystic Specialties will not miss the connection between Argus the many-eyed giant and Mount Olympus, both from Greek Mythology). Under the mall and hidden in the mound that the mall is built on is the Project: Genesis Facility. Though, the heroes do not yet know this.

The coordinates lead the heroes to this location, but there is no clear sign of a secret facility here and certain preventative measures have been taken to make sure the facility isn't discovered: **LEAD-LINED WALLS**, **PSI-SCRAMBLERS**, and various other pieces of super-hero preventions. Which means that the heroes will have to do some undercover investigating to find out where the entrance to the Project: Genesis facility is.

Of course, the heroes could opt for a less stealthy approach and tear into the mall using their superpowers, but doing such an action would increase the Doom Pool by a d10, bring down the attention of the Metropolitan Police Department, and quite possibly even the military. It has only been eight years since a group of super-powered beings laid siege to Washington, D.C. and tried to kill the president. Tensions are still high. **This is not a recommended course of action for the heroes.**

Sneaking into Mount Olympus will require some creativity from the heroes. Most heroes have a secret identity that they can use to easily slip into the crowd and some have the ability to blend in with a crowd with just a thought. Certain heroes (such as Bruce Wayne, or Oliver Queen) have secret identities that are well known in the public. The sudden appearance of a celebrity could certainly distract the crowds, but A.R.G.U.S. has detailed information on all the heroes of the world, including their secret identities. Seeing Bruce Wayne or Oliver Queen at the Mount may tip A.R.G.U.S. off to the heroes' plan. Allow your players to come up with their own plan of approach and how they want to search the mall for clues of Project: Genesis.

The Mall is **PATROLLED BY SECURITY GUARDS** (which are actually A.R.G.U.S. guards under disguise) and **ADVANCED SURVEILLANCE EQUIPMENT** is constantly scanning the crowds for superhuman threats. Sneaking into the Mall is not going to be easy. The heroes must roll against the Doom Pool to avoid being seen or alerting A.R.G.U.S. of their presence – making those with Covert specialties ideal for this mission.

A.R.G.U.S. SECURITY

Solo **4** Buddy **6** Team **8**

SPEC-OPS GEAR

Power Sets: Body Armor **8** Comms **6** Assault Rifle **8** Gas Canisters **6**

SFX: *Tear Gas*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Immunity*. Spend a d6 from the Doom Pool to ignore stress, trauma, or complications from airborne poisons, diseases, radiation, or chemicals.

The best option the heroes have to find a way into the (or even discover that there is a) facility downstairs is to find a **Security Panel**. A tech-savvy hero can hack such a terminal to reveal the underground facility, but they must first avoid guards and surveillance equipment, and then successfully hack into the Security Panel. All of which will require rolls against the Doom Pool. An opportunity rolled may mean that the heroes trigger an **Anti-Hacking Alarm** installed in the security panel or that they are spotted by a **Particularly Observant Guard** who decided to have that extra cup of coffee to wake him up before work this morning.

Another (and decidedly more risky) option is to capture and interrogate one of the patrolling guards. A hero with Menace specialties can use interrogation techniques to make a guard give them the password to the downstairs facility and how to access it. Once again, however, opportunities rolled could result in their entire operation being revealed. Maybe the guard triggers an alarm on his personal communication system or a patrolling guard comes around the corner where the heroes are.

There are other ways that the PCs may decide to infiltrate the underground facility. Whichever way the heroes come up with, none of them will be foolproof.

Once the heroes have the information they need, it is time to delve down into the underground facility and further into the mystery of Adam.

While the heroes could easily blend into the crowd above in the mall, sneaking around the **NARROW** and **WELL-LIT** hallways of the underground facility will be a bit more difficult. The facility is even more heavily patrolled and surveyed than the above ground mall space. **GUARDS ON HIGH ALERT** and **ADVANCED SECURITY SYSTEMS** may alert the facility to the heroes' unexpected arrival.

Project: Genesis was built to prevent a superhuman takeover. As such, they have multiple superhuman defenses in their facility; such as **POWER-NEUTRALIZING AGENTS** that can be deployed as a gas through the ventilation shafts or even by more weaponized means. Another superhuman defense the facility can employ are its Mecha Suits. Should the facility be put on alert, guards will arm themselves in the Mecha Suits and take the fight to the invading heroes. Also, the walls and ceilings are equipped with hidden turrets that snap to attention as soon as the facility's alarm goes off. The turrets attack anyone not identified as an A.R.G.U.S. agent.

A.R.G.U.S. MECHA

Solo Heavy Duty
 Buddy Built to Battle Superhumans
 Team Distinctions

MECHA TECH

Enhanced Senses Superhuman Strength Superhuman Durability Flamethrowers

Power Sets

SFX: *Burst of Fire.* Against a single target, step up or double Flamethrowers die. Remove the highest rolling die and use three dice for the total.

SFX: *Learn to Adapt.* Add a d6 to Mecha's action pool for each failed action against a specific superhuman opponent.

SFX: *Rocket Punch.* Step back highest die in an attack action pool to add a d6 and step up physical stress inflicted by +1.

Limit: *Huge.* Change Superhuman Durability into a size-related complication to step up the lowest die in the Doom Pool or add a d6 doom die.

Limit: *Electronic Systems.* When targeted by an electromagnetic attack, shutdown MECHA TECH to step up the lowest die in the Doom Pool or add a d6 doom die.

Specs Combat Expert Menace Expert Tech Expert Vehicle Expert

A.R.G.U.S. TURRET SYSTEM

Team Linked System
 Distinctions Stable and Unmoving

WALL MOUNTED TURRETS

Sentry Guns Armor

Power Sets

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

Limit: *Electronic System.* Against an electro-magnetic attack, shutdown WALL MOUNTED TURRETS and add a d6 or step up the lowest die in the Doom Pool by +1.

Of course, a particularly stealthy hero could avoid direct conflict by taking to the air ducts. They provide a **GOOD PLACE TO HIDE** or they could make things complicated due to the **ENCLOSED SPACE**.

To further complicate matters for the heroes if they are caught, the staff and soldiers of Project: Genesis have been given strict orders to destroy all evidence and research if discovered. If it becomes apparent that the mechas and wall-mounted turrets will not stop the heroes, the staff may trigger a countdown. If you choose to do this to help add a sense of urgency to the heroes' mission, treat the countdown as a Countdown Dice. Include the Dice as a d6 in the initiative order. Each turn, the Countdown Dice increases by one step. Whenever the Countdown Dice reaches 1d12, double it and move it to the Doom Pool. You may then use this 2d12 to destroy the facility and end the Scene. (Hopefully, the heroes can reach the control room and stop this countdown before the facility actually detonates. It would be a major hindrance to the game if the heroes never discovered what Project: Genesis was or who Adam is.)

Via fighting, or sneaking, or hacking their way through the facility, the heroes find their way to the Control Room. As the heroes enter, the first thing they will see is A Large, Red Crystalline Structure. Dozens of wires, monitors, and conduits are hooked up to the Crystal, monitoring the crystal's energy levels and the life signs of two figures held in the crimson depths: Adam's parents.

A team of scientists is always present in this room, conducting experiments and recording data; unless of course, they triggered the countdown to destruction and promptly left the facility.

By interrogating a scientist or by checking files on a computer, the heroes discover what really happened the night of the Justice Lord battle and everything that came after about Project: Eden. (This can be done by reading or by dramatically retelling Adam's story on page 4.)

TRANSITION: RETURNING TO BASE

Frame this Scene when the heroes are returning to their base from Mount Olympus.

As the heroes return to their base, they may recover any stress they incurred from the Mount Olympus encounter. If the heroes have a system of checking in with Adam on the way back to base, they find it very disturbing that their transmissions (electronic or otherwise) are blocked. Adam's chosen hero feels something tugging at the back of his mind (a side effect of his connection with Adam). There should be a definite unease as the heroes return to base. Something is not quite right.

ACTION: DEATHSTROKE THE KIDNAPPER

As soon as Amanda Waller discovered that Adam was still alive, she began putting a plan into motion to get him back into A.R.G.U.S. custody. First, she hired the one person you can always count on to get the job done (for the right price): Slade Wilson aka Deathstroke. Waller gave Deathstroke a handsome sum of money and free reign of all A.R.G.U.S.'s resources, and tasked him with assembling a team to take Adam back from the heroes.

After assembling his team and making sure they were properly trained and equipped to take on the Earth's greatest heroes, Deathstroke enacted his plan. Deathstroke used A.R.G.U.S. monitoring equipment and intel to determine the heroes' base. Once the heroes left to go to investigate Mount Olympus Mall, Deathstroke and his team moved out.

As the heroes are returning to their base, Deathstroke and his team have just incapacitated Adam and are preparing to leave via shuttle or teleportation spell. Unfortunately for the team, their timing was just off and now they will have to fight their way out of the heroes' base. Fortunately for the team, they have been trained, assembled, and equipped for such an encounter.

Slade Wilson

DEATHSTROKE

Solo **10** Holds A Grudge
 Buddy **6** Merciless Mercenary
 Team **8** World's Deadliest Assassin

Distinctions

METAHUMAN ENHANCEMENTS

Enhanced Reflexes **8** Enhanced Speed **8** Enhanced Strength **8**
 Superhuman Senses **10** Superhuman Stamina **10**

SFX: *Change of Plans.* Add a d6 to your reaction dice pool for each failed reaction made against an opponent during this Scene.

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications caused by poison or aging.

SFX: *Reassess.* When taking an action, spend a Doom Die to add Superhuman Senses (or step up Superhuman Senses if already included in your dice pool) and reroll all dice.

Limit: *Exhausted.* Shutdown a METAHUMAN ENHANCEMENTS power to gain 1 PP. Spend a Doom Die or spend a Transition Scene to recover.

TOOLS OF THE TRADE

Enhanced Durability **8** Weapon **8**

SFX: *Full-Auto Rifle.* Against a single target, step up or double Weapon. Remove the highest rolling die and add three dice for your total.

SFX: *Incendiary Grenade.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Nth Metal.* In a pool including a TOOLS OF THE TRADE power, step up or double any METAHUMAN ENHANCEMENTS power or spend a Doom Die to do both for one action.

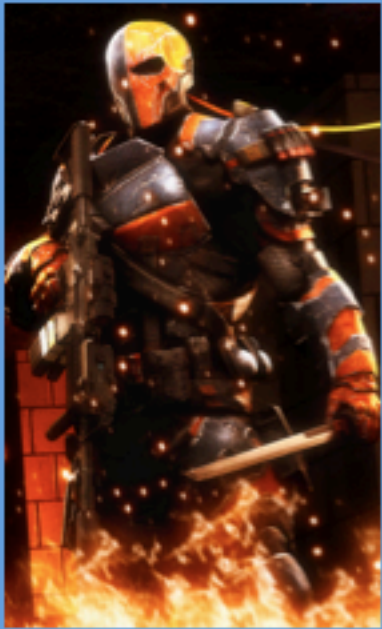
SFX: *Promethium Sword.* Step back the highest die in your attack action pool to add a d6 and step up Physical Stress inflicted.

Limit: *Gear.* Shutdown a TOOLS OF THE TRADE power and add a Doom Die or step up the lowest die in the Doom Pool. Spend a Doom Die or activate an opportunity to recover.

Business Expert **8** Combat Master **10** Covert Maste **10** Crime Exper **8** Menace Master **10**
 Vehicle Expert **8**

Power Sets

Spies



Deathstroke's Tactics

Deathstroke's no fool. Even with the hefty amount of money that A.R.G.U.S. is paying him, Deathstroke wouldn't have taken this job if he wasn't certain that he would come out the victor. Deathstroke may be physically outmatched by heroes like Superman and Green Lantern, but he always brings just the right tools to his job. Deathstroke should come equipped with assets specifically related to bringing down specific heroes. Such assets could be a **Gravity Gun** to ground the Flash, or a **Kryptonite Sword** for Superman. Spend Doom Die to create assets specifically to target the heroes' weaknesses.

Despite his super assets, Deathstroke targets unpowered heroes, specifically those that he holds a grudge against (Batman, Green Arrow, Black Canary, etc). Deathstroke leaves the superhuman opponents to those members of his team that he specifically selected to combat them, stepping in to use his super assets if he must.

Deathstroke's Team

This team was specifically selected to counter the team of heroes. As such, read over the datafiles carefully for which villains will counter which heroes. You may even decide to select some villains not even included in this section. Teams of heroes will be different from one Event to the next, and the roster should be adjusted accordingly to counteract the party at your table.

DEADSHOT

Solo 8

Buddy 4

Team 6

Distinctions

In It For The Money

Cold-Hearted Killer

World's Greatest Marksman

MASTER MARKSMAN

Enhanced Reflexes 8 Enhanced Senses 8 Enhanced Stamina 8

SFX: *Focus.* If your pool includes a MASTER MARKSMAN power, you may replace two dice of equal size with one stepped-up die.

SFX: *I Never Miss.* If your pool includes a MASTER MARKSMAN power, spend a Doom Die to reroll.

SFX: *Shoot To Kill.* Add a d6 to your dice pool for an attack action and step back highest die in pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Exhausted.* Shutdown a MASTER MARKSMAN power in order step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die or activate an opportunity to recover that power.

WRIST-MOUNTED GUNS

Weapon 8

SFX: *Burst of Fire.* Step up or double Weapon against a single target. Remove the highest rolling die and add 3 dice for your total.

Limit: *Gear.* Shutdown WRIST-MOUNTED GUNS in order to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover.

Specs Combat Master 10 Covert Master 10 Crime Expert 8 Menace Expert 8 Vehicle Expert 8

Floyd Lawton



Deadshot is often attributed with being the second most lethal assassin-for-hire (second to Deathstroke). While this has caused many conflicts between the two in the past, the handsome reward for returning Adam to A.R.G.U.S. and the chance to deal out some punishment to heroes together may be enough to convince the two to unite for once. Deadshot can provide lethal and long-range support to those of his team engaged in melee combat. He could also prove a counter to any ranged heroes.

DOCTOR LIGHT

Solo **6** Abusive
 Buddy **4** Brilliant Scientist
 Team **8** Not The Brightest

Distinctions

PHOTOKINESIS

Energy Blast **8** Invisibility **10** Light Mastery **10** Subsonic Flight **8**

Superhuman Durability **10**

Power Sets

SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Holographic Constructs*. Add a d6 and step up your effect die by +1 when using PHOTOKINESIS to create light- or hologram-related assets.

SFX: *Sunburst*. Against a single target, step up or double a PHOTOKINESIS die. Remove the highest rolling die and use three dice for your total.

Limit: *Exhausted*. Shutdown any PHOTOKINESIS power in order to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover.

Specs Crime Expert **8** Science Master **10** Tech Expert **8**

Dr. Arthur Light



Doctor Light's ability to manipulate light could provide invaluable against those heroes whose powers are based off of light; such as Superman (who's powers will become nonexistence in the presence of red solar light) or Green Lantern (who's hard light constructs could be dissolved or even turned against him). Even if such heroes aren't in the team, Doctor Light could confuse the heroes with some Illusory Double complications or assets.

DOCTOR POLARIS

Solo **8** Insane Genius
 Buddy **6** Dominating Personality
 Team **4** Overreaching

Distinctions

MAGNETOKINESIS

Electromagnetic Pulse **8** Magnetic Mastery **10** Subsonic Flight **8**

Superhuman Durability **10**

Power Sets

SFX: *Absorption*. On a successful reaction against an energy-based attack action, convert opponent's effect die into a MAGNETOKINESIS stunt or double a MAGNETOKINESIS power for your next action. Spend a d6 from the Doom Pool to use this stunt if opponent's action succeeds.

SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Unleashed*. Step up or double any MAGNETOKINESIS power for one action. If that action fails, take Emotional Stress equal to that power die.

SFX: *Versatile*. Split Magnetic Mastery into 2d8 or 3d6.

Limit: *Conscious Activation*. While stressed out, asleep, or unconscious, shutdown MAGNETOKINESIS. Recover MAGNETOKINESIS when you recover that stress or wake up. If you take emotional trauma, shutdown MAGNETOKINESIS until you recover that trauma.

Specs Psych Expert **8** Science Master **10** Tech Expert **8**

Dr. Neal Emerson



The ability to manipulate metal and magnetic fields is always a useful ability to have. **Doctor Polaris** could counter those heroes whose powers are based off of gear and technology; such as Batman, Blue Beetle, Green Arrow, or even Wonder Woman’s Amazon Artifacts. Doctor Polaris could provide transportation via levitation and could provide entrance into the heroes’ base, by literally tearing it open.

MAJOR FORCE

Solo **6** Government Lapdog
 Buddy **4** Murdering Psychopath
 Team **8** Empty-Headed Bruiser

Distinctions

DILUSTEL ARMOR
 Energy Blast **8** Energy Control **8** Godlike Durability **12**
 Godlike Stamina **12** Godlike Strength **12** Subsonic Flight **8**

SFX: *Absorption.* On a successful reaction against an energy-based attack action, convert opponent’s effect die into a DILUSTEL ARMOR stunt or double a DILUSTEL ARMOR power for your next action. Spend a d6 from the Doom Pool to use this stunt if opponent’s action succeeds.

SFX: *Heavy Hitter.* Double Godlike Strength and step up the effect die, then step back Godlike Strength. Spend a d6 Doom Die to recover.

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications from poison, disease, radiation, or vacuum.


SFX: *Invulnerable.* Spend a Doom Die to ignore Physical Stress or Trauma unless caused by mystic attacks.

SFX: *Regeneration.* Spend a Doom Die to recover your Physical Stress and step back your Physical Trauma by -1.

Limit: *Hair-Trigger Temper.* Add a d6 to the Doom Pool to step up Emotional Stress by +1 from opponents hurling insults or mocking.

Specs Combat Expert **8** Menace Expert **8** Vehicle Expert **8**

Srgt Clifford Zmeck



Major Force wasn’t brought onto this team for his great deductive reasoning or varied power set. As his name implies, Major Force’s primary function is dishing out some real old-school beat-em-up punishment. A man who follows orders, Major Force is ideal for fighting those heroes based on brute superhuman strength.

PARASITE

Solo **8** Obsessed With Power
 Buddy **6** Distinctions Untouchable
 Team **4** Distinctions Insatiable Hunger

ENERGY ABSORPTION
 Leech **12** Mimic **12**

SFX: *Absorption.* On a successful reaction against an energy-based attack actoin, convert opponent's effect die into a ENERGY ABSORPTION power for your next action. Spend a d6 from the Doom Pool to use this stunt if opponent's action succeeds.

SFX: *Health Sap.* When using Leech to create a Power Loss complication on a target, add a d8 and keep an extra effect die to inflict Physical Stress.

SFX: *Memory Flash.* Spend 1 PP to use any SFX or Specialty belonging to a target on whom you have inflicted a Power Loss complication for your next roll.


SFX: *Not So Fast.* On a successful reaction against an action that involves physical contact, convert your opponent's effect die into a Power Loss complication. If your opponent's action succeeds, spend 1 PP to use this SFX.

Limit: *Hungry.* Change Leech into a complication in order to step the lowest die in the Doom Pool or add a d6 Doom Die.

Limit: *Zero Sum.* Leech requires skin-to-skin contact with the target. Mimic only duplicates powers of those on whom you've inflicted a Power Loss complication. Mimic-based assets created based on the target's power are limited in size to the Power Loss complications affecting the target.

Specs Combat Expert **8** Menace Expert **8**

Rudolph "Rudy" Jones



With so many heroes gathered together, it might seem implausible to think villains can overpower them. That's why you bring **Parasite** along; to steal the heroes' powers and use them against them. Use Parasite to counter any superhumans with incredible abilities.

PSIMON

Solo **4** Theoretical Physicist
 Buddy **6** Distinctions Dimensional Traveler
 Team **8** Distinctions Would-Be-World-Ruler

INTERDIMENSIONAL POWER
 Enhanced Durability **8** Mind Control **10** Psychic Blast **10**
 Psychic Resistance **8** Telekinetic Control **8** Telepathy **10**

SFX: *Area Attack.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.

SFX: *Multipower.* Add more than one INTERDIMENSIONAL POWER power to your pool. Step back each INTERDIMENSIONAL POWER power in your pool once for each die beyond the first.


SFX: *Powerful Psychic.* Step back the highest die in your attack action pool to add a d6 and step up Mental Stress inflicted.

SFX: *Versatile.* Replace Psychic Blast or Telepathy with 2d8 or 3d6.

Limit: *Exhausted.* Shutdown any INTERDIMENSIONAL POWER power in order to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover that power.

Specs Cosmic Expert **8** Psych Master **10** Menace Expert **8** Science Expert **8**

Simon Jones



Psimon has the ability to get into the heroes' minds and attack them from the inside out. Including Psimon on Deathstroke's Strike Team would counteract those heroes that cannot be beaten through physical means. He is also a counterbalance to psychic-powered heroes such as Martian Manhunter and Raven.

TALA

Solo	4	Distinctions	Demonic Sorceress
Buddy	8		Queen of Evil
Team	6		Attracted To Power

DARK SORCERY


Enhanced Durability	8	Flight	6	Mystic Resistance	10	Mystic Senses	8
Psychic Resistance	8	Sorcery Mastery	10	Teleport	10		

Power Sets

- SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.
- SFX: *Blessings and Hex.* When creating magic assets and complications, add a d6 and step up your effect die.
- SFX: *Demonic Magic.* When you create a Mystic or Cosmic related resource or stunt, step up the lowest die to step up the stunt or resource.
- SFX: *Multipower.* Add more than one DARK SORCERY power to your pool. Step back each DARK SORCERY die in your pool once for each die beyond the first.
- Limit: *The Extent of Sorcery.* When you add Sorcery Mastery to any pool, you may only create assets and complications as your effect.

Specs

Cosmic Master	10	Menace Master	10	Mystic Master	10	Psych Expert	8
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Not much is known about the demonic sorceress **Tala** – however A.R.G.U.S. does not care about Tala's past but about what she brings to their operation: mystic prowess. A.R.G.U.S. and their agents are ill-equipped to deal with magic, which makes Tala the best choice to deal with the magic heroes such as Zatanna, Raven, Shazam, or even Wonder Woman. Her ability to inflict complications and provide instantaneous travel could be invaluable even if there aren't any magically-imbued heroes.

Ending the Scene

One way or another, this Scene should end with Adam in A.R.G.U.S. custody. Deathstroke and his team are well enough equipped to deal with the heroes, but should they fail, come up with a creative way to kidnap Adam. If the Doom Pool grows large enough, spend 2d12 to end the scene. Maybe Deathstroke takes Adam while the other members of the Strike Team hold the heroes at bay, or Tala teleports the Strike Team away. One way or another, this Scene ends with Adam kidnapped.

ACT THREE: ADAM

Act Three is the final act of the Event. In this Act, the heroes must track down A.R.G.U.S.'s final remaining Project: Genesis base and fight to save Adam. They are soon to find out, however, that there is no happy ending to this story.



HOOK

The final Act of *Suffer The Children* begins exactly where Act Two ended. The heroes lick their wounds and then soon realize Adam is missing. Armed with the knowledge of what Adam really is and what A.R.G.U.S. plans to use him for, the heroes need to find him STAT, both to save him.... and to stop him.

Alternatively, heroes may embark on Tier 3 Missions at this time. As said before, evil never rests and heroes could continue investigating Adam's disappearance while wrapping up the loose ends they have been pursuing this entire game.

DOOM POOL

The Doom Pool begins at **2d8** for this Act.



TRANSITION: FIND ADAM

Frame this Scene when the heroes begin the process of finding Adam.

The heroes' first course of action is finding Adam. This won't be easy. Waller has been secretly building a new Project: Genesis facility in Star City ever since she discovered Adam was in the possession of the heroes. She anticipated getting him back soon and prepared a facility to continue her experiments. She has kept the Project: Genesis facility a secret, but that does not mean that it cannot be found.

Perhaps, at the end of the last Act, the heroes managed to subdue a member (or members) of Deathstroke's Strike Team – this is very possible if 2d12 was used to end the Scene. If so, heroes may interrogate the villain for information. Besides Deathstroke, however, none of the villains really know who hired them. All they know is that their checks will clear. Interrogating a villain may still prove fruitful however, as a tech-savvy hero could backtrack the routing numbers through various offshore accounts back to Amanda Waller.

Maybe the heroes could create an algorithm to find Adam's unique power signature; especially after revealing a Stunt tied to the original Project: Genesis facility that would allow them to create such a thing. This could lead them straight to the Star City facility.

Straightforward heroes that know Amanda Waller is behind the project could find her living quarters and force their way into her home. Waller is of course not home, as she is overseeing Project: Genesis 2.0, but heroes could search her home and maybe find a clue as to the new facility.

However the heroes decide to proceed is up to them. This Transition Scene may be instantaneous or may be stretched over a few Scenes. The pacing should all depend on your group. Are you ready to finish? Are there unfinished missions that need to be completed? Do your players want to get to the climax or continue exploring the world and flexing their muscles? You decide.

If your group would rather take a longer approach to finding Adam, this is fine. Maybe the algorithm they created is going to take a while to find him, or the process of backtracking the Strike Team's payments proves a more time-consuming task than at first believed. The heroes still have missions to choose from to occupy their time. Even though they are looking for Adam, evil doesn't rest. There are still villains doing villainy things.

ACTION: PROJECT: GENESIS 2.0

Frame this Scene after the heroes have discovered the location of the second Project: Genesis facility. Heroes may have embarked on two or three Tier Three Missions before this point.

The facility for Project: Genesis 2.0 is simply disguised as a textile warehouse in downtown Star City. So, there does not need to be the level of espionage and tip-toeing as was needed to break into the Mount Olympus facility. Heroes can literally tear into the facility and start wreaking havoc along their path to save Adam.

The facility still has many of the same defenses (and Distinctions) that the Mount Olympus facility had: **Mechas**, **Wall-Turrets**, and **Armed Guards**. The heroes will have to fight their way through levels and waves of A.R.G.U.S. security to get to where Adam is being held.


If Deathstroke or any of his Strike Team escaped at the end of the last Act, the Project: Genesis 2.0 facility would be the perfect place for a rematch. The villains won't have the jump on the heroes this time and the heroes may have even brought assets and stunts of their own.

ACTION: CLONE WARS

Frame this Scene when the heroes have defeated A.R.G.U.S. security and have gotten to the experimental levels deep in the Project: Genesis 2.0 facility.







Levels beneath the first is where Project: Genesis 2.0 is performing most of its experiments and procedures, but before the heroes can rescue Adam, they must face A.R.G.U.S.'s final defense. As soon as Adam was back in A.R.G.U.S. custody, Waller began taking samples of Adam's blood for the express purpose of cloning him. Now, that the heroes are attacking, Waller has decided to enact a risky gambit to buy more time. She has rapidly accelerated the clones' gestation periods and programmed them with the express purpose of killing the heroes. The clones are certainly powerful, but because of their rapid gestation, they began deteriorating as soon as they left their incubators. They will only serve to slow the heroes down for a moment, but will certainly try to wreak as much havoc on them as they can in what short window of life available to them.

CLONES

Team  Distinctions

- Dangerously Unstable
- Simplistic Programming

GENETIC TAMPERING

- Enhanced Durability 
- Mind Control 
- Psychic Blast 
- Subsonic Flight 
- Telekinetic Control 
- Telepathy 

Power Sets

- SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.
- SFX: *Focus*. In a pool including a GENETIC TAMPERING power, you may replace two dice of equal size with one stepped-up die.
- SFX: *Overwhelming Psychic*. Step back the highest die in your attack action pool to add a d6 and step up mental stress inflicted.
- Limit: *Mob Cohesion*. Defeat Team Dice (d10 or more Stress) to reduce mob.
- Limit: *Rapid Degeneration*. After an action including a GENETIC TAMPERING power, step back one Team dice by -1.

TRANSITION: ADAM UNLEASHED

After dealing with the clones of Adam, the heroes can freely walk into the science lab holding Adam. Here, they find the chief scientists and Amanda Waller herself. Adam is seemingly unconscious and hooked up to numerous machines.

This is the perfect opportunity to roleplay an intense conversation with Amanda Waller, about the endangerment of this innocent child and, in fact, the entire world. Waller feels justified in her actions, citing such incidents as the Justice Lords invasion and maybe pulling from some of the heroes' actions and fights during this Event.

As the arguing reaches a pitch (maybe when a hero is on the cusp of physical violence against Waller) the machines suddenly flare and spark. Equipment begins to explode all around the lab. Adam wakes up. His body is surrounded by some extraordinary and unbelievably powerful energy. He silently lashes out with his powers (despite any pleas the heroes may try to make) and the heroes are powerless as Adam begins to dismantle the Project: Genesis 2.0 facility. Machines disintegrate and those scientists near him are vaporized by the magnitude of his power.

The heroes and Waller flee the scene as the facility caves in around them, and Adam soars off into the air, leaving the heroes behind.

Outside of the wreckage, the heroes and Waller are free to continue their argument. Before the heroes leave to pursue Adam, however, Waller speaks to them about Adam's condition: he is dying. His immense powers have proved too much for his brain. His brain is on the cusp of an aneurism and when he dies, his psychic powers could create a backlash so powerful that all of reality will be destroyed. Waller hoped to avoid such an event by using the scientific equipment at the facility, but it is clear to her now that such an ending is unavoidable.

Even though she does not trust them, Waller knows that the heroes are the only hope for the world. The heroes must kill Adam before he dies of an aneurism. She provides the hero that was chosen by Adam at the beginning of this Event with a serum that when injected into Adam will limit his powers for only a few seconds while a lethal injection painlessly takes Adam's life.

ACTION: ADAM'S SHADOW CASTLE

It is not difficult to track Adam down. The heroes soon hear reports of a strange occurrence in Washington, DC; on the very site of the Justice Lord's battle years ago. A castle made of shadows has suddenly appeared and shadow monsters are prowling the streets around it. The President has been evacuated from the White House and a state of emergency has been declared. The heroes should have no doubt that this disturbance is a creation of Adam.

Adam has finally become acutely attuned to his inward nature and his powers. During A.R.G.U.S.'s latest experiments on him, his memories all came rushing back to him. He remembered his entire life in a flash and realized that the shadow monsters were not trying to hurt him, but were in fact his own creations. With this realization, Adam has begun to manipulate reality willfully.

The memories of his birth are clear as his memories from yesterday. He remembers his parents and exactly where they are buried underneath the Mount Olympus shopping center. Using his powers, Adam has turned Mount Olympus into a medieval castle and created an army of shadow monsters to scare people away. He also has a wall erected around the castle, impregnable by bullets or superhumans.

When the heroes arrive at Washington, the army has deployed around the castle and are currently laying siege to it with artillery while squads are keeping the endless waves of shadow monsters at bay. They are not making a dent in either.

Even though Adam is a friend to the heroes, he is a scared child lashing out at the world around him. His shadow monsters will attack the heroes as they approach his castle illusion. As the heroes approach the castle, **introduce a Shadow Monster Pack for each hero**. Alternatively, you may wish to make this finale conflict feel a bit more full circle. Instead of introducing Shadow Monster Packs, you can introduce the Justice Lords – or rather, Adam’s duplicates of the Justice Lords. Either way, this final fight should be the biggest of the heroes’ lives. The stakes have never been higher. Introducing full-powered Justice Lords for a Round 2 may be the final fight that your Event needs.

As the heroes are fighting Adam’s defenses, Adam’s chosen hero sees a door in the castle walls. Only they can see it, the other heroes are unaware of its presence. Adam’s chosen hero should feel compelled to enter the castle through the door.

Once Adam’s chosen hero enters the castle, they find themselves transported to an accurate replica of a castle. At the center of the castle, the hero finds a playground. Adam waits for the hero here, sitting on a swing set. There is a swing left open next to Adam.

Adam knows he is dying. He can feel it. He knows the irreparable damage that his own powers and A.R.G.U.S.’s tampering has done to him. He also knows that the hero has the serum designed to kill him, but he doesn’t try to stop the hero from doing what needs to be done.

This is a great opportunity for some serious roleplaying from the Watcher and the player. Pull on heartstrings. Break hearts. Make your players cry if you have to! This weight of Adam’s sacrifice should feel heavy on the players’ hearts.

Eventually, Adam does suffer the aneurism that Waller predicted, however, he is able to control his powers enough so that there is no reality-shattering backlash. He passes silently and quickly even if the hero takes no action against him.

In the original source material for this Event (an episode of *Justice League Unlimited* titled “Epilogue”) Batman was the chosen hero of the child. Instead of choosing to take the child’s life, Batman sat with the child, holding her hand until she passed peacefully. While this is definitely my desired outcome of the Event and the intended outcome, you and your players are more than welcome to explore any myriad of roleplaying options. It’s your Event; make it meaningful for your players!

ENDING THE EVENT

After Adam passes, his psychic manifestations fade away – the castle, the Shadow Monsters, all of it returns to normal.

As for what the heroes do after Adam's death, below are some options that you may decide to follow with your group of players:

- **Make Waller Pay:** The heroes want to see Amanda Waller pay for her crimes against young Adam, but she is nowhere to be found. The heroes must now scour the Earth, searching for Waller all the while discovering other clandestine operations she might have in play around the world.
- **Live Long Enough To Become The Villain:** A second superhuman attack on Washington, D.C. was the final straw. The President calls for the arrest and policing of all superhumans. A.R.G.U.S.'s power and support will grow. Organizations dedicated to controlling superhumans will arise. Some may stand with the President's judgment. Others may oppose it. Villains like Lex Luthor may become champions of the people and the face of the registration movement. Whatever happens, being a hero will never be the same.
- **Honor Adam:** The heroes give Adam a proper burial and mourn his passing. Then, they continue being the heroes Adam knew they were.
- **You decide!** You're the Watcher of your group. You may have a better option to end this Event or continue on to a new one. Maybe some missions were left unresolved, questions left unanswered. Feel free to allow your players to decide what path they follow next.



MISSION HQ



This Event's central story line is admittedly very short. That is why a system of side-quests (or missions) has been implemented to allow heroes to fully explore their heroes' powers, earn more XP, and clash with some of DC Comics' most iconic villains.

Heroes may receive missions through various means. They may have an informant on the inside of a police department that alerts them to superhuman alerts. They may hear of missions from other heroes, see news reports on TV, or receive alerts from global alert systems; i.e. Batman's Batcomputer in his Batcave.

MISSION TIERS

Missions are divided into three separate tiers: Tier 1, Tier 2, and Tier 3. Heroes begin the Event with access to all Tier 1 missions and may unlock higher-level Tiers as they progress through the story. Tier 2 missions become available at the beginning of Act 2. Likewise, Act 3 missions become available at the beginning of Act 3. Some missions lead into other missions (see **Mission Description** below).

MISSIONS IN THE ACT

Each mission takes place in the Act the heroes are currently in. This means heroes have the same stress, trauma, complications, and PP amount as before the mission starts. This also means that the Doom Pool size does not reset or change at the beginning of the mission.

Some missions can be solved in one Scene, or may need to be stretched out over multiple Scenes, both Action and Transition. Watchers should frame Scenes accordingly.

MISSION DESCRIPTION

Each mission is detailed in separate sections. Below are descriptions of terms and details you will find in each mission description.

Synopsis: This is a brief synopsis of the mission, a description of the mission that the heroes know before beginning the mission. You can read this synopsis or make it available for it to be read when heroes are selecting what mission to pursue.

Prerequisites: This lists any prerequisites the heroes need to meet in order to begin this mission. Most often, the prerequisites are going to be completing missions from the Tier before. Some missions may require players to be playing specific heroes.

Description: This is the description of the mission at length. It will include hooks, Watcher Datafiles, and Scene Distinctions to help Watchers frame the Scenes around the mission.

Resolving the mission: This section details how to end the mission and what happens after the mission. Some missions require heroes to learn or discover something in order to move on with the mission arc.

MISSION TIERS AT A GLANCE

Below is a chart granting an overview of the total number of missions there are and their corresponding Tier progression.

Tier 1	Tier 2	Tier 3
A Warning	Entity: Butcher	The Light Thief
	Entity: Parallax	
Anti-Hero Riots		
	Battle Royale	MetaBrawl Main Event
	The Rogues	
Breakout at Arkham	Wanted: Mr. Freeze	Mad Love
	Wanted: Scarecrow Wanted: Two-Face and Black Mask	
Gorilla Warfare	Caged Gorilla	Project: Everyman
Soul Conduits	Big Spiritual Trouble In Little Chinatown	
Venom in the Streets	Venom Distribution Center	Bane

TIER 1 MISSIONS

A Warning

Synopsis: The Guardians are desperately trying to contact you. There must be something wrong on Oa.

Prerequisites: Green Lantern

Description: The Guardians of Oa have a very urgent message for Green Lantern. Someone has stolen Ion, the embodiment of Willpower. Galactic gossip would have it that other emotional spectrum entities have gone missing as well. The Guardians have tracked whoever or whatever stole Ion to Sector-2814, specifically Earth. Though the Guardians are loathe to admit it, Hal Jordan and the heroes of Earth are the Guardians' best bet to rescue Ion. Find this light thief and free Ion! If the opportunity arises, free the other emotional spectrum entities as well.

Resolving the Mission

The resolution of this mission is fairly easy. Simply listen to the Guardians' SOS and that's it. The emotional spectrum entities are very powerful. Whoever is stealing them must be planning something diabolical that could threaten the entire universe, let alone Earth. Finding the entities should be a primary objective for the heroes now.



Anti-Hero Riot

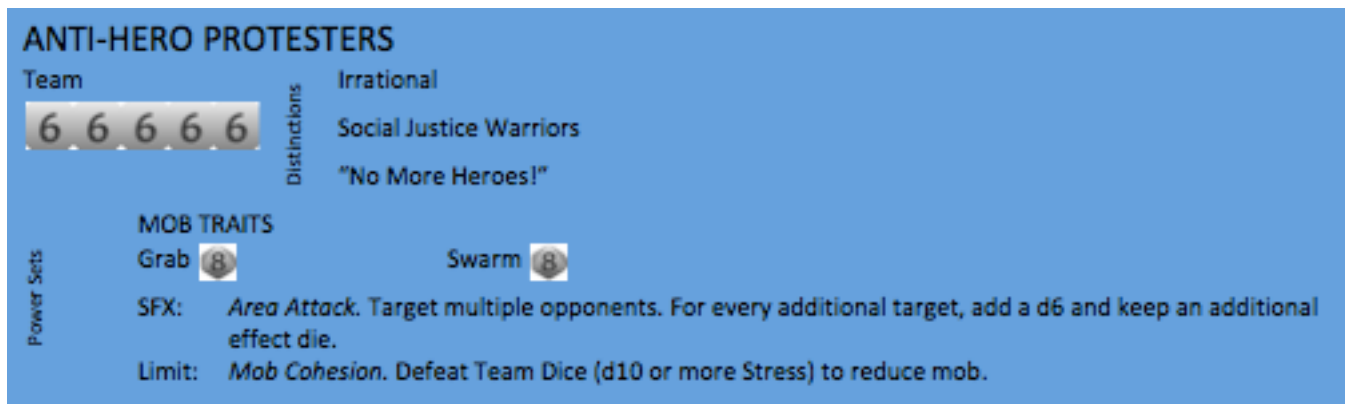
Synopsis: There is an anti-hero protest going on downtown. Some of these protests have a tendency to attract more violent anti-hero enthusiasts. Diffuse the situation before something bad happens.

Prerequisites: none

Description: The heroes learn of an anti-hero protest in a large city like Metropolis or Gotham City. While this protest is being conducted peacefully, past protests like this one have taken a turn for the worse and became full-fledged riots. In addition, the heroes have learned that a specific group of violent anti-hero enthusiasts have joined the protest and are lathering the crowd into a frenzy. The ringleaders of this dissention are hoping that the heroes arrive and can be goaded into physical violence, finally revealing the heroes' oppression of the common man to the world.

When the heroes arrive, the atmosphere is decidedly **TENSE** and the area is **OVERCROWDED** with protesters and bystanders. At the first sight of the heroes, the ringleaders try to goad the heroes into a public debate in view of the many **CAMERA CREWS AND REPORTERS** in the area. Talking the mob down is possible, but very difficult, seeing as many of them are **Irrational**. The mob isn't here for any type of social justice, but rather to deface the heroes in the public eye.

The heroes will need to make rolls against the crowd (represented by the Doom Pool and appropriate complication dice) to keep things peaceful. Feel free to spend Doom Dice to create complications such as **Innocent Assaulted**, **Violent Riot Cop**, or **Enraged Lynch Mob**. If things cannot be kept peaceful (i.e. the Doom Pool rises by two steps), the mob becomes physically violent.



ANTI-HERO PROTESTERS

Team: Irrational
6 6 6 6 6
Distinctions: Social Justice Warriors
"No More Heroes!"

MOB TRAITS

Grab 8 Swarm 8

SFX: Area Attack. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

Limit: Mob Cohesion. Defeat Team Dice (d10 or more Stress) to reduce mob.

If you really want things to become violent, spend a Doom Die and describe how things take a turn of the worst. Maybe someone watching from nearby attacks the rioters, or a young rioter gets a little overzealous and throws a Molotov cocktail at a hero.

Resolving the Mission

This mission is over when the heroes have dispersed the anti-hero protesters, either through diplomacy or force.

Breakout at Arkham

Synopsis: Something's up at Arkham (again). The inmates are breaking out and GCPD needs some serious help keeping the inmates from escaping.

Prerequisites: none

Description: Arkham Asylum is the infamous correctional facility in Gotham City, made infamous by the criminally insane it houses (and seems to have an innate incapability for keeping contained). The heroes learn of Arkham's latest breakout and rush to contain the escaping inmates before its too late.

Arkham itself is on an island in the middle of Gotham City proper. When the heroes arrive, GCPD has shut down the bridges leading on and off Arkham Island. Commissioner Jim Gordon is present at the island, fighting to keep the riots contained. He is a friend to heroes and is more than happy to see them on the scene. Jim Gordon doesn't have any real game stats. He does act as a mobile Scene Distinction, pitching in a d8 when they need some backup, or a d4 + 1 PP when he finds himself surrounded by inmates and in need of rescue. If a villain manages to win an action (d8 or higher effect die) against a hero defending or near Gordon, you may choose to knock Gordon out, thus giving the defending hero Emotional Stress.

Arkham is divided into three different levels: **Arkham North**, **Arkham West**, and **Arkham East**. Each of these locations is overrun with inmates and need to be dealt with before the mission is completed. During the conflict, you may spend a d8 or more from the Doom Pool to equip the inmates with a Weapon d8 power die. The inmates have taken control of the island, some of them may have even found the security guards' weapons cache and taken a few guns for themselves.

Quickly after arriving, Hugo Strange begins to monologue over the public address system, adding his Psych Master die to the Doom Pool on his turn. Similarly, a group of inmates in Arkham West are tearing the island apart with their hands, adding a dice to the Doom Pool on their turn. Heroes should feel motivated to get to these locations as quickly as possible to stop the growth of the Doom Pool. It may even be wise to split up!

Arkham North

This is the main entrance to the Asylum. The inmates here are currently in a heated battle with the GCPD to escape through the Asylum's **REINFORCED GATE**. This part of the island is largely a **WIDE OPEN AREA**, but it also features some of Arkham's original structures. These **DILAPITATED BUILDINGS** are falling apart, but could also serve as the staging point for an inmate ambush.

The inmates here are focused on escaping, but aren't above creating some chaos on their way out. The mob of inmates are comprised of lower level inmates with no significant abilities. Some of these might be familiar to heroes and others may be low-level disturbed inmates.

MOB OF INMATES

Team: 6 6 6 6 6

Distinctions: Dangerous, Desperate, Drugged

MOB TRAITS: Grab (8), Swarm (8)

SFX: Area Attack. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

Limit: Mob Cohesion. Defeat Team Dice (d10 or more Stress) to reduce mob.

Along with this mob are two dangerous super-powered inmates: Man-Bat and Clayface. **Man-Bat** is in a hysterical state. When the other inmates started escaping, Man-Bat got caught up in all the excitement and flew from his cell. He's now lashing out at the GCPD and inmates alike. When the heroes arrive, he focuses on them; the thought of escape isn't even in his primal mind.

MAN-BAT

Solo 8 Feral

Buddy 6 Distinctions Monster of the Night

Team 4 Genetic Experiment

MAN-BAT SERUM

Enhanced Durability 8 Enhanced Strength 8

Enhanced Stamina 8 Flight 8

Superhuman Senses 10

Power Sets

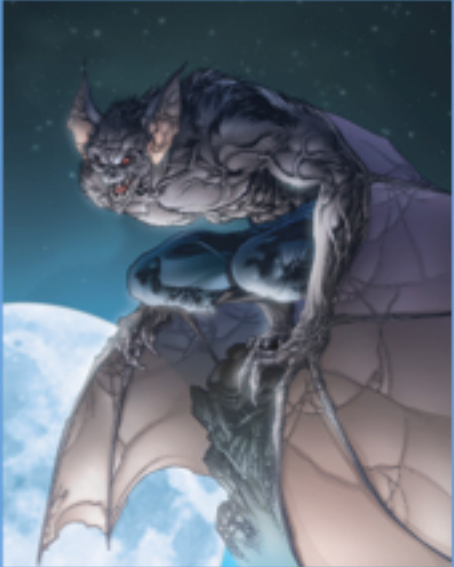
SFX: *Claws.* Step back the highest die in your attack action pool to add d6 and step up physical stress inflicted.

SFX: *Winged Charge.* Against a single target, step up or double Flight. Remove the highest rolling die and use three dice for your total.

Limit: *Sonic Sensitivity.* Turn Superhuman Senses into a complication vs sonic-based attacks. Remove complication to recover power.

Specs Acrobatic Expert 8 Combat Expert 8 Medical Expert 8 Science Expert 8

Dr. Kirk Langstrom



CLAYFACE

Solo 8 Failed Horror Actor

Buddy 6 Distinctions The Original Clayface

Team 4 Malleable

CLAY BODY

Superhuman Durability 10 Superhuman Strength 10

Stretching 8 Shapeshifting 10

Power Sets

SFX: *Area Attack.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.

SFX: *Clay Weapons.* When creating clay-related assets, add d6 and step up the effect die by +1.

SFX: *Engulf.* Add a d6 and step up your effect die by +1 when inflicting a Grappled or Tangled complication on a target.


SFX: *Multipower.* Use two or more CLAY BODY powers in a single dice pool at -1 step for each additional power beyond the first.

SFX: *Invulnerable.* Spend 1 PP to ignore Physical Stress unless caused by water- or acid-based attacks.

Limit: *Exhausted.* Shutdown any CLAY BODY power to add a d6 Doom Die or step up the lowest die in the Doom Pool by +1. Recover power by activating an opportunity or during a Transition Scene.

Specs Combat Expert 8 Covert Expert 8 Crime Expert 8 Menace Expert 8

Basil Karlo



Clayface is intent on escaping. He's shapeshifted to blend in with the other escaping inmates, but at the arrival of the heroes, he uses his shapeshifting ability to get the drop on them. Clayface is a villain with a temper and has a grudge against a lot of heroes that he's dying to cash in. If the fighting takes a turn of the worse, however, Clayface uses his abilities to escape. Maybe he transforms into a random inmate, or even a GCPD officer, or maybe he melds into the ground. If Clayface succeeds, he escapes. The heroes may need to track him down to bring him back to Arkham later.

Arkham West

This part of the island is where the inmates are primarily held. There are numerous **SECURITY TOWERS** that either the inmates or heroes could use to their advantage. The Penitentiary and Medical Facility houses **NONLETHAL SUPPRESSANTS** used to keep inmates docile.

As the heroes arrive at this part of the island, they find a **Mob of Inmates** literally tearing the Asylum apart with their bare hands. Until the heroes intervene, they use their actions to add die to the Doom Pool. Once the heroes move to stop them, the mob of inmates turns on the heroes.

Arkham East

While one group of inmates is focused on escaping and the other is trying to tear the island apart, a group of more dangerous inmates have taken control of Arkham Mansion. Outside of the mansion, the island's Botanical Gardens have become an **OVERGROWN TANGLE OF VINES** thanks to Poison Ivy. The Mistress of Plants has taken control of the botanical gardens and a **group of inmates** as well. While she is safely tucked inside of her garden, she has the inmates patrolling the grounds outside to make sure no harm comes to her. She does not take kindly to the heroes arrival and sends her inmates to attack them, using her control of plantlife to aid in keeping the heroes away. However, Poison Ivy is a fickle foe and could be convinced to stand aside (especially if her precious plants are threatened) or even join the heroes in clearing this part of the island.

This part of the island has plenty of **DECORATIVE LANDSCAPING** that includes tall stone statues and flourishing buttresses that look nice but could prove to be deadly ranged weaponry for someone with superhuman strength.

Inside the mansion, **Hugo Strange**, **Killer Croc**, and **Victor Zsasz** have taken the warden hostage. Strange may not have been behind the breakout, but he would be a fool not to capitalize on this opportunity. He has plans to take over the Asylum and has convinced Croc and Zsasz to stay around for extra muscle. When the heroes arrive on Arkham Island, Strange begins to monologue over the Asylum's loudspeaker, using his Psych specialty to add to the Doom Pool. He hopes his threats of taking the warden's life will keep the heroes away from the mansion, but it should actually be incentive for the heroes to get there sooner. Once it is apparent that the heroes mean to force their way into the mansion, Strange sends Croc and Zsasz out to fight alongside Poison Ivy and the mob to keep them out.

When the heroes enter the mansion, Strange has a knife to Warden Sharp's throat. If the Doom Pool has risen to 2d12, you may choose to end the Scene with Strange monologuing for a bit and slitting the Warden's throat before the heroes can stop him. If there is not 2d12 in the Doom Pool, the heroes can resolve the Scene the old fashioned way.

POISON IVY

Dr. Pamela Isley

Solo	8	Distinctions	More Plant Than Human
Buddy	6		Nature's Protector
Team	4		Fatal Seduction

CHLOROKINESIS

Enhanced Senses 8 Mind Control 8 Plant Mastery 10
 Superhuman Stamina 10

Power Sets

- SFX: *Area Attack*. Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.
- SFX: *Entangle*. Add a d6 and step up your effect die by +1 when inflicting Grappled or Tangled complications on a target.
- SFX: *Foolish Men*. Step up and double Mind Control vs male targets. If that action fails, step up your Emotional Stress by +1.
- SFX: *Immunity*. Spend a doom die to ignore stress, trauma, or complications from poisons and toxins.
- SFX: *Pheromones*. Add a d6 and step up your effect die by +1 when using any powers to inflict Mental Stress or complications.
- Limit: *My Babies!* Step up Emotional Stress by +1 when plants are threatened or harmed in Ivy's presence and add a d6 Doom Die or step up the lowest die in the Doom Pool by +1.

Specs Acrobatic Expert 8 Combat Expert 8 Psych Expert 8 Science Expert 8



KILLER CROC

Waylon Jones

Solo	8	Distinctions	Reptilian Instincts
Buddy	4		Crocodile Wrestler
Team	6		Vicious Temper

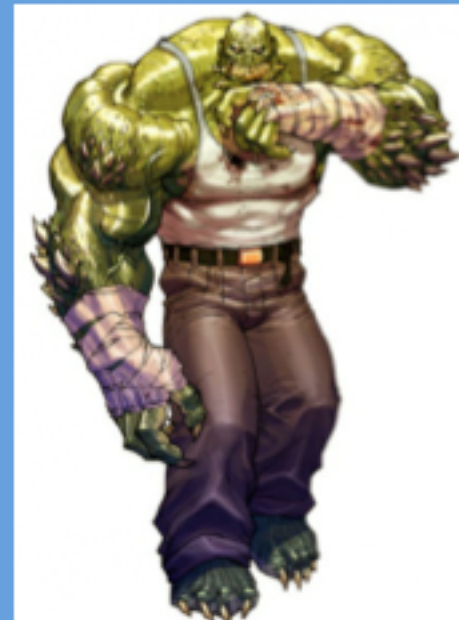
REPTILIAN ATAVISM

Enhanced Senses 8 Superhuman Durability 10
 Superhuman Stamina 10 Superhuman Strength 10
 Swimming 8

Power Sets

- SFX: *Claws and Teeth*. Step back the highest die in your attack action to add a d6 and step up Physical Stress inflicted.
- SFX: *Regeneration*. Spend a Doom Die to recover your Physical Stress or step back your Physical Trauma.
- Limit: *Exhaustion*. Shutdown a REPTILIAN ATAVISM power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate a Transition Scene or spend a Transition Scene to recover that power.

Specs Combat Expert 8 Menace Expert 8 Psych Expert 8



While Croc is always eager for a fight, even he knows a losing battle when he sees one. If such an opportunity arises for Croc to escape, he'll have no qualms with leaving these "loons" to deal with the heroes while he swims for the mainland. If such a thing happens, maybe the heroes can track him down later in this Event. Maybe he gets shanghaied into or otherwise caught up in the underground superhuman fighting ring detailed in the Battle Royale mission?

VICTOR ZSASZ

Solo **8** Sadist
Buddy **6** Liberate the Lifeless
Team **4** Nothing to Lose

Distinctions

MANIC MURDERER

Enhanced Durability **8** Weapon **8**

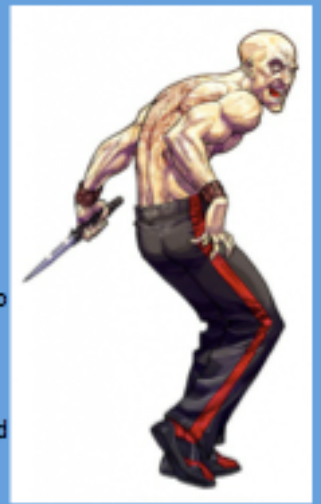
Power Sets

SFX: *Focus*. In an action pool that includes a MANIC MURDERER power, replace two dice of equal steps with one die of +1 step.

SFX: *Masochism*. Add your Physical or Emotional Stress to an attack action. After that action, step up your Stress die and return it.

Limit: *Gear*. Shutdown Weapon and step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a d6 from the Doom Pool to recover power.

Specs Acrobatic Expert **8** Combat Master **10** Menace Master **10**



HUGO STRANGE

Solo **4** Mad Psychiatrist
Buddy **6** Stronger Than He Looks
Team **8** Manipulative

Distinctions

PHYSICAL SPECIMEN

Enhanced Durability **8** Enhanced Strength **8**

Power Sets

SFX: *Grappling*. When inflicting a restraining- or immobilization-type complication on a target, add a d6 and step up the effect die.

Limit: *Going Mad*. Add a d6 to the Doom Pool and step up Emotional Stress caused by failed plans or being outsmarted.

Specs Combat Expert **8** Psych Master **10** Science Master **10**



Resolving the Mission

This mission ends when the heroes have successfully incapacitated the inmates across the island, including Hugo Strange. Once it is apparent that Hugo had nothing to do with the breakout, the question should remain: who was behind the breakout and why?

Gorilla Warfare

Synopsis: Metropolis is under attack! Gorilla Grodd has appeared out of nowhere with a gorilla army from Gorilla City and things are going bananas! Stop the invasion and defeat Grodd!

Prerequisites: none

Description: Gorilla Grodd hails from Gorilla City, a city in Africa built by intelligent apes. He has clashed with heroes the Flash and the Justice League numerous times. Now, he has set his sights on the bustling city of Metropolis, for reasons that are still unknown to the heroes.

Gorilla Grodd and his gorilla army have mobilized on the beach of Metropolis. The Metropolis Special Crimes Unit have set up a **SUPERHUMAN BARRICADE** around the beach to keep the gorilla army from moving further into the city, but oddly enough the gorillas do not seem intent on marching into the city just yet. In fact, Grodd has established a **HI-TECH GORILLA OUTPOST** near the water. The gorilla army used hi-tech submarines to infiltrate the city via the **GREAT EXPANSE OF THE WEST RIVER**.

Right before the heroes arrive to deal with this situation, the gorilla army mobilizes, breaking through the police barricade and into the city beyond. There is **CHAOS IN THE STREETS** and the M.S.C.U. is having difficulty containing the rampaging gorillas.

The gorilla army is composed of a platoon of **Gorilla Footsoldiers** and **two Gorilla Tanks**. There was more of an army before the heroes got here, but this is what is left.

GORILLA FOOT SOLDIERS

Team For Gorilla City!

8 8 8 Distinctions Disgusting Humans!


PRIMATE PLATOON

Enhanced Durability 8 Enhanced Strength 8 Plasma Weapon 8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Plasma Barrage.* Step up or double Plasma Weapon for one action. Step back Plasma Weapon to 2d6. Activate an opportunity or spend a Doom Die to recover.

Limit: *Mob Cohesion.* Defeat Team Dice (d6 or more Stress) to reduce mob.



GORILLA TANK

Solo **4** Gorilla City Technology
 Buddy **6** Primate Pilot
 Team **8** Distinctions

MONKEY MACHINE
 Energy Blast **10** Enhanced Speed **8** Superhuman Durability **10**

Power Sets

SFX: *Intense Barrage.* Against a single target, double Energy Blast die. Remove the highest rolling die and use three dice for your total.

SFX: *Missiles Barrage.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Systems Failure.* Shutdown a MONKEY MACHINE power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover that power.

Resolving the Mission

This mission ends when the gorilla army has been defeated. Gorilla Grodd himself is nowhere to be found. (He secretly teleported to an unknown location before the heroes arrived.) Even with the gorilla army defeated, the heroes know that as long as Gorilla Grodd is on the loose this battle is not over.



Soul Conduits

Synopsis: Something is not right in the spiritual realm and you can sense it. Disembodied souls are calling out for justice and soulless thralls wander the streets. Reunite the souls with their wandering bodies to bring peace to the spiritual realm.

Prerequisites: any hero with a Mystic specialty

Description: Many, many years ago, Felix Faust sold his soul to the devil for great mystical might. Now, the devil is coming to collect and Felix does not quite want to give up his soul yet. So, Felix has arranged another deal with the devil in which he will provide him with other souls in place of his own. But Faust has become very powerful and it will take many souls to replace his. So, Felix Faust has set his eyes on capturing thousands of souls to give to Satan so that he may stay in the realm of the living.

After sensing something amiss in the spiritual realm and seeing reports of people roaming the streets like zombies, the heroes journey to Greenwich Village in Metropolis to investigate. Greenwich is a place **STEEPED IN THE OCCULT** and is a common place for the strange and unusual. Upon arriving, the heroes quickly find the mindless thralls wandering the streets. Without a soul to guide them, the bodies have become listless and violent.

A hero with a Mystic Specialty will at once recognize that these bodies are missing their souls and will also know that a mystic ritual must be done to reunite the souls and bodies, but the ritual must be performed near the soulless bodies, putting the mystic hero in harm's way. Performing such a ritual will take time, however, and the hero performing the ritual must be protected from the mindless thralls until the ritual is complete.

A hero with the Mystic specialty may roll against the Doom Pool plus a **d12 Missing Souls** complication. Successful rolls against the Doom Pool reduce the Missing Souls complication. Once the Missing Souls complication has been reduced to a d4, a Soul Well appears. It is in this fragile container that the souls of the disembodied are held. To free the spirits, a hero must take an action against the spirit well and break it (no roll is needed). Once the well is broken, the spirits return to their bodies.

The mystic hero must focus all of their energy on conjuring the soul wells. If they take stress or take an action against anyone else, the Missing Soul complication resets to d12 and they must start all over again. That is why it is imperative that the other heroes keep the mindless thralls at bay. If there is more than one mystic hero in the party, they may assist the hero performing the ritual by rolling against the Doom Pool to create mystic assets.

SOULLESS THRALLS

Team: 6 6 6 6
6 6 6 6

Distinctions: Bodies Without Souls, Mindless Rage

Power Sets: PRIMATE PLATOON, Swarm (8), Grab (8)

SFX: Area Attack. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

Limit: Mob Cohesion. Defeat Team Dice (d6 or more Stress) to reduce mob.

Resolving the Mission

This mission ends when the thralls are reunited with their souls. Things return to normal (or as normal as things normally are in Greenwich Village) and the confused civilians may need to be consoled. No one is sure who was behind the soul theft, but whomever it was the heroes must find them and stop them before they can steal other souls.

VENOM IN THE STREETS

Synopsis: Gangs in Gotham are always looking for the newest piece of weaponry to give them a leg up on the competition. The newest weapon to hit the Gotham gang scene is a powdered form of the Venom serum, the same serum that gives Bane his superhuman strength. These roided-up gangsters are tearing through Gotham like its made of cardboard and it's going to take some bona fide super heroes to bring them down.

Prerequisites: Gotham-based hero

Description: Gotham City is a place riddled with violence, psychopaths, and corruption. It's a wonder people still live there. The heroes learn that a gang named Los Serpientes has started an all-out war on Gotham and her people; and to make matters worse, these gangsters have gotten their hands on Bane's superhuman serum: Venom.

GCPD reports state that a group of Los Serpientes is currently robbing a bank. A police force has been deployed to stop them, but communications have been lost. Heroes responding to this mission should report the Gotham City Bank in question.

Upon arriving, the heroes find that the police force that had been dispatched to deal with Los Serpientes has been destroyed. A few gangsters have been set up to stand watch outside while the other gangsters rob the bank. The heroes will have to fight there way through the guards to get to the rest of the gangsters inside the bank. However, a particularly sneaky hero could infiltrate the bank and take out the gangsters with the cash without alerting the venomized gangsters outside. Doing so would require rolling against the Doom Pool.

Outside the Bank

The outside of the bank is in ruins. This is where the brave GCPD officers met their grisly demise at the hands of the juiced-up gangsters. The street is **LITTERED WITH VEHICLE DEBRIS** from both police and civilian vehicles. Luckily, the surrounding buildings had been **EVACUATED** before the fighting began, so there are no civilians in harm's way.

Two Venomous Serpientes stand guard here. Both of them have taken a hit of the Venom Powder and are monstrously big and powerful. They are standing guard here, making sure no cops or heroes stop their operation.

VENOMOUS SERPIENTES

Solo	4	Distinctions	Under The Influence
Buddy	6		Eff The Police!
Team	8		Unbridled Strength


VENOM POWDER

Superhuman Durability 10	Superhuman Strength 10
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SFX: *Another Hit.* Step up or double your VENOM POWDER powers for a Scene, or spend a Doom Die to do both. Take the second-highest rolling die of each subsequent action or reaction as Physical Stress.

Limit: *Drug Dependence.* Turn any VENOM POWDER power into a complication to add a d6 Doom Die or step up the lowest die in the Doom Pool by +1. Activate an opportunity or remove the complication to recover that power.

Specs Combat Expert 8 Crime Expert 8 Menace Expert 8




Inside the Bank



The inside of the bank is in a state of disrepair as well. Unfortunately, the police officers arrived to late to evacuate the bank itself and the gangsters now have **A GROUP OF HOSTAGES** at their disposal. The bank itself is filled with **STATE OF THE ART SAFES** and **PRIVATE VAULTS**.

Meanwhile, a **group of normal gangsters** are busy transferring as much money from the bank's safe to their getaway van. These gangsters have not taken a hit of the Venom Powder so that they can keep their minds clear for the sake of the job. Should the alarm be raised outside, these gangsters will take what money they have, hop in their van, and speed off. Heroes that wish to pursue these gangsters must then participate in a Chase Action Scene. (For more details on how a Chase Action Scene goes, see below.)

SERPIENTES GANGSTERS

Team 

Distinctions
Ain't Afraid Of You!
We Run This Town!
Armed And Dangerous

MOB TRAITS
Swarm  Weapon 




Power Sets
SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.
SFX: *Get Him!* Against a single target, step up or double Swarm. Remove highest-rolling die and add an additional die to your total.
Limit: *Mob Cohesion.* Defeat Team Dice (d6 or more Stress) to reduce mob.



Getaway Van Chase

As soon as the chase begins, spend a d8 or larger Doom Die to create a Distance complication die. Pursuing heroes take actions against the **Getaway Van** to close the distance (represented by rolling against the Doom Pool), targeting the Distance complication as normal with successes stepped the die back. The Getaway Van can target the complication as well, using successes to step it up. If the distance die steps up beyond d12, the Getaway Van and the gangsters inside escape. If the Distance die steps back below d4, the heroes catch the Getaway Van.

If the heroes manage to reduce the Distance die to below a d4, they catch the Getaway Van. You may then resolve the scene by having the heroes defeat the mob or by having the mob surrender once they are caught.

GETAWAY VAN

Solo  Buddy  Team 

Power Sets
RICKETY VAN
Enhanced Durability  Enhanced Speed 

SFX: *Floor It!* Step up or double Enhanced Speed for one action, then step Enhanced Speed back to 2d6. Activate an opportunity to recover.

Options with This Mission

With parties containing powerful heroes or more than 4 players, consider making the gangsters in this scene a little tougher. Add another Venomous Serpientes or give the Venomous Serpientes assets like **Car Door Shield**, or **Parking Meter Club**, or even a **Minigun**. Likewise, if the heroes handily handle the Venomous Serpientes outside, spend a Doom Die and reveal that one of the gangsters in the mob takes a hit of his Venom Powder stash and then becomes a Venomous Serpientes, effectively adding one more to combat.

Resolving the Mission

This mission ends once all Los Serpientes gangsters have been defeated. No one is quite sure where the gangsters are getting their new drug from, but a Crime-, Medical-, Tech-, or Science-savvy hero could take a sample of the drug and run tests on it to trace the drug back to its place of manufacture. (In fact, this will need to be done in order to pursue the progression of this mission's storyline into Tier 2.)



TIER 2 MISSIONS

Battle Royale

Synopsis: Superhumans are going missing. Rumors of an underground superhuman fighting ring are circulating. Maybe these rumors and missing superhumans are connected somehow?

Prerequisites: none

Description: Superhumans are disappearing off the streets (heroes and villains alike). No one knows where the superhumans are going and no villain is monologuing about a grand world domination scheme yet. About the same time reports of missing superhumans start coming in, rumors of an underground superhuman fighting ring begin to pop up. There's no doubt that these two things are connected. The only question is finding where the superhuman fights are being held.

Gathering Information

The first step in rescuing these superhuman hostages is finding out more information about this underground fighting ring. Frame this part of the Mission as a Transition Scene, with heroes using their specialties to find out more information on the rumored underground fighting ring and superhuman disappearances.

- **Crime Resource:** The hero digs up a contact in the criminal underworld. After passing a few hundred dollars, the contact reveals that there's this new fighting circuit called MetaBrawl – a no-holds-barred combat arena pitting hero and villain against each other. It's a very lucrative business, but not just anyone can get in.
- **Menace Resource:** Similar to Crime Resource, but with the information given up far less voluntarily and with menacing words instead of cash.

In order to bring this MetaBrawl down, the heroes are going to have to infiltrate the circuit and take it down from the inside. Using their contact, the heroes find the location of one of the MetaBrawl's preliminary matches. If the heroes can impress in this venue, they will receive an invitation to the MetaBrawl Main Event match.

Going Incognito

However, heroes aren't allowed to participate willingly (too many things can go wrong with goody-two-shoes heroes running around). In order to fool the officials and gain access to the fight, one hero will have to disguise himself or herself as a villain. Special consideration should be taken into effect when making the choice of which hero to send in. The villain identity chosen should have powers similar to the heroes. Also, a villain identity can't be made up for the hero to use (MetaBrawl doesn't want no-name combatants, they want names that will sell).

While any type of Power Set will do, the heroes should learn through their contact that brawlers and those with Combat specialties make for the best combatants.

Once a proper disguise has been selected, the hero enters into the preliminary match. The other heroes may spectate the fight in disguise also, but if they reveal their super hero identities, any chances of tracking this fighting circuit down will disappear.

MetaBrawl Prelim Match

The site of the MetaBrawl preliminary matches is constantly changing. For this particular match, the location is at the Blüdhaven docks. The site is **SECLUDED** in an **ABANDONED WAREHOUSE**. There are plenty of **SPECTATORS** gathered to see the fight, placing bets and hoping to win some money. A **FIGHTING CAGE** rings the arena, to keep combatants in **CLOSE QUARTERS** and to protect those gathered to watch.

There are many preliminary matches before the disguised hero is scheduled to step into the ring, although none of the missing heroes are featured in these matches. During this time, undercover heroes may chat with a few of the other wealthy spectators to find out more about this MetaBrawl and just who runs the show.

Tonight, the hero is fighting **Atomic Skull**. In order to gain admittance into the MetaBrawl Main Event, the hero will have to defeat Atomic Skull and impress the fight's officiators. Atomic Skull is someone who is always looking for a fight. He heard of the underground fighting ring and he is here to become MetaBrawl's next champion. The only thing standing in his way is this preliminary match.

ATOMIC SKULL


Solo **8** Student Turned Super-Villain
Buddy **6** Schizophrenic
Team **4** Monstrous Appearance

Distinctions

GENETIC TAMPERING
Enhanced Speed **8** Radiation Blast **8** Superhuman Durability **10**
Superhuman Strength **10**

Power Sets
SFX: *Energy Absorption*. On a successful reaction against an energy-based attack, convert your opponent's effect die into a GENETIC TAMPERING stunt or step up a GENETIC TAMPERING power until used in an action. If opponent's action succeeds, spend a Doom Die to use this SFX.
SFX: *Radioactive Aura*. On a successful reaction against a physical attack, inflict Physical Stress with your effect die at no cost or spend a Doom Die to step it up.
Limit: *Radiation-Based*. When stressed out by energy-draining or radiation-inhibiting tech, step up the lowest die in the Doom Pool or add a d6 Doom Die and shutdown GENETIC TAMPERING.

Specs Combat Expert **8** Menace Expert **8**



Joseph Martin

If the hero defeats Atomic Skull and played the role of a villain convincingly, the officiators present the disguised hero with a plastic card. The card's use is hidden at this time, but will be revealed later.

Alternatively, if the hero blows his cover or if any of his teammates reveal themselves, their operation is ruined. Word quickly gets back to the MetaBrawl higher-ups and they take extra precautions to not be found, ruining the heroes' chances of dismantling the fighting ring and rescuing the kidnapped superhumans.

Resolving the Mission

This mission is over when the hero successfully defeats Atomic Skull and receives his invite to the MetaBrawl Main Event.

Big Spiritual Trouble In Little Chinatown

Synopsis: The spirits in Metropolis Chinatown are crying out. This must be connected to the spiritual disturbance in Greenwich.

Prerequisites: Soul Conduits

Description: Time is running out for Felix Faust and in a final desperate bid to repay Satan, Faust has kidnapped Madame Xanadu and harvested her soul. He hopes that the soul of this powerful sorceress will cover the price he paid so long ago for his power.

Chinatown is a place steeped in Asian culture. The buildings here feature **ASIAN ARCHITECTURE**, meaning there are plenty of ornate marble pillars and paper walls here. Magic users also know Chinatown for its **STRONG MYSTICAL CONNECTION** to realms beyond. Faust has taken refuge inside Madame Xanadu's Magic Shop, which is full of **MAGICAL CURIOS**.

Upon the heroes arrival, Faust has a flash of a brilliant scheme. Surely, Madame Xanadu's soul would be worth a good bit to the Devil, but how much more so the souls of Earth's most powerful heroes? If Faust can capture the souls of the heroes, his debt would be paid many times over and would maybe even allow him to purchase even more power from the Prince of Pride. Conjuring Madame Xanadu's soul and magical power into himself, Faust becomes even more powerful and then attacks the heroes.

FELIX FAUST

Solo

10 10 10

Distinctions

- Power-Hungry
- Souless Sorcerer
- Many Millenia Old

FELL MAGIC

Enhanced Durability 8 Flight 6 Mystic Blast 10

Mystic Resistance 10 Supreme Sorcery 12 Telepathy 8

Transmutation 8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Multipower.* Add more than one FELL MAGIC power to your pool. Step back each FELL MAGIC die in your pool by -1 for each die beyond the first.

SFX: *Somatic Components.* When using a stunt or resource to create magical assets or complications, add a d6 and step up your effect die.

Limit: *The Extent of Sorcery.* When you add Supreme Sorcery to any pool, you may only create assets and complications as your effect.

MYSTICAL EQUIPMENT

Mystic Senses 12 Teleport 10

SFX: *Scrolls of Power.* When you create a Mystic or Cosmic related resource or stunt, add a d6 and step up the effect die by +1.

Limit: *Gear.* Shutdown a MYSTICAL ARRAIGNMENT power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doome Die to recover power.

Specs Combat Expert 8 Cosmic Expert 8 Menace Expert 8 Mystic Master 10



As the heroes fight Felix Faust, there is a Timer die added to the initiative. This timer represents the time left before Satan comes to collect. When the timer is selected to go in initiative, it steps up by +1 step (starting at a die size of d6). When the timer die steps up to a d12, double it and move it to the Doom Pool. At this time, the Watcher must spend the 2d12 out of the Doom Pool to end the Scene as Satan arrives. In a horrible display of fire, darkness, and terror, Satan appears and drags Felix Faust screaming and weeping down to Hell with him. Seeing such evil is sure to leave the heroes rattled, so inflict a d10 Emotional Stress on all heroes that see Satan drag Felix Faust away.

Alternatively, if the heroes defeat Felix Faust before Satan arrives, the timer will not activate and they will not take Emotional Stress. Madame Xanadu's soul is returned to her body and she is most thankful for the heroes' help. As for Faust, Satan arrives later to collect his debt.

Resolving the Mission

This mission ends when Felix Faust is either defeated by the heroes or dragged to Hell by Satan.

Caged Gorilla

Synopsis: You've received an anonymous tip telling you where Grodd is hiding. According to the tip, Grodd is incapacitated and ready for the heroes to pick him up.

Prerequisites: Gorilla Warfare

Description: Although Grodd's invasion of Metropolis might have seemed like a rash attack, Grodd was actually coming here to meet with Lex Luthor. The two were planning to collaborate on a device that would defeat superheroes once and for all. Grodd brought with him a device he made himself, a Devolution Machine, designed to send out a wave of energy that would cause humans to devolve back into apes. However, the device was too large for even Lex Luthor to transport into Metropolis without raising questions. So, Grodd posed an invasion on Metropolis and then used a short-range teleporter to teleport himself and his Devolution Machine to a predetermined location to meet with Lex.

Unbeknownst to Grodd, Lex Luthor has other plans. As soon as Grodd arrived, Luthor activated a trap, knocking Grodd and his elite guard unconscious. Lex then made off with Grodd's device and gave the heroes an anonymous tip on Grodd's whereabouts. Luthor isn't worried that Grodd will give away his involvement in their scheme, because the device used to render Grodd unconscious was actually a psi-scrambler meant to scramble the mind and memories of the target. Luthor, however, underestimated Grodd's mental fortitude and the ape wakes up from his induced sleep with a bestial rage to kill Luthor, even though he can't remember fully why he wants to murder Luthor.

The heroes follow the coordinates provided in the anonymous tip to an **ABANDONED WAREHOUSE** in Metropolis' Industrial District. The warehouse sports **HUNDREDS OF CRATES**, each carrying some piece of industrial equipment. Grodd and his elite guard have just woken up when the heroes arrive. His brain is fuzzy from the scrambler and he is quite angry. The sight of the heroes sends him into a rage and he orders his elite guards to attack the heroes. Grodd is accompanied by three **Elite Gorilla Guards**.

ELITE GORILLA GUARD

Solo	4	Distractions	Brute Strength
Buddy	6		Disgusting Humans
Team	8		Protect Grodd!

GORILLA SOLDIER

Enhanced Durability 8 Enhanced Senses 8

Enhanced Stamina 8 Superhuman Reflexes 10

Superhuman Strength 10


Power Sets

SFX: *Claws & Fangs.* Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by -1.

SFX: *Unleashed.* Step up or double any GORILLA SOLDIER power for one action. If the action fails, step down the highest die in the Doom Pool.

Limit: *Exhausted.* Shutdown any GIANT INTELLIGENT APE power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover power.

Specs Acrobatic Expert 8 Combat Expert 8 Menace Expert 8



GORILLA GRODD

Solo	10	Distinctions	You Hairless Apes Disgust Me
Buddy	8		Sinister Simian
Team	6		Would-Be Conqueror

GIANT INTELLIGENT APE

Enhanced Durability **8** Enhanced Senses **8**

Enhanced Stamina **8** Superhuman Reflexes **10**

Superhuman Strength **10**

SFX: *Claws & Fangs.* Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Exhausted.* Shutdown any GIANT INTELLIGENT APE power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover power.

PSYCHIC PRIMATE

Mind Control **8** Psychic Blast **10** Psychic Resistance **10** Telepathy **10**

SFX: *Area Attack.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.

SFX: *Powerful Psychic.* Step back the highest die in your attack action pool to add a d6 and step up Mental Stress inflicted.

SFX: *Versatile.* Replace Psychic Blast or Telepathy die with 2d8 or 3d6 on your next roll.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown PSYCHIC PRIMATE. Recover PSYCHIC PRIMATE when you recover that stress or wake up. If you take Mental Trauma, shutdown PSYCHIC PRIMATE until you recover that trauma.



Specs Acrobatics Expert **8** Combat Expert **8** Menace Master **10** Psych Expert **8** Tech Master **10**

Resolving the Mission

This mission ends when the heroes defeat Grodd and his Elite Guards. Since Grodd is a citizen of Gorilla City in Africa, he will be escorted back to his homeland to be tried for crimes there (unless the heroes have another plan for him). As Grodd is taken away, he mentions one name in his fury: Luthor. Heroes can further question Grodd about Luthor's involvement, but not yet. That must happen in the Tier 3 mission.

To keep the story organic, you could simply say that the Psi-scrambler sufficiently scrambled Grodd's brain about all the details of his invasion and deal with Luthor. Given time, maybe his brain will heal itself and the heroes will be able to finally question him then. Any attempts to go after Luthor before hand should prove Lex to be a slippery suspect indeed.

Entity: Butcher

Synopsis: The Red Lantern Atrocitus has appeared in Star City. He is probably here to find The Butcher. Maybe you can help each other. Be careful, though: he looks angry.

Prerequisites: A Warning

Description: Atrocitus is the leader of the Red Lantern Corps, wielders of the red light of rage. He decided to personally come to Earth in order to reclaim his lost Entity. Atrocitus is filled with rage, one of the most unwieldy emotions of the spectrum. He is volatile and dangerous, but could be a valuable ally in dealing with The Butcher. Heroes that arrive at Star City can either deal with him combatively or through diplomacy, although convincing Atrocitus to work with the heroes (especially a Green Lantern) will prove difficult.

ATROCITUS

Solo 10 Leader of the Red Lanterns

Buddy 6 *Distinctions* Revenge Will Be Mine!

Team 8 Bridled By Rage

SON OF RYUT

Enhanced Durability 8 Enhanced Stamina 8

Superhuman Strength 10

SFX: *Claws.* Step back the highest die in your attack action pool to add a d6 and step up Physical Stress inflicted by +1.

Limit: *Exhausted.* Shutdown any SON OF RYUT power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover power.

RED LANTERN RING

Energy Blast 8 Supersonic Flight 10 Energy Shield 10 Red Light Control 8

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Boost.* Shutdown any RED LANTERN RING power to step up another RED LANTERN RING power by +1. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Constructs.* Add a d6 and step up your effect die by +1 when using Red Light Control to create assets.

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications from poison, radiation, inhalents, or vacuum.

SFX: *Space Flight.* Shutdown all other RED LANTERN RING powers and gain Space Flight d12. Shutdown Space Flight d12 to reactive other RED LANTERN RING powers.

SFX: *Use Your Rage.* Include your own Emotional Stress in an action pool including any RED LANTERN RING power. Step up your Stress and return it after the action.


Limit: *Fueled By Rage.* Step up stress and complications inflicted by calming or peaceful effects. For each 2 full steps of Emotional stress dealt in this way, step down all RED LANTERN RING powers by -1. When death Emotional Trauma, shutdown RED LANTERN RING. Recover Emotional Trauma to regain powers.

Limit: *Rage.* Turn any RED LANTERN RING power into a complication to step up the lowest die in the Doom Pool or add a d6 Doom Die. Remove complication to recover power.

Limit: *Recharge.* Shutdown RED LANTERN RING and step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Transition Scene to recover.

Specs Combat Expert 8 Cosmic Master 10 Menace Master 10 Mystic Expert 8

Atros



- **If the heroes convince Atrocitus to work with them**, he reveals that he has been tracking The Butcher and knows that it is heading to a court hearing of some psychopath. Using his ring, Atrocitus leads the heroes to the execution. (Step Atrocitus' Affiliation dice down, and treat Atrocitus like a minor hero character. Select a player to control Atrocitus for this mission.)
- **If the heroes choose to fight Atrocitus (or Atrocitus chooses to fight them)**, they must deal with the leaders of the Red Lanterns. However, while they are fighting, The Butcher finds its host in the middle of the court hearing. The Butcher awakens and slaughters dozens, adding a d8 to the Doom Pool.

The Butcher escaped the Light Thief's prison and has been prowling the streets of Star City looking for a rage-filled host. He finds such a host at the public court hearing of a psychopath. The psychopath in question murdered a little girl and it would seem that he is going to be sent to the mental health hospital his lawyers lobbied for instead of receiving the life sentence he deserves. In the hearing is the mother of the murdered child. Realizing that her child's murderer is about to get away with it has filled her heart with rage and it is palpable. The Butcher hears the mother's quiet thoughts of murder and rushes into the hearing to merge with her. As stated above, if the heroes allied themselves with Atrocitus, they arrive just in time to see the two merge. If they took the time to fight Atrocitus, however, they arrive after The Butcher has awakened and killed dozens in its rage.

THE BUTCHER

Solo

10 10 10

Distinctions

- Embodiment of Rage
- Justice In Blood
- Unbridled Fury

RED LIGHT OF RAGE

Energy Blast 10 Godlike Durability 12

Godlike Strength 12 Mind Control 10

Red Light Supremacy 12 Space Flight 12

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Constructs.* Add a d6 and step up your effect die by +1 when using Red Light Supremacy to create assets.

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications from poison, radiation, inhalents, or vacuum.


SFX: *Incite Rage.* Add a d6 and step up your effect die by +1 when using Mind Control to inflict rage-related complications on a target.

SFX: *Use Your Rage.* Include your own Emotional Stress in an action pool including any RED LIGHT OF RAGE power. Step up your Stress and return it after the action.

Limit: *Fueled By Rage.* Step up stress and complications inflicted by calming or peaceful effects. For each 2 full steps of Emotional stress dealt in this way, step down all RED LIGHT OF RAGE powers by -1. When death Emotional Trauma, shutdown RED LIGHT OF RAGE. Recover Emotional Trauma to regain powers.

Limit: *Rage.* Turn any RED LIGHT OF RAGE power into a complication to step up the lowest die in the Doom Pool or add a d6 Doom Die. Remove complication to recover power.

Specs Combat Expert 8 Cosmic Master 10 Menace Master 10



Power Sets

The battle against The Butcher starts in the middle of the court. The courtroom is **CROWDED WITH PEWS** and the building is definitely **NOT MADE TO WITHSTAND BATTLE**. The battle could very easily (and most likely will) spill out into the surrounding area. Then, innocents could become **Endangered** and fighting on **BUSY HIGHWAYS** could complicate things. The Butcher could even use its ability to incite rage to raise up an angry mob to attack the heroes (spend a d8 Doom Die and introduce a mob akin to the one found in the Anti-Hero Riot mission on page 45).

The Butcher seeks justice for the murder of the innocent child – justice through blood. It will not relent until it has killed the murdering psychopath that took the child’s life. The heroes, of course, cannot allow this. The Butcher is a powerful opponent, but it can be defeated through combat. The plight of the mother is one the heroes could easily sympathize with. Heroes could make impassioned, emotional pleas with The Butcher’s host, talking her down from her rage. Doing so would require taking action against the Doom Pool plus a d12 Righteous Fury die. Successful rolls against the Doom Pool would reduce this die.

Resolving the Mission

This mission could end in many different ways depending on what the heroes did:

- **If the heroes allied themselves with Atrocitus and defeated The Butcher**, he captures the entity in a red ring and takes it back to Ysmault, the home of the Red Lanterns.
- **If the heroes do not ally themselves with Atrocitus and manage to defeat the Butcher**, the entity leaves its host, but the heroes must devise a way to contain it and keep it from possessing another host.
- **If the heroes do not defeat The Butcher, or if The Butcher kills the psychopath on trial**, add The Butcher’s Righteous Fury die to the Doom Pool. The word of a murdering beast that even superheroes could not stop quickly spreads and panic ensues as the populace wonders who the beast will kill next. After the psychopath is slain, the host’s rage subsides and The Butcher leaves, seeking a new host.

Entity: Parallax

Synopsis: Parallax, the entity of fear, has been spotted in Coast City. Stop the entity before it sends the entire city into a panic!

Prerequisites: A Warning

Description: Like The Butcher, Parallax broke free of the Light Thief's prison and is wandering the world looking for a suitable host. Parallax is currently in Coast City, sending the citizens into a panic over the sight of this yellow demon prowling the streets. Local law enforcement is powerless to stop it and have instead dedicated their efforts into keeping civilians safe until the heroes arrive.

When the heroes arrive, the situation gets especially dangerous. Parallax has a penchant for hijacking the bodies of Earth's heroes (most notable among these is Green Lantern Hal Jordan). As soon as the heroes arrive, Parallax chooses the hero with the highest Menace specialty to be its host. Once Parallax has chosen its host, there is no getting it out. The heroes are now forced to fight their possessed teammate.

For all intents and purposes, the hero is now a Watcher character. However, he or she may still retain control of their character and feel the rush of being an all-powerful villain. The possessed hero is now operating solo and is a large-scale threat. So, up the hero's Solo affiliation die to three (3). (Meaning, if a hero has Solo d8, he now has Solo 3d8.) The possessed hero also gains access to Parallax's YELLOW LIGHT OF FEAR Power Set (see below). The possessed hero may spend die from the Doom Pool to aid in their fight with their former allies.

YELLOW LIGHT OF FEAR	
Energy Blast 	Godlike Durability 
Godlike Strength 	Mind Control 
Space Flight 	Yellow Light Supremacy 

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Constructs.* Add a d6 and step up your effect die by +1 when using Yellow Light Supremacy to create assets.

SFX: *Fear Me.* Step back the highest die in your attack action pool to add a d6 and step up Emotional Stress inflicted.

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications from poison, radiation, inhalents, or vacuum.

SFX: *Your Deepest Fear.* When inflicting a fear-based complication on a target, add a d6 and step up your effect die.

Limit: *Clumsy Host.* Both 1s and 2s count as opportunities when using YELLOW LIGHT OF FEAR, but only 1s are excluded from being used for totals or effect dice.



Once the adjustments have been made to the possessed hero, sit back and enjoy the fireworks! Be sure to frame proper Scene Distinctions for the areas this fight takes place in, which could range from **TOWERING SKYSCRAPERS** to **CROWDED NEIGHBORHOODS** and everything in between.

Options With Parallax:

If there are numerous heroes with the same Menace specialty die size (or if you don't trust the hero with the highest Menace specialty to not derail the story and kill everything), you are free to choose who Parallax possesses. Green Lantern Hal Jordan is a familiar host to Parallax. Maybe Parallax wants to feed on Jordan's' fear of becoming an unwilling host to the entity again and chooses him as his host; or maybe Parallax chooses the hero that is most afraid of being possessed. Take care who you possess; while you want this to be a challenging fight you don't want to overwhelm them. For example, if Parallax possessed Superman and the only other members on the party were Green Lantern, Green Arrow, and Black Canary, you might find yourself with a total party wipeout. However, possessing Green Lantern in the same setting would prove to be a very challenging battle for the other three heroes. This is a chance to offer your players some unique roleplaying opportunities, feel free to work this mission and Parallax's' possession however you want.

Resolving the Mission

The mission ends when the heroes successfully defeat their possessed ally. Parallax leaves the body of the hero and then flees into the atmosphere. It has tired of Earth and is on its way back to Qward, the home of the Sinestro Corps.

Note that a possessed hero retains any Stress or Trauma they received during this fight.

The Rogues

Synopsis: The Rogues of Central City are at it again. It seems the boys have robbed a Queen Consolidated charity banquet. Time to go slap some hands.









Prerequisites: Flash

Description: The Rogues of Central City have been a thorn in the Flash's side for years. Eccentric, deadly, and powerful, the Rogues also have a strange sense of respect for their nemesis. That respect doesn't stop them from committing crimes and attempting to best the Flash at every turn, however.

Presently, The Rogues have just robbed a Queen Consolidated charity banquet. They would have been long gone by now if it wasn't for The Trickster, who just had to stop and monologue about how great this prank was. Now, the silent alarm has been tripped and the heroes are on their way.

When the heroes arrive they find The Rogues loading up their ill-gotten gains in a getaway van. They know they can't outrun the Flash, so once the heroes show up, they know the only option left for them to do is fight. The fight takes place in Central City's high-end district, with **TOWERING SKYSCRAPERS** and **BUSY STREETS** all around.

The datafiles for the Rogues are as follows. There must be one Rogue per hero. Captain Cold and Trickster must be included in this team, but the rest can be mix-and-matched.

CAPTAIN BOOMERANG		George "Digger" Harkness
Solo	 Aussie With An Attitude	
Buddy	 Career Criminal	
Team	 Not Washed Up	
	TRICK BOOMERANGS	
	Weapon 	
Power Sets	SFX:	<i>Explosive Boomerang.</i> Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by +1.
	SFX:	<i>Putty Boomerang.</i> Add a d6 and step up your effect die by +1 when inflicting a immobilizing complication on a target.
	SFX:	<i>Versatile.</i> Splint Boomerang into 2d6.
	SFX:	<i>What Goes Around...</i> Spend a Doom Die to reroll when using any TRICK BOOMERANGS power.
	Limit:	<i>Gear.</i> Shutdown TRICK BOOMERANGS to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover power.
Specs	Combat Expert  Crime Expert  Tech Expert 	

CAPTAIN COLD

Leonard Snart

Solo **6** Icy Confidence
Buddy **4** Unrepentant Crook
Team **8** Not A Killer

CRYOKINESIS

Ice Blast **8** Ice Mastery **10**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Chill Out!* Add a d6 and step up your effect die when using CRYOKINESIS to create complications on a target.

SFX: *Immunity*. Spend a Doom Die to ignore stress, trauma, or complications from cold-based attacks.

SFX: *Multipower*. Add more than one CRYOKINESIS power die in your pool. Step back each CRYOKINESIS power die in your pool by -1 for each die beyond the first.

Limit: *Exhausted*. Shutdown CRYOKINESIS to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover power.

Specs Combat Expert **8** Crime Expert **8** Tech Expert **8**



GOLDEN GLIDER

Lisa Snart

Solo **4** Little Sister
Buddy **6** Big Ambitions
Team **8** Unfeeling

PHASING PHANTOM

Flight **6** Intangibility **10**

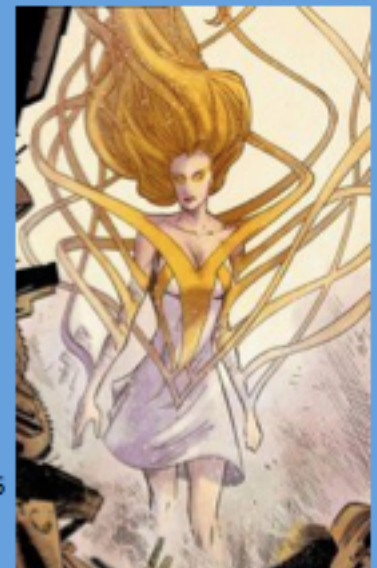
SFX: *Disruption*. When including Intangibility as part of an attack action vs. tech-related targets, add a d6 and step up your effect die.

SFX: *Reactive Power*. Spend a Doom Die to include a PHASING PHANTOM power in another character's dice pool before they roll. If that character takes stress, you immediately d6 Mental Stress.

SFX: *Versatile*. Replace Intangibility with 2d8 or 3d6 on your next roll.

Limit: *Phantom*. Change Intangibility into a complication when you take Physical Trauma to step up the lowest die in the Doom Pool or add a d6 Doom Die. Recover that trauma to recover power.

Specs Acrobatic Expert **8** Psych Expert **8**



HEATWAVE

Solo

4

Hot Head

Buddy

6

Pyromaniac

Team

8

Dense

Distinctions

PYROKINESIS

Fire Mastery 10

Flame Blast 10

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications from heat-based attacks.

SFX: *Turn Up The Heat!* Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by +1.

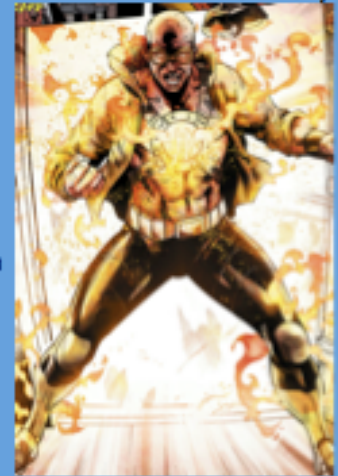
Limit: *Extinguished.* Shutdown all PYROKINESIS powers vs. flame-retardant attack to step up the lowest die in the Doom Pool or add a d6 Doome Die. Recover power by activating an opportunity or during a Transition Scene.

Specs

Combat Expert 8

Menace Expert 8

Mick Rory



MIRROR MASTER

Solo

4

Smarter Than He Looks

Buddy

6

Second-In-Command

Team

8

High-Tech Thief

Distinctions

REFLECTIVE RELOCATION

Teleport 10

SFX: *Flurry of Teleportation.* Against a single target, step up or double Teleport. Remove the highest rolling die and use three dice for your total.

Limit: *Mirror, mirror.* Teleport only works on reflective surfaces like mirrors, pools of water, or polished steel.

Specs

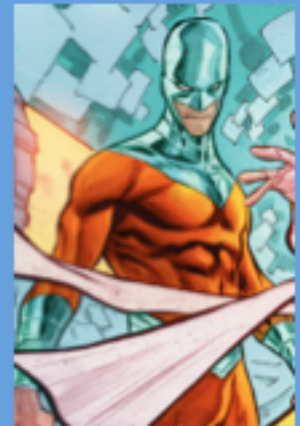
Combat Expert 8

Covert Expert 8

Crime Expert 8

Tech Expert 8

Sam Scudder



TRICKSTER

Solo

6

Deadly Prankster

Buddy

4

In It For The Thrill

Team

8

New Kid On The Team

Distinctions

GAG GADGETS

Enhanced Reflexes 8

Flight 6

Weapon 8

SFX: *Exploding Jacks.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Itching Powder.* When creating a complication on a target, add a d6 and step up the effect die by +1.

SFX: *Mr. Potato Head Bomb.* Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by +1.

Limit: *Gear.* Shutdown any GAG GADGETS power to step up the lowest die in the Doom Pool or add a d6. Spend a Doom Die to recover.

Specs

Acrobatic Expert 8

Covert Expert 8

Tech Expert 8

Axel Walker



WEATHER WIZARD

Marco Mardon

Solo **4** Uninspired
Buddy **6** Son of the Mafia
Team **8** Emotionally Imbalanced

WEATHER CONDUIT

Electrical Blast **10** Enhanced Reflexes **8**
Subsonic Flight **8** Weather Mastery **10**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Emotional Link*. Spend a Doom Die equal to your current Emotional Stress to use your Emotional Stress in your next action roll.

SFX: *Immunity*. Spend a Doom Die to ignore stress from extreme temperatures or electricity.

SFX: *Multipower*. Use two or more WEATHER CONDUIT powers in your dice pool, at -1 step for each die beyond the first.

Limit: *Emotional Tempest*. Change any WEATHER CONDUIT power into a complication when you take Emotional Trauma to step up the lowest die in the Doom Pool or add a d6 Doom Die. Recover that trauma to recover power.

Specs Combat Expert **8** Covert Expert **8** Crime Expert **8**



The Rogues would like to make off with their haul, but they know when they are beat. If The Rogues are obviously losing this battle and there are only two or three Rogues left, they will surrender to the heroes.

Resolving the Mission

This mission ends when the heroes present the Rogues to CCPD and return the stolen valuables to the men and women inside the charity banquet.

Wanted: Mr. Freeze

Synopsis: Mr. Freeze was one of the inmates that escaped during the recent breakout at Arkham Asylum. Reports from GCPD would have it that he is already back to his old ways.

Prerequisites: Breakout at Arkham

Description: Before Mr. Freeze had been sent to Arkham Asylum to serve his latest sentence, he was on the verge of a breakthrough in the illness that has plagued his wife Nora for years. Now that he is free, he is back to finishing what he started so long ago.

The final piece of equipment that Mr. Freeze requires to cure his wife is stored in a Wayne Enterprises facility. Mr. Freeze and his hired help break into this facility and steal the equipment. The heroes receive an alert from the GCPD after Mr. Freeze has made off with this stolen piece of equipment.

As the heroes arrive on the scene, Mr. Freeze has loaded the piece of equipment up on his getaway van and they quickly take off when they see the heroes. In order to catch Mr. Freeze, the heroes must participate in a Chase Scene!

This Scene operates in much the same way as the Chase Scene detailed in the mission *Venom In The Streets* on page 55, with the Getaway Van targeting the Distance die as normal. The Getaway Van weaves in and out of the **BUSY GOTHAM CITY TRAFFIC** trying to loose the heroes. Mr. Freeze also acts, creating complications on the heroes of his own with his Freeze Gun, such as **Ice Walls** or **Slippery Patches**.

If the heroes catch the van, the driver panics and the Getaway Van flies off of the road and crashes. In the crash, Mr. Freeze's henchmen die and the important piece of equipment breaks. With his plans to save his wife once again ruined by meddlesome heroes, Mr. Freeze is enraged. He attacks the heroes and fights until he is defeated.

MR. FREEZE

Solo 10 Heart of Ice

Buddy 6 Distinctions For Nora!

Team 8 Distinctions You Shall Know My Pain

CRYO-SUIT

Superhuman Durability 10 Superhuman Strength 10

SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications caused by cold, heat, vacuum, inhalents, or poison.

Limit: *Cold Dependency.* If CRYO-SUIT is shutdown, step up Physical Stress by +1 for each subsequent turn. Reactivate CRYO-SUIT or enter a sub-zero environment to stop taking stress.

Limit: *Gear.* Shutdown CRYO-SUIT and step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover.

FREEZE-GUN

Ice Blast 10


SFX: *Afflict.* When creating a Encased or Frozen complication on a target, add a d6 and step up your effect die by +1.

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

Limit: *Gear.* Shutdown FREEZE-GUN and step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover.

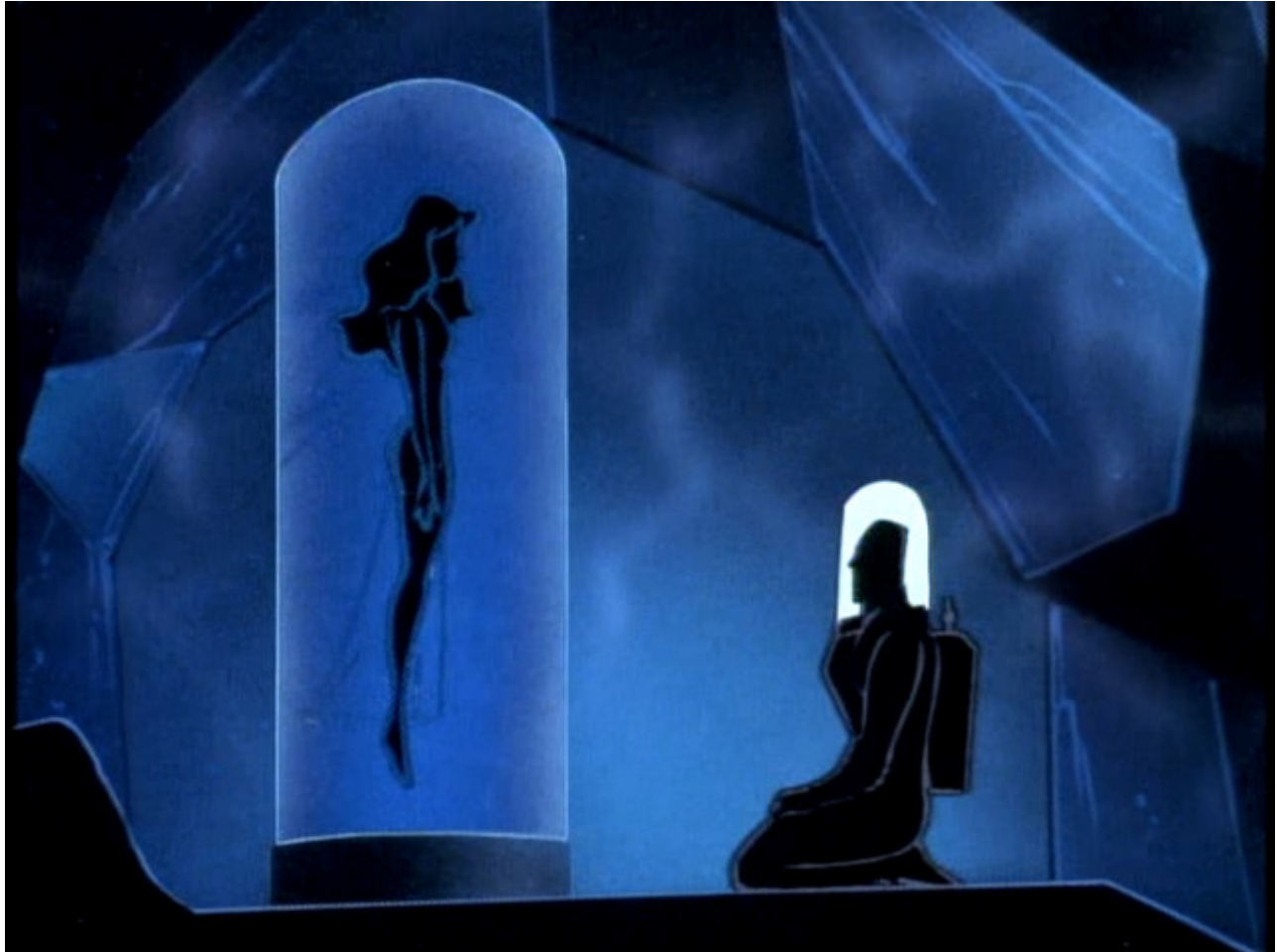
Specs Combat Expert 8 Crime Expert 8 Menace Expert 8 Science Master 10 Tech Master 10

Victor Fries



Resolving the Mission

This mission is over when Mr. Freeze is defeated and returned to GCPD custody. Mr. Freeze has no idea who was behind the Arkham Asylum breakout, but at least there is one less villain to worry about being on the streets of Gotham City.



Wanted: Scarecrow

Synopsis: The Scarecrow has resurfaced after Arkham's latest breakout. He's at the Gotham Knight's Sporting Center and has taken the coliseum's spectators hostage. GCPD reports screaming from inside the coliseum; Scarecrow must have released his fear toxin.

Prerequisites: Breakout at Arkham

Description: Scarecrow loves causing fear. Once he was free of Arkham, he immediately set to creating a trap to haunt the citizens of Gotham City. After carefully hiding fear toxin bombs across Gotham Knights Sporting Center and breaking into a Gotham Knights game, Scarecrow activated the bombs, engulfing the arena in fear toxin. Now, he watches from mid court as the citizens of Gotham succumb to their worst fears.

GCPD has set up a blockade outside the arena. Now that the fear toxin has been released, the arena is considered a biohazard and the police are taking steps to keep the toxin and the affected inside. The Sporting Center is a **LARGE SPORTING COMPLEX** with a **VAULTED, DOME ROOF** and **LEVELS OF FLOORS**. Because the arena is so spacious, heroes could easily slip in through the roof or through a service entrance and sneak their way into the arena. However, the arena is filled with Fear Toxin Gas. Any hero entering the arena without proper protection risks breathing in Scarecrow's creation and succumbing to the effects. At the beginning of each hero's turn, they must roll against the Doom Pool plus a Fear Toxin d8 die. If the heroes succeed, they stave off the effects of the Fear Toxin. If they fail, they incur a Fear Toxin d8 complication die, that alters their reality of those around them and causes them to lash out at allies and innocent civilians alike. Even after incurring the complication, the heroes must roll on each turn (continuing to be in the gas increases the gas' effect). A Fear Toxin d12 complication means that the hero loses his mind to the toxin and begins attacking whatever is nearest him.



However, heroes with SFX to ignore complications from inhalants can activate their SFX to keep the fear toxin at bay. The effects of the fear toxin should encourage heroes to get in and deal with Scarecrow quickly before they are added to the raving mob of panicked civilians.

Along with Scarecrow's fear toxin, the arena's patrons also accost the heroes. Without super powers or respiratory equipment to protect them from the gas, they have fully succumbed to Scarecrow's Fear Toxin. They are attacking one another, but the sudden appearance of these fearsome monsters inspires the mobs to gather together and attack the heroes. The arena was packed full when Scarecrow released his toxin, so the arena is now full of prowling panicked mobs. Rolled opportunities or Doom Die could be used to introduce another Fear Toxin Mob to the heroes' area.

FRIGHTENED MOB

Team
6 6 6 6
6 6 6

Distinctions
Everyone's A Monster!
Frenzied Panic
Innocent

MOB TRAITS
Grab  Swarm 

Power Sets
SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.
Limit: *Mob Cohesion*. Defeat Team Dice (d6 or more Stress) to reduce mob.

The heroes find Scarecrow in the middle of the arena at halfcourt. He is gleefully listening to the panicked screams and wails of his victims. While he is presently in a good mood, there is no way in Hell that Scarecrow is returning to Arkham Asylum. He fights against the heroes, using his Fear Toxin weapon to inflict Fear Toxin complications on targets or increase the Fear Toxin complication they have already. Don't forget, the heroes must roll against the Doom Pool each turn to resist the effects of the Fear Toxin cloud. Scarecrow is currently wearing a gas mask to protect him from the effects. A hero could use a successful action to target Scarecrow's gas mask instead and force him to face his own medicine along with the heroes.

SCARECROW

Solo 10 Master of Fear

Buddy 6 Disturbed Psychiatrist

Team 8 Awkward and Lanky

FEAR TOXIN

Weapon 8

Power Sets

SFX: *Area Attack.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.

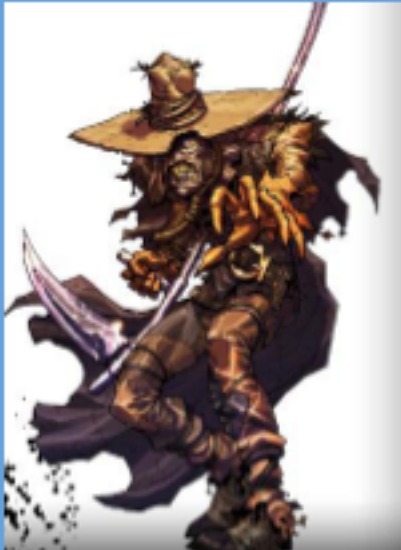
SFX: *What Do You Fear?* Add a d6 and step up your effect die by +1 when using FEAR TOXIN to inflict fear-based complications or Emotional Stress.

SFX: *Your Fear Is Palpable.* After inflicting Emotional Stress or a fear-related complication on a target, add a d6 Push die to your next action or reaction.

Limit: *Gear.* Shutdown FEAR TOXIN and step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover power.

Specs Combat Expert 8 Crime Expert 8 Menace Master 10 Pysch Master 10 Science Expert 8

Dr. Jonathan Crane



Particularly wily players could use their powers creatively to disperse the fear toxin altogether. Doing so, removes the requirement to roll against the Doom Pool each turn. However, this takes away most of the challenge of this mission, so let the heroes come up with this on their own if they do.

Resolving the Mission

This mission ends when the heroes accost Scarecrow and place him in police custody. About that time, a HAZMAT team arrives to take care of the toxin and affected civilians.

Wanted: Two-Face and Black Mask

Synopsis: Two-Face and Black Mask have both resurfaced, and they're embroiled in a gang war. Stop this gang war before Gotham's civilians pay the price!

Prerequisites: Breakout at Arkham

Description: Two-Face and Black Mask have never been friends, and due to heated words said to each other in Arkham Asylum and a recent death in the crime syndicate families that left a large area of gang territory unclaimed the two have decided to go to war. When the heroes arrive in Gotham City, they find Two-Face and Black Mask in a final standoff on the Sprang Bridge. The bridge is **SUPSEDED ABOVE THE SPRANG RIVER** and it is **CROWDED WITH VEHICLES**, some have been abandoned, but some still have innocent civilians stranded inside. In the ensuing firefight, civilians could be hurt or held at gunpoint. For the safety of those civilians and for the rest of Gotham, this gang war must be brought to an end

The two gang bosses are present at the Sprang Bridge along with a mob of henchmen. They mean to end this war here as well, by killing the other gangster and his goons. The bosses stay behind their henchmen, yelling orders and popping off rounds at the opposing mob. The arrival of the heroes however, could convince the gangsters to redirect their efforts.

BLACK MASK

Solo **6** Distinctions Hatred of Gotham's Elite

Buddy **4** Distinctions Gotham's #1 Crime Boss

Team **8** Distinctions Criminally Insane

CRIME BOSS

Enhanced Durability **8** Weapon **8**

Power Sets


SFX: *Full Auto.* Remove the highest rolling die in an attack action and use three dice for your total.

SFX: *Focus.* In a pool including a CRIME BOSS power, replace two dice of equal size with one die +1 step larger.

Limit: *Gear.* Shutdown a CRIME BOSS power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover.

Specs Business Expert **8** Combat Expert **8** Crime Master **10** Menace Expert **8**

Roman Sionis



TWO-FACE

Solo **4** Distinctions Split Personality

Buddy **6** Distinctions Fallen White Knight of Gotham

Team **8** Distinctions Obsessed With Chance

SET OF TWO

Enhanced Durability **8** Weapon **8**

Power Sets


SFX: *Focus.* In a pool including a SET OF TWO power, replace two dice of equal size with one die +1 step larger.

SFX: *Two Guns.* Split Weapon into 2d6.

Limit: *Gear.* Shutdown a SET OF TWO power to step up the lowest die in the Doom Pool or add a d6 Doome Die. Spend a Doom Die ro recover.

Specs Combat Expert **8** Crime Master **10** Menace Expert **8** Psych Expert **8**

Harvey Dent



It is entirely possible that gangsters will kill each other off. However, if the heroes elect to stand out of the way and allow the two gangs to kill each other, there will be severe consequences. Those innocents still trapped on the bridge will die in the crossfire, thousands of dollars of property damage will be dealt in the fight, and word of the heroes' allowing the gang war to continue while they sat by and idly watched will spread, adding to the already negative public opinion of super heroes. **If this happens, add a d12 to the Doom Pool.**

GANG HENCHMEN

Team **6 6 6 6 6**

Distinctions: For Da Boss!, Destructive, Simple-Minded

MOB TRAITS

Swarm **8** Weapon **6**

Power Sets

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Get Him!* Against a single target, step up or double Swarm. Remove the highest rolling die and add an additional die to your total.

Limit: *Mob Cohesion.* Defeat Team Dice (d6 or more Stress) to reduce mob.

Resolving the Mission

This mission is finished when the heroes turn the two gang bosses over to GCPD. Alternatively, this mission could end when both gang bosses have killed each other in the crossfire.

Venom Distribution Center

Synopsis: After running tests on the Venom Powder taken from Los Serpientes, you've found where the drug is being processed and distributed. Time to hit the Los Serpientes hideout and end the development of this dangerous drug.

Prerequisites: Venom In The Streets

Description: If the heroes took the sample of the Venom Powder from the Los Serpientes bank robbery and began running tests on it, their hard work has finally paid off. By referring to criminal contacts, or by running the drug sample through centrifuges or other machines, the heroes find trace elements of coal dust and saltwater residue in the Venom Powder. After cross-referencing these details with a map of Gotham City, the heroes track the drug back to a warehouse on Gotham's southern end. The drug has been being developed and distributed in a retired coal factory warehouse that at one point in time refueled ships docking on Gotham's Tricorner Docks. It has since been abandoned and is the perfect place for the drug's manufacturers to do their work.

The warehouse itself is **VERY OLD** and **SITS ON THE GOTHAM HARBOR**. When the heroes arrive at the distribution center, they find Los Serpientes gangsters crowded into the warehouse manufacturing and preparing the drug for transport. If the heroes suspected Bane in this plot, they should be disappointed that he is not present (whether or not he is behind this nefarious drug's rampant destruction of Gotham City still remains unclear). The warehouse is full of **DRUG MANUFACTURING EQUIPMENT** and even though it hasn't been an active coal warehouse in many years, the air is **SATURATED WITH COAL DUST**. These two distinctions could create potentially dangerous situations for the heroes and the gangsters. Coal dust is very flammable and a malfunction or explosion of the drug manufacturing equipment could turn the warehouse into a **Raging Inferno**, or some such complication.

The number of Los Serpientes gangsters present in this warehouse is relative to the amount of heroes investigating the warehouse. There are **two Los Serpientes gangsters for each hero** investigating the warehouse. As soon as the heroes move, the gangsters take a hit of the Venom Powder and transform into Venomous Serpientes (see page 54 for the Venomous Serpientes datafile). As before, you can spend Doom Dice to give the Venomous Serpientes gangsters assets to assist them against more powerful opponents.

Alternatively, particularly sneaky heroes may wish to take out the gangsters before they can transform. Heroes can take out the gangsters one-by-one by rolling an action using their Covert Specialty against the Doom Pool plus a d6 for each gangster still conscious (the more eyes that are present, the more of an opportunity there is to be caught). The gangsters are pretty harmless pre-transformation. A successful roll against the Doom Pool means that the hero successfully sneaks up behind the gangster and takes them out before they or any of their gangmates notice. If opportunities are rolled, another gangster sees the hero as he takes out the unsuspecting gangster and raises the alarm, effectively causing all gangsters to transform into Venomous Serpientes. If the hero fails the roll completely, then he alerts the gangster he is sneaking up on and the alarm is raised.

Resolving the Mission

This mission ends when the heroes have successfully taken out the Los Serpientes gangsters and destroyed the drug lab. Interrogation of the gangsters reveals that Bane is indeed behind the drug, having supplied the original Venom Powder formula. No one is quite sure where he is now, however.

TIER 3 MISSIONS

Bane

Synopsis: With the Venom Powder distribution center destroyed, it could be assumed that Gotham's troubles with Los Serpientes and their drug are over. Their troubles have not even begun.

Prerequisites: Venom Distribution Center

Description: Over the years, the superhuman soldier of fortune Bane has attempted to take over Gotham City many times. His initial attack on Gotham nearly saw him complete his mission and in the process left Batman crippled. No matter how many plots he hatched and how intricate his schemes, however, Bane's attempts to claim Gotham City always failed.

Now, Bane has returned to Gotham and has used the criminal underworld as his scapegoats. After providing the street gang Los Serpientes with a powdered and addictive form of his own Venom Serum, Bane sat back and watched as the police and heroes chased their tails. All the while, Bane has been preparing for his takeover.

Without warning, Bane and his most trusted mercenaries storm the GCPD. The police are overwhelmed by the sudden attack and many die, the rest are thrown into detention cells. With his new headquarters established, Bane executes the other half of his plan. By careful planning and deceit, Bane has gathered Gotham's most influential citizens, both criminal and not, into one space under the guise of a gala benefit. As soon as the police are dealt with, Bane unleashes the remaining members of Los Serpientes to trap these citizens inside the gala and hold them for ransom.

Word quickly gets out to the heroes about the hostage situation and the GCPD's fall, but Bane expected as much. He sends a message to the heroes, giving them a choice: save the innocent and not-so innocent civilians of Gotham City from Los Serpientes, or come find him in GCPD and fight. While some players may think one option more obvious than the other, there is actually quite a bit of weight riding on their choice.

- **If the heroes go to the gala to save the captives**, they must fight the final members of Los Serpientes and defeat them. The number of enemies and Scene Distinctions for this are detailed below. However, by choosing to save the citizens, the heroes give Bane more time to enact his plan. If the heroes choose to save the captives, Bane and his mercenaries each receive a **d10 Strategic Advantage** asset that they can use to combat the heroes when they eventually come for them – meaning Bane and his men have had time to stock up on weapons, fortify their position, and make a plan of attack against the heroes.
- **If the heroes forgo saving the captives and instead go straight to Bane**, the villains do not receive their Strategic Advantage asset as detailed above. However, upon seeing the heroes nearing their position, Bane gives the kill order and the Los Serpientes gangster murder their captives. With some of the most influential figures in Gotham's political and financial landscape being killed, Gotham will feel the aftershocks of this massacre for years to come. **Add a d12 to the Doom Pool** to represent the heroes' guilt, and the overwhelming despair and general sense of chaos that now befalls Gotham City.

- **If the heroes divide their efforts and send a team to each location**, they could keep Bane from gaining the upper hand and prevent the captives' execution. However, the danger here lies in dividing their strength to deal with two separate problems. Do the heroes think they can handle a hostage situation and battle Bane and his suped-up mercenaries at the same time? Is it a risk they are willing to take?

The Hostage Situation

The hostages are being held at gunpoint in **SKYRISE SUITE** of The "C" Building which is a **CLUSTER OF TIGHTLY PACKED SKYSCRAPERS** linked by **AERIAL BRIDGES**. The C Building has been a **HOME FOR GOTHAM'S RICH AND WEALTHY** for years. The suite itself has **FOUR WALLS MADE OF GLASS** that **COMMAND A VIEW OF THE SURROUNDING AREA**. The Los Serpientes gangsters use the suite's commanding view and height to keep a watch for any heroes that are coming. A hero wanting to get the drop on them will need to be creative as well as roll against the Doom Pool.

The **INFLUENTIAL HOSTAGES** are being held hostage by a **mob of Los Serpientes gangsters** and a **number of Venomous Serpientes equal to the number of heroes in this mission** (*not* the number of heroes who came to free the hostages in the case of heroes splitting up). See page 54 for the mob and Venomous Serpientes datafiles.

GCPD

The home of Gotham's finest is a **MODERN DAY FORTRESS**, built to withstand a siege if ever one came. Inside, are plenty of **DETENTION CELLS** and a **MAX SECURITY CELL** for Gotham's more superhuman criminals. The police headquarters also sports a **VERSATILE ARMORY** and an **EVIDENCE ROOM** that features the tools and devices used by Gotham's most notorious villains over the years, with such items as Penguin's Umbrella Gun, Mr. Freeze's original Freeze Gun, and even some of Joker's deadly gag weapons.

Getting into GCPD will be difficult, especially if the heroes wish to force their way in. Bane and his men used subterfuge to gain entrance, paying off a crooked cop and coming in a secret entrance. Heroes will have no such luck as their trusted allies in the GCPD are either dead or detained. However, the GCPD has many **NARROW AIRDUCTS** that stealthy heroes could use to infiltrate the police HQ.

Inside, **Bane** awaits the heroes along with his mercenaries, of which he has supplied a small dose of Venom Serum to give them an edge against the heroes. There are **a number of mercenaries in GCPD equal to the amount of heroes in the party** (again, not the number of heroes that split up and decided to come to GCPD).

Resolving the Mission

This mission ends when the heroes defeat Bane and liberate the captured GCPD officers. Whether or not the heroes saved the high-end hostages may effect how the heroes progress through the rest of the Event.

SUPERHUMAN MERCENARIES

Solo	4	Motivated By Money
Buddy	6	Trained For War
Team	8	Monstrous Strength

DOSE OF VENOM

Superhuman Durability 10 Superhuman Strength 10

SFX: *More!* Step up or double your DOSE OF VENOM powers for a Scene, or spend a Doom Die to do both. Take the second-highest rolling die of each subsequent action or reaction as Physical Stress.

Limit: *Drug Dependence.* Turn any DOSE OF VENOM power into a complication to add a d6 Doom Die or step up the lowest die in the Doom Pool by +1. Activate an opportunity or remove the complication to recover that power.

MERCENARY GEAR

Enhanced Durability 8 Weapon 8

SFX: *Focus.* In a pool including a MERCENARY GEAR power, you may replace two dice of equal size with one die +1 step larger.

Limit: *Gear.* Shutdown a MERCENARY GEAR power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover power.

Specs Combat Expert 8 Menace Expert 8

BANE

Solo	10	I Will Break You!
Buddy	6	Brilliant Tactician
Team	8	Mysterious Past

PHYSICAL PERFECTION

Enhanced Durability 8 Enhanced Reflexes 8 Enhanced Senses 8
Enhanced Stamina 8 Enhanced Strength 8

SFX: *Careful Planning.* Spend a Doom Die to reroll an action including a PHYSICAL PERFECTION power.

SFX: *Focus.* If a pool includes a PHYSICAL PERFECTION power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Luchador Intuition.* Add a d6 and step up your effect die by +1 when inflicting combat-related complications on a target.

Limit: *Exhausted.* Shutdown a PHYSICAL PERFECTION power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover.

VENOM SERUM

Enhanced Speed 8 Superhuman Durability 10 Superhuman Stamina 10 Superhuman Strength 10

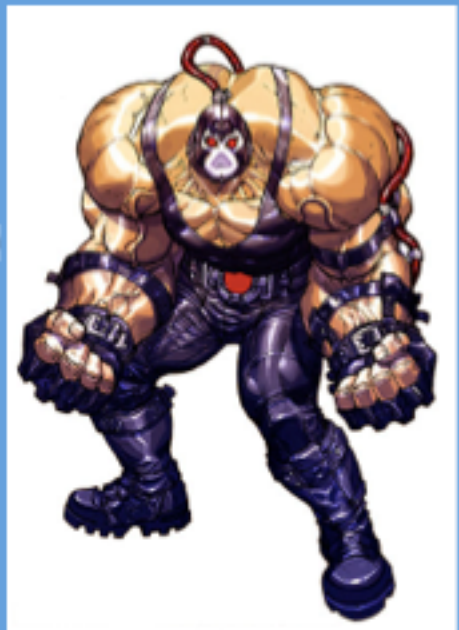
SFX: *Berserk.* Add a die from the Doom Pool to your next attack action. Step down the Doom Die by -1 and return it to the Doom Pool after your action.

SFX: *More!* Step up or double any VENOM SERUM power for a Scene, or spend a Doom Die to do both. Take the second-highest rolling die of each subsequent action or reaction including that power as Physical Stress.

Limit: *Too Much!* Turn any VENOM SERUM power into a complication to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or remove the complication to recover that power.

Limit: *Gear.* Shutdown VENOM SERUM to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover power.

Specs Combat Master 10 Covert Expert 8 Crime Expert 8 Menace Expert 8



The Light Thief

Synopsis: Your Power Ring is picking up an urgent message, but this message isn't from the Guardians – it's from Ion.

Prerequisites: Entity: Butcher, and Entity: Parallax

Description: Ion, the entity of Willpower, and the other Emotional Entities are being held right here on Earth. While the more violent entities The Butcher and Parallax broke free of their chains and escaped, the other entities were not so fast to act. In a desperate attempt to save itself, Ion has reached out to the nearest Green Lantern, asking for it to save him. If the heroes follow the signal on Green Lantern's ring, Ion will lead them straight to where the other Emotional Entities are being held and to the Light Thief's lair.

It goes without saying that Larfleeze, the single wielder of the orange light of avarice, is very greedy. Even though he had an entity of his own in the form of Ophidian, Larfleeze always wanted more – he wanted the other entities as well. Enacting an insidious plan, Larfleeze kidnapped the emotional entities and hijacked them to Earth, the center of the universe. The problem with greed is that once you have what you want, you want something else. So, Larfleeze has set his sights on not only claiming the emotional entities as his, but also harvesting their power to make the *entire universe* his!

As such, Larfleeze has established his base here on Earth underneath the Great Pyramids of Giza. With his plan nearing fruition, Larfleeze reveals himself and chains the entities to the side of the pyramids, which he has claimed as his (big surprise). From his earthbound throne, Larfleeze assumes to use the entities power to launch an offensive to bring the entire universe under his sway.

The Great Pyramids are **THOUSANDS OF YEARS OLD** and are **NATIONAL MONUMENTS OF EGYPT**. Despite what might be believed, the pyramids aren't just lying in the middle of a great desert, but are surrounded by the city of Giza and are in a **POPULATED AREA**. Likewise, **HUNDREDS OF TOURISTS** stand captivated outside the Pyramids. With the explosive battle that is about to take place, these last two distinctions may hinder or cause problems for the heroes.

A cosmically powerful being, Larfleeze has the disposition of a spoiled brat. He wants the universe. He wants the pyramids. He wants the emotional spectrum entities. They are all "Mine, mine, mine, mine, mine, *mine!*" Larfleeze is not to be reasoned with and as soon as the heroes arrive, he attacks them violently.

A particularly bold hero could attempt to free an entity. Doing so requires rolling against the Doom Pool plus a d12 Chains of Avarice complication. If a hero moves to free the entities before Larfleeze is defeated, they incite the full wrath of the Orange Lantern. He unleashes everything he has on the hero, desperate to keep what is his. If a hero withstands Larfleeze's onslaught and manages to free an entity, consider granting that hero temporary possession of the entity freed. The entities currently held by Larfleeze (and their corresponding emotion) are as follows: Ion (Willpower), Power sets for the different Emotional Entities are not included here, but you as the Watcher may create a Power Set using The Butcher and Parallax datafiles as references. However, this is totally up to you. A freed entity could just as easily flee into the cosmos without a second glance at the hero that saved it, but the hero could use that opportunity to inflict Mental or Emotional Stress on Larfleeze, or even create a Distracted complication on him – as he is divided between defeating the heroes and protecting "his stuff."

LARFLEEZE

Solo **10**
Buddy **6**
Team **8**

Distinctions
Many Millenia Old
Mine, mine, mine!
The Most Powerful Orange Lantern

ORANGE LANTERN RING

Energy Blast **10** Supersonic Flight **10** Energy Shield **10**

Orange Light Mastery **10**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Boost*. Shutdown any ORANGE LANTERN RING power to step up another ORANGE LANTERN RING power by +1. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Constructs*. Add a d6 and step up your effect die by +1 when using Orange Light Control to create assets or complications.

SFX: *Immunity*. Spend a Doom Die to ignore stress, trauma, or complications from poison, radiation, inhalents, or vacuum.

SFX: *Space Flight*. Shutdown all other ORANGE LANTERN RING powers and gain Space Flight d12. Shutdown Space Flight d12 to reactive other ORANGE LANTERN RING powers.

Limit: *Gear*. Shutdown ORANGE LANTERN RING and step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Doom Die to recover.

Limit: *Greed*. Turn any ORANGE LANTERN RING power into a complication to step up the lowest die in the Doom Pool or add a d6 Doom Die. Remove complication to recover power.

Limit: *Recharge*. Shutdown ORANGE LANTERN RING and step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Transition Scene to recover.

THE ORANGE LANTERN

Orange Light Supremacy **12** Orange Corpsmen **8 8 8**

SFX: *Area Attack*. Target multiple opponents with Orange Corpsmen. For every additional target, add a d6 and keep an additional effect die.

SFX: *Create Orange Corpsmen*. Spend a d8 or more Doom Die to add a die of equal size to Orange Corpsmen.

SFX: *Recharge*. Spend a Doom Die to immediately recharge ORANGE LANTERN RING after the Recharge Limit has been activated.

Limit: *Gear*. Shutdown THE ORANGE LANTERN and step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Doom Die to recover.

Limit: *Mob Cohesion*. Orange Corpsmen can be targeted like a mob. Defeat Orange Corpsmen dice (d8 or more Stress) to reduce mob.

Specs Combat Expert **8** Cosmic Master **10** Covert Expert **8** Psych Expert **8**



Resolving the Mission

This mission ends when the heroes defeat Larfleeze. His chains binding the emotional entities fade away and they fly into the air, disappearing into the cosmos to return to their respective Lantern Corps homeworld. Upon hearing that Larfleeze has been defeated and the entities freed, the Guardians of Oa offer their respect and promptly send a band of Alpha Lanterns to escort Larfleeze back to Oa for detainment. The mystery of the Light Thief is solved!

Mad Love

Synopsis: The escaped inmates have all been found and returned to their cells in Arkham Asylum. Well, almost all of them. A look over the Asylum's roster from before the breakout reveals that one inmate is still unaccounted for: the Joker.

Prerequisites: Wanted: Mr. Freeze, Wanted: Scarecrow, Wanted: Two-Face and Black Mask

Description: Ever since she first met him, Harleen Quinzel has been madly in love with the Joker. They've been together through thick and thin. Sure, he may get a little rough sometimes, but Harley knows that her Mistah J loves her as much as she loves him. That's why, when Joker was most recently incarcerated, Harley staged an elaborate breakout to free her sweet Puddin'.

While the heroes (and GCPD too) have been hard at work getting Arkham's other inmates back into the Asylum, the Clown Couple of Crime have been working on a gag that will put a smile on everyone's face... right before they die.

With all the pieces in place, Joker airs a public announcement to draw the heroes into his trap. In his announcement, Joker reveals that he has rigged Gotham General Hospital with a bomb that will soon detonate. He dares any heroes to intervene, but warns them that his group of delinquents will try to stop them if they do. (See page 77 for Gang Henchmen datafile).

When the heroes arrive, they find Joker's henchmen holding the hospital staff and patients hostage. Gotham General houses **ADVANCED MEDICAL EQUIPMENT** and plenty of **IMMOBILE PATIENTS** could cause complications for heroes.

The bomb is clearly presented in a giant present wrapped in purple paper and tied with a giant green bow. There is a d6 Timer die that can enter Initiative and each time it does, it steps up. When the hero reaches d12, double it and move it to the Doom Pool. The Watcher can then use the 2d12 to detonate the bomb. Keep reading to find out what happens if the bomb does detonate. A hero with Tech specialty may diffuse the bomb by rolling against the Doom Pool plus a d8 Intricate Wiring complication. If a hero succeeds in this roll, they successfully diffuse the bomb... only to find that IT'S A FAKE!

Then, Joker reveals that he has a number of bombs stashed all across Gotham City, but only one is real. The heroes will need to split up and disarm the bombs before the real one detonates, covering all of Gotham in a big, old heaping cloud of Laughing Gas. There are a number of bombs equal to the number of heroes in the party. The locations of these bombs are detailed below. There is also a timer counting down to the detonation of the real bomb, but it works differently than the timer before. For this, set a d8 with the 8 facing up. Every time the Timer is selected in Initiative, lower the die by one number. When the Timer die reaches 0, the real bomb explodes.

Traversing Gotham City

Heroes with movement powers will excel at reaching the different corners of Gotham City where Joker's bombs are stashed. Powers like Speed, Flight, and Swinglines will be invaluable, especially the higher the die size. Heroes with the Acrobatic specialty can make use of Gotham's tightly packed buildings and flat roofs to quickly traverse the city. Vehicles will also greatly help (either those belonging to the heroes, purchased with XP, or resources created by stealing from civilians). Heroes without movement powers of any kind will find this mission very difficult.

For simplicity's sake, the distance between bombs is equidistant and the way to reach a bomb is the same. A hero must roll an action with their Movement powers (and supplemental power such as Reflexes and the like) vs the Doom Pool to represent how well they traverse

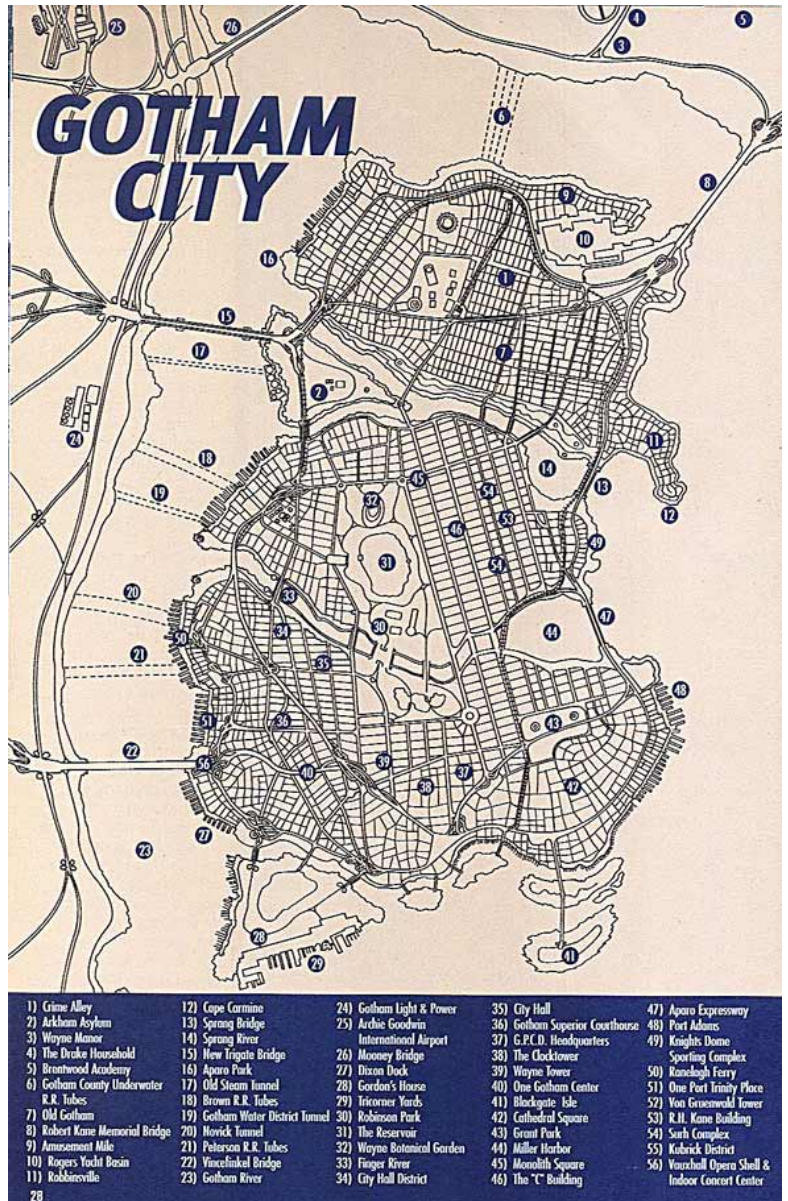
Gotham’s concrete and automotive jungle. It takes a standard four rounds for a hero to reach the next bomb location. However, exceptional successes can step that time down to one panel, meaning that the hero arrive in one round and can attempt to diffuse the bomb next round. For every exceptional success step rolled (meaning beating the Doom Pool’s total by 5), the hero reduces the time needed to reach the next bomb by -1 step. The time cannot be reduced below one round however. If a hero has not reached the bomb location by their next turn, they may attempt another roll against the Doom Pool to speed up the process. By doing so, however, they risk failing and then taking longer to reach the bomb’s location. Maybe the hero takes a wrong turn, or slips and falls from a roof. In the same way, exceptional failures can add rounds to the hero’s distance.

Hero opportunities could be activated to reveal Crowded Streets, Panicked Citizens, or other such complications that get in the way of the hero reaching the bomb. Watcher opportunities could be activated to reveal an Alleyway Shortcut or Burst of Speed asset. Heroes familiar with Gotham’s landscape could also create assets and resources to demonstrate their knowledge of how best to travel around their city, i.e. Batman would now how to better navigate Gotham City than Flash, even though the Scarlet Speedster is faster.

Bomb Locations

Below are descriptions of where the bombs are located, along with Scene Distinctions and complications that the heroes may encounter while diffusing the bomb. Before heroes rush off to diffuse the bombs, you must roll a d8 to determine which locations house bombs – rerolling on a 8. Remember, there are a number of bomb locations equal to the number of heroes in the mission. Once the locations have been chosen, choose one at random to be the location of the real bomb.

Diffusing these bombs functions exactly like the one in Gotham General. A hero without Tech specialty cannot even begin to think about diffusing a bomb unless they somehow receive a **Coaching** asset from a hero with Tech Specialty to help them. If a hero arrives at a bomb location without a Tech specialty or asset, they could come up with a creative way to keep the bomb from harming nearby innocents. Maybe they could throw it into the ocean, or encase the bomb in a force field until it detonates.



1. **Amusement Mile:** Built on a **RICKETY PEIR** hovering over the Gotham Bay, Amusement Mile has been a familiar haunt to Joker in the past. A hero arriving to this location finds that Joker attached the bomb to a reactivated roller coaster. The coaster has reached **DANGEROUS VELOCITIES** and the hero will need to roll against the Doom Pool to catch the roller coaster before he can even attempt to diffuse it.
2. **Gotham River:** A hero arriving at this location finds that the bomb is stashed beneath the surface of the Gotham River. The River's **MURKEY DEPTHS** conceal exactly where the bomb is hidden at the bottom of the river. Heroes with Superhuman or better Senses and a Swimming power can easily navigate through the water and disarm the bomb below.
3. **Gotham Light & Power:** The premier electricity company for Gotham City lies **ACROSS THE GOTHAM RIVER**. Inside, Joker has disabled the plant's security measures and now arcs of electricity leaps from conduit to conduit. The bomb is in the middle of this **ELECTRICAL MAELSTROM** and heroes will need to find a way through the harmful electricity to diffuse the bomb.
4. **Wayne Tower:** Home to Wayne Enterprise, Wayne Tower is the **TALLEST BUILDING IN GOTHAM**. Joker stashed the bomb in the office of billionaire Bruce Wayne at the very top of this power. Then, he remotely triggered the room's extensive security protocols, turning the office into an **IMPREGNABLE FORTRESS**. A hero must first scale the building and then find a way into Bruce Wayne's office either through brute force, technological prowess, or a simple security password.
5. **Archie Goodwin International Airport:** With all of the changes in regulations to protect airports that have been made over the years, the fact that Joker got a giant bomb disguised like a present into this airport in the first place is impressive. The present lies in the middle of the airport complex and Joker has left a group of henchmen to deal with any heroes that come to disarm it. The henchmen have also stashed people nearby for leverage, creating a **HOSTAGE SITUATION**.
6. **Robert Kane Memorial Bridge:** The Robert Kane Memorial Bridge is one of the main entrances to Gotham, as such it is **CONSTANTLY PACKED WITH TRAFFIC** and Joker's public announcement that a bomb was placed on it have made all of the civilians even more **FRANTIC TO ESCAPE**. The bomb itself is **TUCKED UNDERNEATH THE BRIDGE**, carefully hidden from view. A hero must use their senses to detect the faint beeping of the bomb over the honking of horns and panicked screams. Once the bomb is found and the hero has managed to reach it, they may diffuse it.
7. **Wayne Botanical Garden:** Gotham's premier outdoor facility, the Wayne Botanical Garden is **OVERFLOWING WITH BEAUTIFUL FLORA**. While usually the beautiful landscape would beg to be admired, it is now hiding a carefully placed bomb somewhere in the foliage. A hero must search the **DENSELY WOODED AREA** to find the bomb before they can disarm it.

What If The Worst Happens?

If the heroes are not successful in diffusing the real bomb before the timer runs out, it detonates and Gotham is engulfed in a **d10 Laughing Gas** complication. Heroes must continuously roll against the Doom Pool and this complication to resist falling to the uncontrollable laughter the gas elicits in its victims.

Confronting Joker

Once the bombs have been diffused, Joker airs a message to the heroes congratulating them with faux applause. Then, he reveals that while he has had a gas watching the heroes run around like rats in a maze, it is time for him to go. He's been in an airship above Gotham all night with an even bigger bomb of Laughing Gas and now he's pointed his airship at Metropolis. It seems the Shining City of Tomorrow could use a few laughs as well.

The heroes will have to intercept Joker's airship and defeat him before his airship reaches Metropolis. The airship is **SUSPENDED IN THE AIR** and is held aloft by great **POCKETS OF HELIUM**. Joker and **Harley Quinn** are aboard the airship with a **gang of henchmen**. The giant bomb can be diffused just as the bombs before, although Joker will be sure to be defending the bomb from the heroes.

The Joker has never been a fair fighter. He stays behind Harley and his henchmen during the fight, flinging exploding chattering teeth and insults at the heroes. If the heroes are fighting Joker in a fair fight, something went wrong. Use Doom Die to reveal Joker's carefully laid traps, like **Disappearing Floors** or **Noxious Gas**.

THE JOKER

Solo	10	Distinctions	The Clown Prince of Crime
Buddy	8		Gloriously Insane
Team	6		Unpredictable

SCARRED SOCIOPATH

Enhanced Reflexes **8** Enhanced Stamina **8**

SFX: *Clarity of Madness*. Spend a die from the Doom Pool to step up your effect die for one action by +1.

SFX: *Gotcha!* When revealing a stunt that Joker prepared beforehand, step it up by +1.

Limit: *Tantrum*. Step up Emotional Stress and add that die to the Doom Pool.

JOKER'S TOYS

Weapon **8**

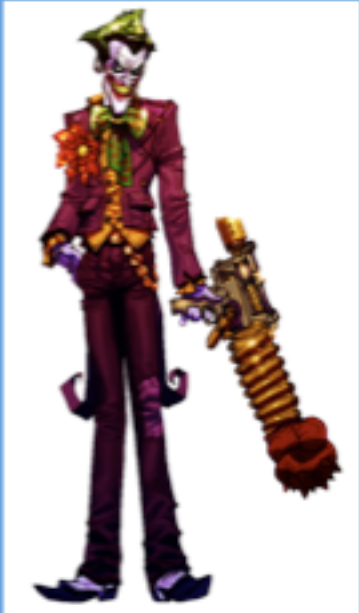
SFX: *Acid Flower*. Step back the highest die in your attack action pool to add a d6 and step up Physical Stress inflicted by +1.

SFX: *Gas Mask*. Spend a Doom Die to ignore stress, trauma, or complications from inhalents.

SFX: *Joy Buzzer*. Add a d6 and keep an additional effect die when inflicting a complication on a target.

Limit: *Gear*. Shutdown a JOKER'S TOYS power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover.

Combat Expert 8	Covert Expert 8	Crime Master 10	Menace Master 10	Psych Expert 8
Science Expert 8	Tech Expert 8			



Power Sets

Specs

HARLEY QUINN Harleen Quinzel

Solo **6** Former Psychiatrist
 Buddy **10** Mad Love
 Team **8** Oh, Mistah J!

Distinctions

ENHANCED BODY
 Enhanced Reflexes **8** Enhanced Stamina **8**
 Enhanced Strength **8**


SFX: *Focus.* In a pool including an ENHANCED BODY power, replace two dice of equal size with one die +1 step larger.
SFX: *I Can Help!* When Harley provides a support action for an ally, step up her effect die by +1.
SFX: *Immunity.* Spend a Doom Die to ignore stress, trauma, or complications caused by poison or disease.
Limit: *Exhausted.* Shutdown an ENHANCED BODY power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover power.

A GIRL'S TOYS
 Weapon **8**

SFX: *Big Bada Boom.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.
SFX: *Giant Mallet.* Step up Weapon against a single target. Remove the highest rolling die and add 3 dice for your total.
SFX: *Pop Gun.* Add a d6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.
Limit: *Gear.* Shutdown A GIRL'S TOYS to step up the lowest die in the Doom Pool or add a d6 Doom Die. Spend a Doom Die to recover power.

Specs Acrobatic Master **10** Combat Expert **8** Crime Expert **8** Menace Expert **8** Psych Expert **8**

Power Sets



Resolving the Mission

This mission ends when the Joker's bomb is diffused and the Joker and Harley are both turned over to authorities. Now, all the Arkham Asylum inmates are returned to their proper cells. Hopefully, they can get the psychiatric care they need and be rehabilitated into productive members of society.... YEAH, RIGHT!

MetaBrawl Main Event

Synopsis: After winning the MetaBrawl Preliminary Match, you have been invited to participate in the MetaBrawl Main Event. Win the fight to earn a meeting with the mysterious figure behind MetaBrawl and then shut them down.

Prerequisites: Battle Royale

Description: After winning their preliminary match against Atomic Skull (or another superhuman that you chose), the heroes were awarded a plain-looking plastic card. What the hero may not have realized however, is that this plastic card is actually a sophisticated mapping system that, when activated, will lead the hero right to MetaBrawl's Main Event.

The time has come for all participants to report to the undisclosed location. The hero's card lights up suddenly and depicts a bird's eye view GPS map New York City. If a hero follows these coordinates it leads to a run-down nightclub on in Hell's Kitchen. Upon flashing their plastic card to the only person present at the doors, the disguised hero is allowed inside. Underneath the abandoned night club is a stadium packed to the walls with spectators eager to place bets and watch superhumans fight in brutal displays of powers.

The stadium itself is **UNDERGROUND**, partly to keep its secrecy and also to prevent any of MetaBrawl's more powerful participants from damaging nearby properties with their fighting. The owners certainly don't want any lawyers or police sniffing around their establishment. In the middle of the stadium is an **ELECTRIFIED STEEL CAGE**, where the night's bouts are going to be fought. There are also **IMPRESSIVE SUPERHUMAN DEFENSES** installed throughout the stadium, to keep any out-of-control participants in line or to deal with the occasional super-powered do-gooder that appears to try to dismantle MetaBrawl's profitable business.

As with the Battle Royale mission on page 58, only one hero may participate in this fight and they must keep their disguise if they have any chance of finding the mysterious figure behind MetaBrawl. The other heroes may also attend the Main Event, but must also be disguised as spectators. If the heroes' identities should be revealed, they will have to contend with MetaBrawl's contenders and their superhuman defenses.

Winners of the Main Event are allowed a face-to-face meeting with MetaBrawl's mysterious owner. There, winners received their earnings and are offered a chance to be a signed participant in all of MetaBrawl's Main Events – which equates to being paid a lot of money to beat up on superpowered dudes. It's a good life for some, but the heroes are seeking MetaBrawl's mysterious owner for a different reason than signing contracts.

Tonight's Main Event features a battle royal between the disguised hero and three other participants: the reigning champion, **Solomon Grundy**; a contender for the title, **Bloodsport**; and a kidnapped and brainwashed **Nightwing**.

This Action Scene is unusual in that the Watcher characters are fighting each other along with the hero. Consider allowing other players to take control of the MetaBrawl participants to keep them engaged in the story. Also, you can randomize who targets whom by assigning the different participants to a specific number on a d4 and then rolling that die for each of the participants. The rolled number then indicates whom that fighter pursues. Of course, as the fight progresses, agro could be drawn and attentions could change. Maybe the disguised hero is able to convince Bloodsport to lend a hand in taking down the powerful Solomon Grundy. Or maybe the hero is somehow successful in freeing Nightwing of his brainwashing and the two team up to take the villains down. Of course, the hero must remember that if their cover is blown before they can find MetaBrawl's owner, the mission will fail.

BLOODSPORT

Solo **8** Vietnam Vet
 Buddy **6** Unstable
 Team **4** Guilty Conscience

Distinctions

MODIFIED HUMAN WEAPON

Enhanced Durability **8** Enhanced Stamina **8** Enhanced Strength **8**

SFX: *Focus*. If a pool includes a MODIFIED HUMAN WEAPON power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Weapon Teleporter*. Add a d8 and step up your effect die when creating weapon assets for yourself.

Limit: *Exhausted*. Shutdown a MODIFIED HUMAN WEAPON power to step up the lowest die in the Doom Pool or to add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover power.

Limit: *Gear*. Shutdown *Weapon Teleporter* SFX to step up the lowest die in the Doom Pool or to add a d6 Doom Die. Spend a Doom Die to recover SFX.

Specs Combat Expert **8** Menace Expert **8**

Power Sets

Robert DuBois



NIGHTWING

Solo **8** The Original Boy Wonder
 Buddy **6** Acrobatic Legacy
 Team **4** Something To Prove

Distinctions

THE FLYING GRAYSON

Enhanced Reflexes **8** Enhanced Stamina **8**

SFX: *Acrobatic Ace*. In a pool including a THE FLYING GRAYSON power and your Acrobatic specialty, add a d6 and step up the effect die by +1.

SFX: *Focus*. In a pool including a THE FLYING GRAYSON power, replace two dice of equal size with one die +1 step larger.

Limit: *Exhausted*. Shutdown any THE FLYING GRAYSON power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover power.

ESCRIMA STICKS

Enhanced Durability **8** Swingline **6** Weapon **6**

SFX: *Grapple*. Add a d6 and step up your effect die by +1 when inflicting a grappled or restraining complication on a target.

SFX: *Stun Batons*. Add a d6 and step up your effect die when using Weapon to inflict Physical Stress. If the target is stressed out from this attack, they take no trauma.

Limit: *Gear*. Shutdown ESCRIMA STICKS to step up the lowest die in the Doom Pool or to add a d6 Doom Die. Spend a Doom Die to recover power.

Acrobatic Master **10** Combat Master **10** Covert Master **10** Crime Master **10** Menace Expert **8**

Psych Expert **8** Tech Expert **8** Vehicle Expert **8**

Power Sets

Specs

Richard "Dick" Grayson



SOLOMON GRUNDY Cyrus Gold

Solo	8	Distinctions	Born On A Monday
Buddy	6		Undead Terror
Team	4		Savage

SLAUGHTER SWAMP ZOMBIE

Godlike Durability Godlike Stamina Godlike Strength

Power Sets

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Energy Absorption.* On a successful reaction against an energy-based action, convert your opponent's effect die into a SLAUGHTER SWAMP ZOMBIE stunt or step up a SLAUGHTER SWAMP ZOMBIE power by +1 for your next action. Spend a Doom Die to use this SFX if your opponent's action succeeds.


SFX: *Immortal.* Spend a Doom Die to ignore stress, trauma, or complications caused by vacuum, poison, toxin, or aging.

SFX: *Invulnerable.* Spend a Doom Die to ignore Physical Stress or Trauma unless caused by mystical attacks.

SFX: *Resurrection.* Upon dying, you are immediately reborn in the murky depths of Slaughter Swamp. Spend a die from the Doom Pool to return in a subsequent Scene.

Limit: *Diminished Intellect.* Step up stress and complications inflicted by trickery or deceit to step up the lowest die in the Doom Pool or add a d6 Doom Die.

Specs Combat Expert Menace Expert



As with most Scenes in this Event, the roster of tonight's fight can be changed to better allow roleplaying opportunities for your group. Maybe the brainwashed hero isn't Nightwing, but a close ally of the disguised hero. Of course, Nightwing would be ideal if the disguised hero was Batman. But what if Green Arrow infiltrated MetaBrawl? Would he have to fight Arsenal? Or what if Aquaman had to fight Mera? The other two participants could be changed as well. Maybe these two are villains that the heroes let slip through their fingers earlier on in the Event? The choice is up to you. You are your group's Watcher, and your role is to make the roleplaying meaningful to them.

Meeting with MetaBrawl's Owner

After winning the Main Event, the referee presents the disguised hero to the crowd to be met by cheers and boos from those that placed money for and against him (respectively). Then, he is quickly whisked away to a secret room where MetaBrawl's proprietor has been watching the fight. The mysterious figure is revealed to be Roulette, aka Veronica Sinclaire, a woman with a villainous lineage who found a penchant for talking business and earning money outside of the corporate sector in MetaBrawl. Roulette is protected by a pair of bouncers, but this is simply for show. A hero could easily outmatch these two. After meeting Roulette and having a discussion with her, a hero may make an action against the Doom Pool. Success means the guards are knocked out and the hero accosts Roulette. Failure could mean that the hero is knocked unconscious and then brainwashed to participate in further MetaBrawl Main Events. Then, the other heroes may need to step in and save their ally.

Resolving the Mission

This mission is over when the heroes accost Roulette and bring her to justice. After taking Roulette in, the police quickly find out where she is holding the kidnapped superhumans and quickly set about dismantling her underground fighting ring.

Project: Everyman

Synopsis: After being caught, Grodd growled one name: Luthor. It's time to question Grodd and find out exactly what Luthor's involvement in all of this is.

Prerequisites: Caged Gorilla

Description: The beginning of this mission is dependent upon how the heroes handled Grodd incarceration. This writer assumes that the heroes allowed Grodd to be transported back to Gorilla City so he could be tried by his own people.

King Solovar, the benevolent simian ruler of Gorilla City, contacts the heroes and informs them that Grodd's mind has recovered from the psi-scrambler's attack. The heroes may now question him further on the purpose of his attack, why he was stranded in that warehouse, and what Lex Luthor has to do with all of this. Grodd is hesitant to work with the heroes at first. However, persuasive heroes could convince him to help them, or powerful psychic heroes could rip the information from Grodd's head – an act that does not sit well with the peaceful Solovar.


However it may come to be, Grodd divulges everything regarding his plan for Luthor. Of Luthor's request for the devolution machine, his work in getting Grodd's army into Metropolis, and of his betrayal at the warehouse. Grodd does not know what Luthor's endgame is, or even what he could possibly want the devolution machine for in the first place. If asked exactly what the devolution machine does, Grodd tells the heroes that the devolution machine sends out a pulse of energy that rewrites nearby human DNA, literally devolving humans back into gorillas.

About this time, the heroes learn that Lex Luthor is making a public announcement from the LexCorp HQ in Metropolis. Luthor stands in front of a crowd of excited onlookers and reporters with a giant, veiled object behind him. After a speech about the danger of power being in the hands of the few and how power should be given back into the hands of the American people, Luthor reveals the object under the tarp: a device that is shockingly similar to Grodd's devolution machine. Luthor then demonstrates the machine by having an elderly volunteer step inside the machine. When the volunteer emerges, he is rippling with muscle and the strength to bend steel girders with his bare hands. Then, Luthor says above the roar of an excited crowd that for the right price, any American can become their own super hero. "Gone is the day of Superman, now is the time of every man."




On the way back to Metropolis, the heroes learn that Luthor is meeting with a **GROUP OF WEALTHY BUSINESSMEN**, all intent on making offers to buy Luthor's Everyman tech. The meeting is taking place in LexCorp's **UPSCALE METROPOLIS SKYSCRAPER**, complete with **LARGE GLASS WINDOWS** and **EXPENSIVE ARCHITECTURE**. With Luthor sufficiently preoccupied, the heroes can force their way into the board meeting and confront Luthor on his attack on Metropolis and dealings with the villainous Grodd.

Luthor does not take kindly to having his meeting interrupted by the heroes and even less kindly to these accusations on his character. The wealthy businessmen stick around, interested to see how the argument plays out and if they can somehow use this to their advantage in acquiring Luthor's tech. When it is apparent that the encounter is taking a turn for the worst, Luthor secretly activates his Everyman Machine, sending a controlled, short burst into the meeting room. (Luthor doesn't fear the repercussions of this, he could always spin the story to make it seem the heroes prematurely activated the machine and then attacked Luthor's business associates.) Suddenly, the men gathered around the table become monstrous in size and develop superhuman powers of their own (with an added bonus of Mind Control). As the heroes are preoccupied dealing with the Superhuman Businessmen, Luthor disappears.

SUPERHUMAN BUSINESSMEN

Team  Distinctions **Fresh Powers**
Meant For Business, Not Fighting

Power Sets

MOB TRAITS
 Susbionic Flight  Superhuman Durability  Superhuman Strength 

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

Limit: *Mob Cohesion.* Defeat Team Dice (d8 or more Stress) to reduce mob.

After dealing with the businessmen, the heroes quickly go downstairs to where the Everyman Machine is being kept. They find Luthor there before them, suited up in his Warsuit. Now is the time to reveal to the common people how dangerous the superheroes are. As they fight, Luthor calls out to **NEARBY ONLOOKERS** of how the superheroes are envious of their power and do not wish to share it with lesser men. Luthor is as charismatic and he is brilliant, a deadly combination for one as villainous as him. Onlookers could become sympathetic and charge the heroes to free their champion Luthor (see page 45 and use the Anti-Hero Protestors if this happens). Alternatively, Luthor could activate his Everyman Machine again and create another mob of Superhuman servants (use the datafile above).

In all his megalomania, Luthor actually sees himself as the hero, the champion of the human race, fighting against the incoming alien invasion of which heroes like Superman are the harbingers. Luthor has mistrusted costumed heroes ever since they first appeared on the scene. While other praised the heroes for their bravery in repelling Darkseid's invasion, Luthor asked the questions of why must heroes wear masks and who would pay for all the property damage their fighting caused. With Project: Everyman, Luthor sees this as his way to enable men to protect themselves. So, what if he profits from it and holds the button that can immediately take away their powers. Who better to lead the human race into this brave, new world than him, Lex Luthor, champion of humankind?

Resolving the Mission

Once Luthor is defeated, he is promptly taken into custody to be tried for his alleged crimes. However, Luthor has the best lawyers money can buy. He has plenty of witnesses that saw the heroes attack LexCorp business associates and Luthor himself. Luthor could very well escape his allegations and return to business as usual, with an added vengeance against the heroes that stopped him. There is also the matter of what becomes of the Everyman Machine. A lot of what happened in this scene could set the stage for further adventures for our heroes (see Ending the Event on page 39 for ways that this mission could affect what comes afterwards).

LEX LUTHOR

Solo **10** Champion of Humankind
Buddy **6** Narcissistic Billionaire
Team **8** Unparalleled Genius

Distinctions

WARSUIT

Energy Blast **8** Enhanced Reflexes **8**

Godlike Strength **12** Superhuman Durability **10**

Supersonic Flight **10**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Boost*. Shutdown any WARSUIT power to step up another WARSUIT power by +1. Activate an opportunity to recover or during a Transition Scene.

SFX: *Forcefield*. Spend a Doom Die to ignore Physical Stress unless caused by mystical attacks.

SFX: *Full-Power Blast*. Step up or double Energy Blast on your next roll, or spend a Doom Die to do both, then shutdown Energy Blast. Activate an opportunity or during a Transition Scene to recover power.

SFX: *Kryptonite Knuckles*. Step up Physical Stress inflicted on Kryptonians.

SFX: *Multipower*. Add more than one WARSUIT power to your pool. Step back each WARSUIT die in your pool by -1 for each die beyond the first.

Limit: *Arrogance*. Step up Emotional Stress caused by defeat, frustrated plans, or insults to step up the lowest die in the Doom Pool or add a d6 Doom Die.

Limit: *Charged System*. Shutdown highest-rated power to step up the lowest die in the Doom Pool or add a d6 Doom Die. Activate an opportunity or spend a Transition Scene to recover.

Business Master **10** Combat Expert **8** Crime Expert **8** Psych Master **10** Science Master **10**

Tech Master **10**





































Power Sets

Specs

HERO DATAFILES



AQUAMAN

Affiliations	SOLO  BUDDY  TEAM 	PP
Distinctions	Human-Atlantean Hybrid Lord of Atlantis Royally Stubborn	 OR  +1 PP
Power Sets	<p>ATLANTEAN HERITAGE</p> Enhanced Reflexes  Enhanced Senses  Godlike Strength  Superhuman Durability  Superhuman Stamina  Swimming  Telepathy  <p>SFX: <i>Hydrated Vitality.</i> Before you take an action including an ATLANTEAN HERITAGE power while underwater, you may move your Physical Stress die to the Doom Pool and step up the ATLANTEAN HERITAGE die by +1 for this action.</p> <p>SFX: <i>Invulnerable.</i> Spend 1 PP to ignore stress, trauma, or complications caused by aging, disease, drowning, poison, or radiation.</p> <p>SFX: <i>Multipower.</i> Use more than one ATLANTEAN HERITAGE power in your pool. Step back each ATLANTEAN HERITAGE power by -1 for each die beyond the first.</p> <p>SFX: <i>Summon Sea-Life.</i> When using Telepathy to create an asset related to marina life, add a d6 and step up your effect die.</p> <p>SFX: <i>You Raise My Ire!</i> Step up or double any ATLANTEAN HERITAGE power for one action. If that action fails, add a die to the Doom Pool equal to the normal rating of your power die.</p> <p>Limit: <i>Dried Out.</i> Step up Physical Stress inflicted by heat-based attacks to gain 1 PP.</p> <p>Limit: <i>Fish Out Of Water.</i> Step back Godlike Strength to gain 1 PP. Immerse yourself in water to recover power.</p> <p>TRIDENT OF NEPTUNE</p> Enhanced Durability  Water Mastery  Weapon  <p>SFX: <i>Area Attack.</i> Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.</p> <p>Limit: <i>Gear.</i> Shutdown TRIDENT OF NEPTUNE and gain 1 PP. Take an action vs. Doom Pool to recover.</p>	STRESS/TRAUMA      M      E      XP
Specialties	Combat Expert  Menace Expert  Mystic Expert  Psych Expert  <p style="text-align: center; font-size: small;">[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]</p>	
Milestones	<p>Warrior King</p> 1 XP when you declare a character – ally or enemy – as a threat to Atlantis. 3 XP when you take a major step against that threat, such as recruiting a significant ally or joining a team in order to monitor that threat. 10 XP when you eliminate that threat to Atlantis, through diplomacy or force. <p>Responsibility, Dedication, and Duty</p> 1 XP when you tell someone what they should sacrifice in order to reach their goals. 3 XP when you have to choose either Atlantis or the surface world over the other. 10 XP when you either destroy an enemy who was seeking the destruction of Atlantis, or you abdicate your throne.	

Arthur Curry (Orin) [public]



History

The son of lighthouse keeper Tom Curry and a woman named Atlanna, Arthur Curry displayed incredible powers at a young age. On her deathbed, Atlanna revealed that she was the exiled Queen of Atlantis and that one day, Arthur would inherit the right to rule the seven seas. His father educated him and taught him to control his powers, and Arthur eventually became the super hero Aquaman, returned to Atlantis to reclaim his right to rule, and helped form the Justice League.

As the king of Atlantis, Arthur fended off countless threats to the seven seas, including the aquatic mercenary Black Manta, the carnivorous denizens of the Trench, and even his own half-brother Ocean Master. He met and romanced Mera, the queen of the otherworldly dimension known as the Dimension Aqua. Aquaman's life was rocked by tragedy during this time, namely the death of his son at the hands of Black Manta.

Personality

Aquaman is the product of two worlds. While half of him cares for and understands humans, his Atlantean half is righteously indignant at the surface world's lack of respect for nature, specifically the ocean. Though he is often seen as a b-list hero and is the butt end of many aquatic-themed jokes, Aquaman stands second to none. He is brave to a fault, passionate in his convictions, and sometimes brash in his decisions. His take-charge attitude and kingly demeanor often brings him into conflict with his fellow super heroes in the Justice League, who he sees as allies, but also subjects.

Abilities & Resources

Aquaman is a half-human, half-Atlantean hybrid. As such, he possesses strength and durability far above that of normal Atlanteans, which is already above the level of regular humans. Aquaman can breathe underwater and can be immersed indefinitely without suffering any ill effects. He can survive longer on land than an average Atlanteans, though he is still susceptible to dry environments. Aquaman possesses superhuman strength, endurance, durability, senses, and speed. He can also swim at a speed of 100 mph.

Aquaman also has the superhuman ability to communicate telepathically with sea life and he frequently asks for their assistance. Aquaman's telepathic abilities reach beyond just being able to communicate with marine life and he has limited telepathic mind-to-mind communication.

Along with his connections with the Justice League, Aquaman has the resources of Atlantis at his disposal and his powerful water sorceress of a wife, Mera.



BATMAN

Affiliations

SOLO



BUDDY



TEAM



Distinctions

Gotham's Dark Knight
The World's Greatest Detective
Billionaire Playboy By Day



OR



+1 PP

Power Sets

PEAK HUMAN CONDITIONING

Enhanced Reflexes

Enhanced Stamina

Enhanced Strength

Mental Fortitude

SFX: *Focus.* In a pool including a PEAK HUMAN CONDITIONING power, replace two dice of equal size with one die +1 step larger.

SFX: *Second Wind.* Before you make an action including your PEAK HUMAN CONDITIONING power, you may move your Physical Stress die to the Doom Pool and step up the PEAK HUMAN CONDITIONING power die by +1 for this action.

Limit: *Exhausted.* Shutdown any PEAK HUMAN CONDITIONING power to gain 1 PP. Recover by activating an opportunity or during a Transition Scene.

WAYNETECH EQUIPMENT

Batarang

Cybernetic Senses

Enhanced Durability

Swingline

SFX: *Cape.* Spend 1 PP to ignore Physical Stress or Trauma from falling.

SFX: *Explosive Batarang.* Step up or double Batarang for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of your power die.

SFX: *Insulated.* Spend 1 PP to ignore stress, trauma, or complications from electricity, fire, cold, or inhalents.

Limit: *Gear.* Shutdown any WAYNETECH EQUIPMENT power and gain 1 PP. Take an action vs the Doom Pool to recover gear.

Specialties

Acrobatic Master

Business Expert

Combat Master

Covert Master

Crime Master

Menace Master

Psych Expert

Science Expert

Tech Expert

Vehicles Expert

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

The Dark Knight

1 XP when you separate from your allies, accepting no help, so that you can hunt an enemy down alone.

3 XP when you inflict trauma on a villain while using your Covert Master specialty.

10 XP when you either admit that you needed an ally's help, or you explain to an ally why they are a danger to themselves and any team they serve on.

"I Always Have A Plan"

1 XP when you create a new resource linked to your Covert, Crime, Medical, Science, Tech, or Vehicle specialties.

3 XP when you successfully eliminate a threat by targeting it with your created resource.

10 XP when you reveal a stunt or resource specifically created to take down an ally, or you give a trusted ally a resource to take you down in case you ever go rogue.

PP

STRESS/TRAUMA

P



M



E



XP



History

When a family outing to the cinema ended in tragedy, young Bruce Wayne's life was changed forever. While walking home, Bruce, his father, and his mother accidentally ventured into Gotham City's notorious "Crime Alley" and were accosted by a robber. The mugging went wrong and the robber gunned down Bruce's parents and ran into the darkness, leaving Bruce alone. As he knelt by his dead parents, Bruce vowed to avenge them.

At the age of 14, Bruce embarked on a journey that took him around the world as he sought to learn all the skills he would need to keep his vow. He studied criminology, forensics, and criminal psychology, and learned from manhunters and martial artists, learning every fighting style. In time, Bruce had forged himself into a living weapon to wage war on crime and injustice. But even with his training, on Bruce's initial night out in Gotham City as a plainclothes vigilante, he barely survived. As he sat in his family manor, Bruce knew that he had to first strike fear into the hearts of his foes. Just then, a bat crashed through the window, giving Bruce the inspiration he needed.

As Gotham City's protector, Batman has clashed with some of the world's most notorious villains and psychopaths. His war on crime has cost Batman more than anyone will ever know. He has experienced the horrors of Gotham City first hand, been broken both physically and emotionally, but Batman will never relent in his war on crime.

Personality

Batman is a dark and grim hero with a personal vendetta against criminals. Traumatized by the death of his parents, Batman has sworn to rid Gotham from the criminal elements that took his parents from him. He is very paranoid and obsessive, making it difficult for him to trust other people, even his closest allies. Batman refrains from killing, refusing to sink to the same level of criminals that he fights.

To cover up his life as Batman, Bruce Wayne plays the role of an eccentric, billionaire playboy. To the world, Bruce Wayne is a self-absorbed, superficial, irresponsible playboy and philanthropist.

Abilities & Resources

The costume that Batman wears is composed of Kevlar; its bulletproof and resistant to various types of attack, it is also flame-retardant and insulated. The cape is super light and can be used to glide. The mask is lined with lead, protecting Batman's secret identity even from those with x-ray vision. The mask is also outfitted with an infrared and night vision viewer, auditory sensors, sonar, and a rebreather.

Batman's utility belt contains gadgets and other pieces of field equipment, such as plastic explosives, nerve toxins, batarangs, smoke bombs, a fingerprint kit, a glass-cutting tool, a grappling hook gun and many other items. Above all, however, Batman's *mind* is his greatest resource.

Although he initially began his crime-fighting career solo, Batman now surrounds himself with allies, namely his former wards, Nightwing, Batgirl, and Red Robin. Batman has a strong friendship with Gotham City Police Commissioner James Gordon. Batman also shares a complicated relationship with Catwoman, she flipping between the role of ally, love interest, or enemy depending on her whim. Batman now patrols the streets of Gotham with the new Robin and son Damian Wayne, who is the son of Talia al'Ghul.

Batman is a founding member of the Justice League. He and Superman often work together outside of the League and have formed a strong friendship. Bruce's butler, Alfred Pennyworth, has been a constant friend, guide, and mentor to Batman throughout his entire life.

Batman's headquarters in Gotham City is the Batcave, underneath Wayne Manor. His vehicles and other equipment are located here. He also has access to all equipment on the Justice League Watchtower.



BEAST BOY

Affiliations

SOLO

6

BUDDY

10

TEAM

8

PP

Distinctions

Comic Relief
Wild Side
The Colony Survivor

4
+1 PP

OR

8

Power Sets

TERRESTRIAL METAMORPH

Shapeshifting 10

Enhanced Stamina 8

SFX: *Immunity.* Spend 1 PP to ignore stress, trauma, or complications from toxin and disease.

SFX: *Versatile.* Split Shapeshifting into 2d8 or 3d6.

SFX: *Walking Zoo.* When using a TERRESTRIAL METAMORPH to create assets related to transforming into animals, add a d6 and step up your effect die.

Limit: *One At A Time!* You may only have one TERRESTRIAL METAMORPH asset active at a time.

Limit: *Thin-Skinned.* Gain 1 PP to step up emotional stress from taunting, insults, etc.

Specialties

Actoabtic Expert 8

Combat Expert 8

Covert Expert 8

Psych Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Puppy Love

1 XP when you flirt with another hero.

3 XP when you take stress while trying to impress or protect a hero you've flirted with.

10 XP when a hero you've flirted with responds to your advances and opens up to you, or shuts you out completely.

"Go Ahead! Stare At The Green Kid!"

1 XP when your first activate your *Thin-Skinned Limit* in a Scene.

3 XP when you become secluded and withdrawn, shutting yourself off from the world and its hurtful comments.

10 XP when another hero comes to you and attempts to convince you to come back into the public eye and you take their hand, or you refuse and swear to live your life in seclusion.

STRESS/TRAUMA

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XP

**History**

As a child, Garfield Logan contracted a rare disease that nearly killed him. It was only an untested drug administered by his parents that saved his life. Garfield’s skin and hair turned an unnatural green and he discovered he had the ability to transform his shape to that of any animal. Shortly thereafter, Garfield’s parents died in a boating accident. Garfield wandered for a while until he was abducted by the clandestine organization N.O.W.H.E.R.E.

The scientists of N.O.W.H.E.R.E. experimented on Garfield and the other superhumans held in the mysterious underground base, the Colony. After the scientists finished their experiments, Garfield was forced to participate in an annual event his captors called the Culling, in which the captives of the Colony were forced to either kill or be killed. With the help of the Teen Titans, Garfield escaped from the Colony along with several other refugees. Garfield decided to join the Teen Titans as the incredible Beast Boy, in order to keep other superhumans from suffering at the hands of N.O.W.H.E.R.E. as he had.

Personality

Upbeat, flirtatious, and a bit of a joker, Beast Boy retains an air of affability at almost all times. Which is quite a feat, considering the loss of his parents, his horrific experiences while in the Colony, and the physical changes brought to his skin and hair color due to the serum that saved his life and gave him his powers. Beast Boy hides all the emotional pain of these experiences underneath a thin veil of jokes and wisecracks.

Abilities & Resources

The experimental serum that saved Garfield’s life as a child gave him the supernatural ability to transform into any animal on Earth. His power allows him to alter his entire body mass, permitting him to morph into animals larger, smaller, lighter, or heavier than himself. He can even radically alter his body structure to form beasts such as snakes, jellyfish, or insects. However, while in animal form, Beast Boy retains his strange green skin coloration.

Beast Boy is closest with his new teammates in the Teen Titans, even though he is just getting to know them. As a young and rather inexperienced superhero, Beast Boy has very limited access to resources and technology.



BLACK CANARY

Affiliations

SOLO

6

BUDDY

8

TEAM

10

PP

Distinctions

Tougher Than She Looks
Natural Leader
Black Ops History

4

OR

8

+1 PP

Power Sets

OPERATIVE TRAINING

Enhanced Reflexes 8

Enhanced Stamina 8

SFX: *Focus.* If a pool includes a OPERATIVE TRAINING power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Try Again.* Spend 1 PP to reroll when using any OPERATIVE TRAINING power.

Limit: *Exhausted.* Shutdown any OPERATIVE TRAINING power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

CANARY CRY

Sonic Blast 10

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Afflict.* Add a d6 and step up your effect die when inflicting Disoriented- or Deafened-related complications.

SFX: *Versatile, but Dangerous.* Split Sonic Blast into 2d6, or 3d4.

SFX: *Fortisimo.* Step up or double Sonic Blast for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of the power die.

Limit: *Hoarse.* Shutdown CANARY CRY and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

Acrobatics Expert 8

Combat Master 10

Covert Expert 8

Vehicle Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Training Over Power

1 XP when you first choose to attack an opponent with your fists instead of your Canary Cry.

3 XP when you rely solely on your combat training and complete a Scene without using your Canary Cry power.

10 XP when you either defeat a major villain by using your physical combat prowess, or you land the final blow with your Canary Cry power.

Independent

1 XP when you stand up to another hero.

3 XP when you prove one of your decisions was best for your team.

10 XP when you stress out the last foe in an action scene, or another character acknowledges your assistance was essential in saving the day.

STRESS/TRAUMA

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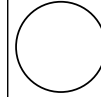
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XP



History

Dinah Drake grew up as a street urchin in Gotham City, until she was found by local dojo owner, Desmond Lamar. For years, Dinah lived and trained in the dojo, and when Desmond died from cancer he left the dojo to Dinah. During a citywide power outage, Dinah was attacked by a local gang and was saved by Agent Kurt Lance. After the attack, Dinah returned to her dojo and found it had been destroyed. Realizing she had nothing left, Lance offered her a chance to join the special operations team called Team 7.

In Team 7, Dinah served alongside Kurt Lance and other special operatives Steve Trevor, Cole Cash (aka Grifter), and Slade Wilson (aka Deathstroke). During this time, Dinah's latent metagene manifested and she married fellow agent Kurt Lance. On Team 7's final mission, most of the team perished, including Dinah's husband, Kurt. The spec ops team was mothballed and Dinah's tenure as a government agent was ended.

After Team 7 ended, Dinah took on the super hero name Black Canary and took to fighting injustice on her own terms. When Black Canary found herself investigating a mysterious metahuman group known only as Basilisk, she enlisted the help of fellow heroines Starling and Batgirl, and formed the super hero team the Birds of Prey. Black Canary's long career as a hero has led her to become a respected and well-liked member of the super hero community. She is a member of the Justice League's reserve roster, and has been repeatedly considered for a full-time position.

Personality

Black Canary is confident and clearheaded, forthright and bluntly obvious. A born leader, Black Canary is stern, but gives praise to her teammates when it is due. Black Canary is stubborn and it is not uncommon for her to make rash, impulsive actions especially when the safety of innocents are involved. Despite being stubborn, however, Black Canary is intelligent enough to often think herself out of the situations that she finds herself in. Part of Dinah blames herself for the death of her husband and she sees her job as a super hero as her way to make up for it.

Abilities & Resources


















Black Canary possesses a metagene that allows her to use her own voice as a weapon. By focusing her voice, Black Canary can release a potent sonic scream, able to damage and stun foes. She also possesses an incredible degree of control over her vocal chords and can mimic sounds and generate any sound she desires.

Black Canary is a gifted martial artist, highly trained in several schools – such as boxing, krav maga, and tae kwon do (to name a few). Along with her training, she is highly perceptive, trained in covert operations, the use of firearms, and in espionage and investigation.

As a respected member of the super hero community, Black Canary has numerous contacts and allies. She also has numerous outposts and stashes stored across Gotham City for easy access while she is out on her nightly rounds.



BLUE BEETLE

Affiliations	SOLO  10	BUDDY  6	TEAM  8
Distinctions	Rookie Superhero Dios Mio!  4 OR  8 Reach Infiltrator +1 PP		
Power Sets	<p>THE SCARAB</p> Cybernetic Senses  6 Enhanced Reflexes  8 Shapeshifting  8 Superhuman Durability  10 Superhuman Strength  10 Energy Blast  8 Invisibility  10 Subsonic Flight  8 Superhuman Stamina  10 Technology Control  8		
	<p>SFX: <i>Adversary Adaptation.</i> Add a d6 to Blue Beetle's dice pool for each failed action against a specific opponent.</p> <p>SFX: <i>Area Attack.</i> Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Boost.</i> Shutdown highest-rated THE SCARAB power to step up another THE SCARAB power. Activating an opportunity to recover or during a Transition Scene.</p> <p>SFXL <i>Claws.</i> Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up Physical Stress inflicted by +1.</p> <p>SFX: <i>Healing Factor.</i> Spend 1 PP to recover your Physical Stress and step back your Physical Trauma.</p> <p>SFX: <i>Immunity.</i> Spend 1 PP to ignore stress, trauma, or complications from aging, dehydration, poison, starvation, or vacuum.</p> <p>Limit: <i>Charged System.</i> Shutdown highest-rated power and gain 1 PP. Recover power by activating an opportunity during a Transition Scene.</p> <p>Limit: <i>Failsafe.</i> When Blue Beetle takes Emotional or Mental Trauma, activate KHAJI DA.</p> <p>KHAJI DA</p> <p>When the host of a Reach Scarab is compromised, the Scarab enacts an override initiative and immediately begins carrying out its primary objective of world domination, eliminating any threats in its way – villains and heroes alike. While in this form, Khaji Da uses the Doom Pool in place of an Affiliation die for all dice pools. Khaji Da's Affiliation dice may be targeted like a Large Scale Threat's Affiliation dice. Khaji Da reverts if he takes Physical Trauma, if the Doom Pool is reduced by 2, or if Blue Beetle recovers his emotional or mental trauma.</p>		
Specialties	Combat Expert  8 Cosmic Expert  8 [You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]		
Milestones	<p>Agent Of The Reach</p> 1 XP when you do something heroic despite Khaji Da's pleas to follow protocol. 3 XP when you activate your <i>Failsafe Limit</i> for the first time. 10 XP when you either give in to the scarab's programming and leave Earth to join the Reach, or you defend Earth from a Reach invasion and in so doing sever all ties to the Reach. <p>Learning About His Power</p> 1 XP when you discuss the scarab's power. 3 XP when you use the scarab to create an asset or complication. 10 XP when you either find the alien race that created the scarab so they can teach you how to use it, or you find an Earthbound tutor who can help you master your power.		

PP

STRESS/TRAUMA

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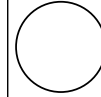
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XP



History

Jaime Reyes was a relatively normal high school student living in El Paso, Texas. On the way home from school one day, Jaime stumbled into the middle of a fight between two super-powered gangs. During the battle, Jaime ended up with the object the gangs were fighting over: a strange, blue scarab-shaped object, that bonded to his back. However, once Jaime escaped the scene of the battle, he was horrified to discover the scarab could not be removed. Worse, the scarab began 'speaking' and revealed to Jaime that it had been created by an alien empire bent on universal conquest. The scarab was programmed to override the host's mind in order to pave the way for a full-scale invasion. Fortunately for Jaime, however, the scarab's programming was damaged in entry to Earth, leaving Jaime with his free will. Instead of obeying the scarab's constant ramblings about protocol and galactic conquest, Jaime swore to use the scarab's powers to protect the world as the Blue Beetle.

Personality

Intelligent, kind, and young, the last thing Jaime Reyes needed was an alien device built to deconstruct worlds for assimilation into an alien empire bonding itself to his spine. Jaime found the silver lining in this rather unfortunate turn of events and decided to instead use the scarab's powers to fight crime and protect the world. Instilled with a strong sense of right and wrong, Jaime often has to put up with the constant prattling of Khaji Da inside his head, urging him to fulfill his duties as an infiltrator agent of the Reach.

Abilities & Resources

Jaime Reyes is a typical human boy and as such, has no special powers. All of Jaime's superhuman abilities come from the scarab that has embedded itself into his back. The scarab can encase Jaime in armor at a moment's notice to provide defense and offense in needed situations. While armored, Jaime has superhuman durability and strength. The scarab can easily adapt itself to any situation that is required of it, manifesting wings, energy weapons, bladed claws, cloaking devices, and many more functions that Jaime has not even yet discovered. The scarab is equipped with advanced surveillance technology, allowing it to hack into computerized devices and sense nearby life signatures.

Besides defeating the two superpowered gangs of his hometown, Blue Beetle has very little super hero experience. Soon after he first manifested his powers in public, Jaime was approached by Green Lantern Guy Gardner and time-traveling super hero Booster Gold. The two have taken Jaime under their wings to show him the ropes. He has even helped them on a few spacefaring missions.



CYBORG

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP

Distinctions

Man and Machine
Former Star Athlete
Advanced and Dangerous Tech

4
+1 PP

OR

8

Power Sets

CYBERNETIC ENHANCEMENTS

Cybernetic Senses 10

Enhanced Speed 8

Sonic Blast 8

Superhuman Durability 10

Superhuman Stamina 10

Superhuman Strength 10

Teleport 10

Technology Control 8

SFX: *Area Attack.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.

SFX: *Boost.* Shutdown your highest rated CYBERNETIC ENHANCEMENTS power to step up another CYBERNETIC ENHANCEMENTS power by +1. Recover that power by activating an opportunity, or during a Transition Scene.

SFX: *Full Power.* Step up or double Sonic Blast for one action, or spend 1 PP to do both, then shutdown Sonic Blast. Recover power by activating an opportunity, or during a Transition Scene.

SFX: *Immunity.* Spend 1 PP to ignore stress, trauma, or complications from aging, dehydration disease, poison, starvation, or vacuum.

SFX: *Swiss-Army Cyborg.* When using CYBERNETIC ENHANCEMENTS to create technological assets, add a d6 and step up your effect die.

Limit: *Necessary and Lengthy Calculations.* Step Teleport down to d6 during Action Scenes.

Limit: *Overload.* Shutdown highest-rated power to gain 1 PP. Take an action vs the Doom Pool to recover.

Specialties

Acrobatic Expert 8

Combat Expert 8

Tech Master 10

Science Expert 8

Vehicle Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Tech Support

- 1 XP when you offer advice to an ally.
- 3 XP when you use a Transition Scene to equip an ally with advanced technology.
- 10 XP when you either found and lead your own team of tech-equipped heroes, or strip those you mentored of their technology and encourage them to walk their own path without your aid.

Learning Control

- 1 XP when you discuss the problems with your powers.
- 3 XP when you use your powers to create a stunt.
- 10 XP when you either seek reconciliation with your father so that he may help you better understand your powers, or refuse any further aid or instruction in controlling your powers.

STRESS/TRAUMA

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XP



History

Victor Stone was once a high school athlete at odds with his brilliant scientist father, Silas Stone. While visiting his father at S.T.A.R. Labs, Vic was caught in an explosion caused by an alien piece of technology. In a desperate attempt to save his son, Dr. Stone used the advanced and dangerous technology within the lab to replace his son's lost organs, limbs, and body mass.

When Vic awoke after the surgery, his robotic body reacted to the residual alien technology in the lab and he was teleported to Metropolis. Thrown headfirst into a full-force alien invasion, Cyborg found himself fighting alongside other superhumans. Using his newfound powers and ability to communicate with machines, Vic helped these superhumans repel the alien invasion and together they formed the Justice League.

Though initially repulsed by his cybernetic body, Victor came to appreciate the powers and abilities his new body held and used them to help the Justice League keep the Earth safe. Cyborg spends most of his time in the Justice League Watchtower, interfacing with the space station's advanced computers and scanning national security and law enforcement frequencies for any sign of villainous or Earth-threatening activity. He has not yet reconciled with or forgiven his father.

Personality

Though still only a young adult, Vic has become a world-renowned hero and oftentimes feels as if he is carrying the weight of the world on his shoulders. Because of this, Cyborg is often silent and pensive, which may be seen as some to be a cold, uncaring demeanor. But beneath all the technology and armor, Victor Stone is still a human that relishes human interaction and feels cheated out of his chances for living a normal life. Victor's youthful angst and deep-seated anger issues – though counterbalanced by his calculative mind – comes to the forefront during heated battles or arguments.

Abilities & Resources

Cyborg is a digital and physical tank. There is no firewall – or brick wall – that can keep him out. The technological enhancements that his father grafted to his body supply Vic with superhuman strength, durability, stamina, as well as the ability to communicate with and hack nearly any electronic or digital database in the world. His body is also outfitted with advanced weapon systems, namely his white noise concussion blaster which unleashes a blast of devastating sonic energy.

Cyborg's access to resources is nearly limitless. As a premiere superhero, Cyborg can call on nearly the entire superhuman community for assistance, and what he cannot gain through diplomacy, he can take by breaking into a digital database. Cyborg has the equipment onboard the Justice League Watchtower as immediate resources.



FLASH

Affiliations

SOLO

6

BUDDY

8

TEAM

10

PP

Distinctions

Fastest Man Alive
Just A Really Good Guy
Forensic Scientist

4
+1 PP

OR

8

Power Sets

SPEED FORCE CONDUIT

Enhanced Senses 8

Flight 6

Godlike Speed 12

Intangibility 8

Invisibility 8

Superhuman Reflexes 10

Superhuman Stamina 10

SFX: *Everywhere At Once.* Target multiple opponents. For every additional opponent, add a d6 and keep an additional effect die.

SFX: *Multipower.* Use two or more SPEED FORCE CONDUIT powers in a single dice pool at -1 step for each additional power.

SFX: *No Tagbacks!* On a successful reaction including Superhuman Reflexes against a Physical attack action from a nearby opponent, inflict Physical Stress with your effect die at no PP cost, or spend 1 PP to step it up.

SFX: *Push The Barrier.* Step up or double any SPEED FORCE CONDUIT power for one action. If that action fails, add a die to the Doom Pool equal to the normal rating of that power die.

Limit: *Exhausted.* Shutdown any SPEED FORCE CONDUIT power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

Acrobatic Expert 8

Crime Expert 8

Medical Expert 8

Science Expert 8

Psych Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Protector Of The Gem Cities

1 XP when you declare a villain as an old foe.

3 XP when you take trauma from your chosen foe.

10 XP when you either convince your chosen foe to reform, or you inadvertently cause their relapse into crime.

Team Player

1 XP when you give support to another hero not already on your team.

3 XP when you create an asset for your teammates by using your Godlike Speed.

10 XP when you either walk away from a team because of the threat your power poses, or your power causes an ally to take trauma.

STRESS/TRAUMA

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XP



History

Barry Allen was born to Henry and Nora Allen two weeks late. The lateness of Barry's birth foreshadowed his bad habit of always being late. When he was a child, Barry's mother was killed and his father was convicted. The drive to prove his father was innocent instilled in Barry a strong belief in justice. Barry went on to become a police forensic scientist for the Central City Police Department.

One stormy night at the police station laboratory, a bolt of lightning crashed through the window and shattered vials of chemicals surrounding Barry. Instead of dying, Barry was instead suddenly imbued with the power to move at near lightspeed. No more would Barry be the slowpoke he had been all his life. Now, he was The Flash, the speedy protector of the Gem Cities (Central City and Keystone City).

Even though the general public and the police department consider him a menace, Flash doesn't let this slow him down in his war on crime. When Darkseid's forces attempted to invade Earth, Flash joined up with a team of super heroes to oppose them. After the invasion was dealt with, Flash voted that the team stay together and was one of the main proponents of forming the Justice League.

Personality

Barry has many positive personality traits. He is witty, laid-back, humorous, friendly and generally one of the more approachable members of the super-hero community. Barry has a strong sense of justice and always owns up to his actions. Barry is a team player and has developed strong friendships with other members of the superhero community, namely with Green Lantern Hal Jordan.

Abilities & Resources

Flash is a conduit of the Speed Force, an extra-dimensional energy force from which most superspeed-powered heroes draw their powers. Barry has discovered that he is indeed the very source and creator of the Speed Force, and generates it with every step he takes. His ability to tap into the Speed Force makes him the fastest man alive, and he is (arguably) the fastest that ever existed.

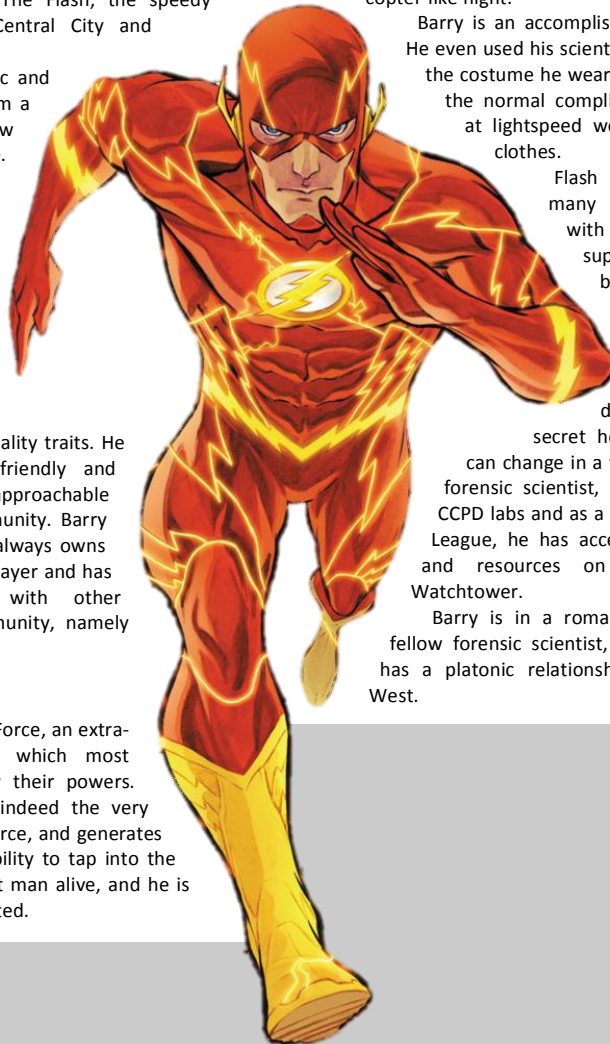
When Barry taps into the upper limits of the Speed Force, however, there can be grave consequences. The physical effects of his speed can have catastrophic consequences to the environment. Flash has also discovered, with the help of Dr. Elias, that when he uses the Speed Force to approach the speed of light, time rifts are created that could have destructive consequences of their own.

Barry's connection to the Speed Force grants him, along with his super speed, accelerated healing and decelerated aging. Flash can use his super speed to create vortexes and he can vibrate his body at a molecular level, granting him invisibility and the ability to phase through solid objects. By spinning his arms and body, Flash can achieve very limited copter-like flight.

































Barry is an accomplished forensic scientist. He even used his scientific expertise to create the costume he wears, which is resistant to the normal complications that traveling at lightspeed would incur on normal clothes.

Flash is friendly and has many strong relationships with many members of the superhero community, but his greatest friend and ally is Green Lantern Hal Jordan, despite their differences. Flash does not have a typical secret headquarters, since he can change in a flash. As a Central City forensic scientist, he has access to the CCPD labs and as a member of the Justice League, he has access to the equipment and resources on the orbital base, Watchtower.

Barry is in a romantic relationship with fellow forensic scientist, Patty Spivot, and he has a platonic relationship with reporter Iris West.



GREEN ARROW

Affiliations	SOLO  6	BUDDY  10	TEAM  8	PP 
Distinctions	Arrogant Archer Indifferent Billionaire Ladies Man			
Power Sets	<p>EXCEPTIONAL TRAINING</p> <p>Enhanced Reflexes  8 Enhanced Senses  8</p> <p>Enhanced Stamina  8</p> <p>SFX: <i>Focus.</i> If a pool includes an EXCEPTIONAL TRAINING power, you may replace two dice of equal size with one die +1 size larger.</p> <p>Limit: <i>Exhausted.</i> Shutdown any EXCEPTIONAL TRAINING power to gain 1 PP. Recover by activating an opportunity or during a Transition Scene.</p> <p>BOW AND TRICK ARROWS</p> <p>Enhanced Durability  8 Weapon  8</p> <p>SFX: <i>Boomerang Arrow.</i> Spend 1 PP to reroll an attack action when using Weapon.</p> <p>SFX: <i>Boxing Glove Arrow.</i> Add a d6 and step up Physical Stress inflicted. If the target is stressed out from the attack, they take no Trauma.</p> <p>SFX: <i>EMP Arrow.</i> Target multiple robot or computerized opponents. For every additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Explosive Arrow.</i> Step up or double Weapon for one action. If that action fails, add a die to the Doom Pool equal to the normal rating of your power die.</p> <p>SFX: <i>Swiss-Army Quiver.</i> When using a BOW AND TRICK ARROWS power to create assets, add a d6 and step up your effect die.</p> <p>SFX: <i>Tear Gas Arrow.</i> Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.</p> <p>Limit: <i>Gear.</i> Shutdown BOW AND TRICK ARROWS and gain 1 PP. Take an action vs. the Doom Pool to recover.</p>			STRESS/TRAUMA P  4  6  8  10  12 M  4  6  8  10  12 E  4  6  8  10  12
Specialties	<p>Acrobatics Expert  8 Business Expert  8</p> <p>Combat Master  10 Covert Expert  8</p> <p>Crime Expert  8 Menace Expert  8</p> <p>Vehicle Expert  8</p> <p>[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]</p>			
Milestones	<p>Peerless Archer, Bad Businessman</p> <p>1 XP when you use your Business Expert in a conflict.</p> <p>3 XP when you use money from your business to fund your super hero activities.</p> <p>10 XP when you find yourself forced to merge your business with another character's business in order to save it, or you recognize your super hero activities as a distraction and put down the bow in order to take up the reins of your company full-time.</p> <p>Part Of Your Team</p> <p>1 XP when you discuss your desire to be a member of the Justice League.</p> <p>3 XP when you try to prove your worth as a hero by performing an impressive and reckless stunt.</p> <p>10 XP when a member of the Justice League finally offers you a position on the team after seeing your bravery, or you decide to form your own super hero team and appoint yourself as leader.</p>			XP 



History

As the young heir to a billion dollar corporate dynasty at Queen Industries, Oliver Queen grew up a spoiled socialite, the star of Seattle's club scene, and a disappointment to his family. Oliver grew up quickly, however, when an extravagant party he was hosting out in the Pacific Ocean was attacked by pirates. Taking up a recreational bow – a weapon he had little training in – Oliver planned to rescue himself and his guests with style and flair. His cockiness and recklessness caused the pirate's bombs to detonate, killing dozens of guests and throwing Oliver into the ocean. Oliver washed ashore on a deserted island and was forced to survive with only his bow and arrows for five years. After he was rescued, Oliver dedicated his life to making things right, and became the Green Arrow.

When he returned to the States, Oliver found himself thrust into the role of CEO of his late parents' business. Rather than focus on running his company, however, Oliver spent his energy and nights patrolling the streets of Seattle as Green Arrow. Because of this, Queen Industries began to suffer and Oliver Queen was soon perceived as the same spoiled brat that he was before the island. Only Oliver knows how much he has changed and of the selfless acts he performs every night as Green Arrow.

Personality

Though he is not the irresponsible party boy he once was, Green Arrow still exhibits a cocky, arrogant attitude. He's always quick with a quip from his verbal quiver and his headstrong attitude often gets him into precarious positions. The world and media see Oliver Queen as a spoiled and irresponsible CEO (much to the chagrin of his Board of Trustees) and Oliver keeps up appearances in order to cover up his nightly activities as Green Arrow.

Abilities & Resources

Oliver is one of the finest marksmen on the planet. His peers are few and far in between. He supplements his already impressive archery skills with a wide array of trick arrows – all created in a private lab in Queen Industries' R&D department. Oliver is well-trained in martial arts and is a master of many weapons, though his favored weapon is the bow and arrow.































Though his company is not as successful as Wayne Enterprises and the Queen fortune is not as inexhaustible as that of Bruce Wayne, Oliver Queen still has a considerably sized trust fund and his business grants him many resources and contacts. During the five years of his absence, Oliver did not spend the entire time on the island. He has many contacts in many different locations – some in the seedier corners of the world.

Green Arrow has numerous allies in the super hero community, most notably his former sidekick Arsenal and former lover Black Canary. Despite a relatively successful career as a hero and being good friends with Green Lantern and Flash, Green Arrow has consistently been denied entrance into the elite Justice League, though he is not sure why...

Maybe it's his personality?



GREEN LANTERN

Affiliations	SOLO  8	BUDDY  10	TEAM  6	PP 
Distinctions	Reckless Test Pilot Roguish Charm Fearless Maverick	 4 +1 PP	 8	
Power Sets	GREEN LANTERN RING Energy Blast  10 Green Light Mastery  10 Supersonic Flight  10 Enhanced Senses  8 Superhuman Durability  10 SFX: <i>Area Attack.</i> Add a d6 and keep an additional effect die for each additional target. SFX: <i>Boost.</i> Shutdown any GREEN LANTERN RING power to step up another GREEN LANTERN RING power by +1. Recover power by activating an opportunity, or during a Transition Scene. SFX: <i>Constructs.</i> Add a d6 and step up your effect die by +1 when using Green Light Mastery to create assets or complications. SFX: <i>Immunity.</i> Spend 1 PP to ignore stress, trauma or complications from poison, radiation, inhalents, or vacuum. SFX: <i>Ring, identify.</i> Spend 1 PP to step up your Cosmic Expert for one action. SFX: <i>Space Flight.</i> Shutdown all other GREEN LANTERN RING powers and gain Space Flight d12. Shutdown Space Flight d12 to reactivate other GREEN LANTERN RING powers. SFX: <i>Versatile.</i> Split Energy Blast or Green Light Mastery into 2d8 or 3d6. Limit: <i>Fueled by Will.</i> For each 2 full steps of Emotional stress dealt by fear, doubt, or apathy, step down all GREEN LANTERN RING powers by -1. When dealt Emotional Trauma, shutdown GREEN LANTERN RING. Recover Emotional Trauma to regain powers. Limit: <i>Gear.</i> Shutdown GREEN LANTERN RING and gain 1 PP. Activate an opportunity or take an action vs. the Doom Pool to recover. Limit: <i>Recharge.</i> Shutdown GREEN LANTERN RING and gain 1 PP. Spend a Transition scene recharging to recover.			STRESS/TRAUMA P  4  6  8  10  12 M  4  6  8  10  12 E  4  6  8  10  12
Specialties	Combat Expert  8 Vehicle Master  10	Cosmic Expert  8		
Milestones	In Brightest Day, In Blackest Night 1 XP when you use your Green Light Mastery to create an asset for a teammate. 3 XP when you spend a Transition Scene encouraging a teammate. 10 XP when you encounter an enemy with a d12 in their Power Set and you either defeat them by inflicting a d12 complication on them, or you take a d10 or more Trauma so that your allies might escape.			
	The Greatest Green Lantern and the Guardian's Biggest Headache 1 XP when you use your Green Light Mastery to inflict a complication on a target. 3 XP when you disobey an order from the Green Lantern Corps in order to protect someone or something on Earth. 10 XP when you either are dismissed from the Green Lantern Corps due to your reckless nature and constant disobedience of the Guardians rules, or you leave your family and friends on Earth permanently to help protect the universe.			XP 



History

As a child, Hal Jordan idolized his father – a test pilot – but a young Hal had to face his greatest fears when his father died in a plane crash right before his eyes. Despite his family's wishes, Hal followed in his father's footsteps and eventually joined the United States Air Force. Years later, Hal was sent to investigate a suspicious crash in the Californian desert. At the crash site, Hal found a dying alien named Abin Sur, who proceeded to explain that he was from an intergalactic policing force known as the Green Lantern Corps and that Hal was to replace him when he died. Placing the alien's ring on his finger, Hal was immediately transported to Oa, the home of the Green Lantern Corps.

As a member of the Green Lantern Corps, Hal quickly became the Corps' greatest Lantern, outing his mentor Tha'al Sinestro as a tyrant and going on to do even greater feats. However, Hal became the Corps' worst nightmare when he went mad with grief over the destruction of his hometown, Coast City, allowing himself to become possessed by the entity of fear: Parallax. As Parallax, Hal killed the Guardians and nearly destroyed the Green Lantern Corps. Hal was brought to his senses however, and redeemed himself by using the power of Parallax to restore the Corps and the Guardians.

When the alien force of Apokolips invaded Earth, Hal responded to the galactic alert and joined together with a team of Earth heroes to repel the invasion and defeat the tyrant leader of Apokolips, Darkseid. These heroes joined together to form the Justice League. Hal now divides his time between his duties on the Green Lantern Corps and the Justice League, an act that the Guardians do not agree with.

Personality

Hal is a righteous hero with strong willpower and the ability to overcome great fear. Having a strong sense of right and wrong, Hal is guided by his conscience rather than the general rules that the Guardians enforce on their Corps. Hal refuses to admit defeat even in the darkest of situations, which has allowed him to achieve victory against the most difficult odds.

Despite his virtues, Hal is reckless and arrogant. More than once, Hal has allowed his emotions to cloud his judgment, putting him at odds with the Guardians numerous times.

Abilities & Resources

Hal Jordan has no special abilities besides exceptional talent as a test pilot. All of Hal's spectacular powers come from his Green Lantern power ring. The Green Lantern power ring is connected to the Central Power Battery on Oa, the Guardian homeworld at the center of the universe. This Power Battery houses the brilliant green light of willpower of the Emotional Electromagnetic Spectrum. A Green Lantern can use a power ring to channel this green light to create constructs, force fields, energy blasts, and fly by will of force alone. The ring's energy can even be used for life support purposes, such as sustaining a ring bearer as they travel through space. The Power Ring can also be used for
























different computerized abilities, such as playing back holographic images from a specific moment in its memory banks and communicating with other Green Lantern ring bearers. Even though it has these computerized qualities, a power ring is not considered a computerized or electronic device.

A Green Lantern's power ring, even though it is connected to the Central Power Battery on Oa, does not have an unlimited supply of energy. Upon depleting the energy stored in the ring, the Green Lantern must return to his personal Green Lantern Power Battery to recharge. This personal battery is actually directly connected to the Central Power Battery.

Among all of the Green Lanterns, Hal is arguably the greatest. His ability to overcome great fear and his astounding willpower make him among the most powerful and indomitable, even if he is the Guardian's biggest headache. As a Green Lantern, Hal doesn't have much time for a personal life, although he does have an apartment in Coast City. Hal is also a member of the Justice League and has access to all the resources on the Justice League Watchtower.



MARTIAN MANHUNTER

Affiliations	SOLO 	BUDDY 	TEAM 
Distinctions	Mars' Sole Survivor Most Dangerous Team Member  OR  No Secrets From Me +1 PP		
Power Sets	<p>GREEN MARTIAN</p> <p>Godlike Strength  Godlike Stamina </p> <p>Invisibility  Intangibility </p> <p>Optic Blast  Shapeshifting </p> <p>Stretching  Superhuman Durability </p> <p>Superhuman Reflexes  Superhuman Senses </p> <p>Supersonic Flight  Telepathy </p> <p>SFX: <i>Area Attack.</i> Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Invulnerable.</i> Spend 1 PP to ignore Physical Stress or Trauma unless caused by fire.</p> <p>SFX: <i>Mind Link.</i> Spend 1 PP to add Superhuman Senses to another character's dice pool before rolling. If that character takes Physical Stress, take a d6 Mental Stress.</p> <p>SFX: <i>Multipower.</i> Use more than one GREEN MARTIAN power in your pool. Step back each GREEN MARTIAN power by -1 for each die beyond the first.</p> <p>SFX: <i>Phasing.</i> Shutdown Godlike Strength and Superhuman Durability to gain Intangibility. Shutdown Intangibility to regain those powers.</p> <p>SFX: <i>Psychic Healing.</i> Add Telepathy to your dice pool when helping others to recover Stress.</p> <p>SFX: <i>Regeneration.</i> Spend 1 PP to recover Physical Stress and step back Physical Trauma by -1.</p> <p>Limit: <i>Exhausted.</i> Shutdown any GREEN MARTIAN power to gain 1 PP. Activate an opportunity or participate in a Transition Scene to recover that power.</p> <p>Limit: <i>Pyrophobia.</i> When suffering from a fire-based complication, shutdown GREEN MARTIAN and gain 1 PP. Recover by removing the complication or by activating an opportunity.</p>		
Specialties	Combat Expert  Covert Expert  Psych Expert 	Cosmic Expert  Crime Expert  Menace Expert 	
	[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]		
Milestones	<p>Stranger</p> <p>1 XP when you learn something about Earth, but fail to understand it.</p> <p>3 XP when you spend a Transition Scene trying to find out more about Earth.</p> <p>10 XP when you embrace Earth and its strange cultures, or reject Earth as a back-water world and swear to live a fully Martian life.</p> <p>Martian Power House</p> <p>1 XP when you fly directly into the most obviously powerful enemy on the field.</p> <p>3 XP when you use brute force to create an asset for an ally.</p> <p>10 XP when you overwhelm an opponent with a d12 in one of their Power Sets through brute force, or when an asset you created helps another hero stress an opponent</p>		

PP

STRESS/TRAUMA

P











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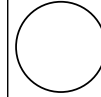








XP



History

J'onn J'onzz was a Martian philosopher and manhunter, who lived a normal, peaceful life with his family, until a mad Martian priest released a pyrokinetic plague on the population of Mars. The plague spread quickly, causing those infected to burst into flames. While Mars burned, a scientist on Earth neared completion on a machine to be used to contact alien races, but the machine was imperfect. Just as his family burst into flames before his very eyes, J'onn was suddenly plucked away and transported to Earth via the faulty machine. J'onn soon escaped the facility and used his powers to take on the likeliness of a human, and adopted the similar sounding Earth name, John Jones. J'onn lived for years disguised as a human, learning to live among them.

After Darkseid's failed invasion and the surge of heroic activity, J'onn was inspired to become a hero himself. Leaving his human disguise behind, J'onn became the Martian Manhunter, using his powers to protect his adopted home. The Martian Manhunter was the first hero to join the Justice League outside of the founding members. However, disagreements over how to best protect the world led to J'onn leaving the League on not-too-good terms. After that, J'onn formed a super hero team to police and protect the world from the shadows. The team was called Stormwatch, but again disagreements inside the team led to J'onn leaving the team. This time, however, J'onn used his telepathic powers to wipe any memories of him from his former teammates.

Presently, Martian Manhunter is policing the world on his own terms and from the shadows. He has been employed more than once by the clandestine organization Advanced Research Group Uniting Super-Humans (or A.R.G.U.S. for short) for missions requiring his unique and varied set of skills.

Personality

A literal alien, Martian Manhunter's behavior and ideals are foreign and strange. Martian Manhunter prefers to keep to himself, both physically and emotionally. Though he has a strong sense of justice, Martian Manhunter is not afraid to cross the lines that the Earth heroes have erected to restrain themselves, even going so far as to use his powers to forcibly manipulate the memories of former allies, but it is all done to protect the world he loves from suffering the same fate of his homeworld.

Abilities & Resources

















As a Martian, J'onn has the innate abilities of one of the most powerful races in the universe. His unique physiology grants him superhuman strength, speed, and durability, the ability to fly, the ability to fire energy blasts from his eyes, powerful telepathic abilities, and the ability to alter his shape or even turn invisible. His strength is comparable to Superman's and his repertoire of superhuman abilities even more varied. Along with his natural born abilities, J'onn was trained to be the best of his race in order to serve as a Martian Manhunter. He possesses extensive combat, espionage, and deductive training.

Despite his impressive powers, J'onn still has a weakness. The memory of the pyrokinetic plague that killed his family and wiped out the rest of his race still haunts him. As such, J'onn suffers from crippling pyrophobia.

Though he tends to keep to himself, Martian Manhunter is known throughout the superhuman community, even if only as a shadowy big brother figure. His power and abilities demand respect, but he encounters fear more than friendship in the heroes he meets. He has numerous private caches all over the world that he utilizes in his crusade. He also has various contacts and supplies available to him through A.R.G.U.S., namely a direct line to the secretive leader of the organization, Amanda Waller.



RAVEN

Affiliations	SOLO  BUDDY  TEAM 
Distinctions	Emo Demon Girl Queen of the Under Realm “I Don’t Have Time For This!”  OR  +1 PP
Power Sets	<p>DEMONIC HERITAGE</p> <p>Darkness Mastery  Flight </p> <p>Telekinetic Control  Telepathy </p> <p>Teleportation </p> <p>SFX: <i>Area Attack.</i> Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Empathic Healing.</i> Add Telepathy die to your pool when helping others recover stress. Spend 1 PP to recover your own or another’s mental stress or step back your own or another’s mental trauma by -1.</p> <p>SFX: <i>Emotional Link.</i> Add a die to the Doom Pool equal to your current Emotional Stress to add that Emotional Stress die to a pool including a DEMONIC HERITAGE power.</p> <p>SFX: <i>Force Emotions.</i> Add a d6 and step up your effect die by +1 when inflicting complications or stress related to emotions.</p> <p>Limit: <i>Mutually Exclusive.</i> Shutdown DEMONIC HERITAGE to activate SOUL SELF.</p> <p>Limit: <i>Sense Your Pain.</i> When a hero near you takes Emotional Stress, roll against the Doom Pool. If you fail, add that hero’s Emotional Stress die to your own.</p> <p>Limit: <i>Susceptible to Emotion.</i> Change any DEMONIC HERITAGE power into a complication and recover Emotional Stress equal to that power’s die size. Activate an opportunity or remove the complication to recover that power.</p> <p>SOUL SELF</p> <p>Intangibility  Invisibility </p> <p>SFX: <i>Without Form.</i> Spend 1 PP to ignore Physical Stress caused by anyone attacking your astral form by mundane means.</p> <p>Limit: <i>The Empty Vessel.</i> When your dice pool includes a SOUL SELF power, adding a power from any other Power Set costs 1 PP. Your physical form remains where you left it, and for as long as you remain out of sight of it, any stress or complications that target it directly are stepped up.</p> <p>Limit: <i>Mutually Exclusive.</i> Shutdown SOUL SELF to activate DEMONIC HERITAGE.</p>
Specialties	<p>Combat Expert  Menace Master </p> <p>Mystic Master  Psych Master </p> <p>[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]</p>
Milestones	<p>Emotions Are A Luxury</p> <p>1 XP when you first use your <i>Emotional Link</i> SFX.</p> <p>3 XP when you first activate your <i>Susceptible to Emotion</i> Limit.</p> <p>10 XP when your emotional turmoil directly threatens your teammates, or you abandon your teammates on the battlefield to cope with your emotional turmoil alone.</p> <p>Protect Your Heart</p> <p>1 XP when you close down a conversation with terse answers.</p> <p>3 XP when you open up to one of your teammates.</p> <p>10 XP when you decide that your teammates are not worth your trust and counsel, or vow to speak your mind and offer your thoughts.</p>

PP

STRESS/TRAUMA

P







M







E







XP



History

The demon Trigon has conquered many realms and for each realm he has conquered he has sired a son to rule over the realm in his absence. Trigon has only one daughter. Some time ago, a member of the Church of Blood – a cult devoted to bringing Trigon to Earth – was raped and made pregnant by Trigon. The woman, Arella Roth, joined a group of pacifist monks in the sanctuary of Azarath and nine months later gave birth to a daughter – whom she named Raven. The monks taught Raven how to control her demonic side and avoid Trigon's influence until Trigon invaded Azarath and abducted his daughter.

After her capture, Raven was taken to the Under Realms where her father attempted to mold her to take his place as ruler of the Under Realm. Relying on her training from the monks, Raven resisted Trigon's pull, but played the role of a dutiful daughter. Impressed after having fought many battles together, Trigon appointed Raven as the Queen of the Under Realm.

When Trigon came into conflict with the Teen Titans, Raven seized the opportunity and turned on her father, assisting the Teen Titans in escaping the Under Realm. Though Wonder Girl was initially suspicious of her, Red Robin saw the merit in having Raven as an ally and invited her to join the team. Raven accepted his offer, knowing she would need allies in case her father came looking for her again.

Personality

One word that most accurately describes Raven is "stranger." Her entire existence has either been spent training in seclusion with monks or in the nether regions of the Under Realm with her demonic father. The mundane world is as strange and alien to her as the world of demons would be to us. Due to the nature of her powers, Raven must keep her emotions in check at all times lest she give in fully to her demonic side and put the world in danger. Most mistake this control with meanness or uncaring. Raven keeps an air of aloofness about her not only for her protection, but also for the protection of all those she cares for.

Abilities & Resources

Raven's demonic heritage has given her many psionic abilities and connections with all things mystical. She is a powerful empath, meaning she can sense and control the emotions of others. She has the ability to generate darkness from her person and use it as a weapon. Her psionic abilities also allow her the ability to teleport herself and others and even fly.

Through her training with the monks of Azarath, Raven learned to separate her soul from her body. While in this form, Raven is able to walk between dimensions or even vast distances in the same dimension over a short span of time.

Because of her powerful empathic abilities, should Raven ever give in to the raw power of her emotions, it will unleash her demonic side and she will fall fully under Trigon's control. So, because of this constant threat, Raven must control her emotions and maintain a cold demeanor.

Raven has few resources in the mundane world. She has a connection with the remaining monks in Azarath. Despite severing her ties with her father; Raven has a strong and respected presence in the Under Realms as its former Queen, and knows of many mystical artifacts and powers scattered through the different realms.



RED ROBIN

Affiliations

SOLO **6** BUDDY **10** TEAM **8**

Distinctions

Young Detective
By The Book
Born Leader

4 OR **8**
+1 PP

Power Sets

STUDENT OF THE BAT
Enhanced Reflexes **8** Enhanced Stamina **8**

SFX: *Focus.* In a pool including a STUDENT OF THE BAT power, replace two dice of equal steps with one die of +1 step.

SFX: *Second Wind.* Before you make an action including your STUDENT OF THE BAT power, you may move your Physical Stress die to the Doom Pool and step up the STUDENT OF THE BAT power by +1 for this action.

Limit: *Exhausted.* Shutdown any STUDENT OF THE BAT power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

FLIGHT HARNESS
Cybernetic Senses **6** Enhanced Durability **8**
Flight **6** Weapon **6**

SFX: *Insulated.* Spend 1 PP to ignore stress, trauma, or complications from electricity, fire, cold, or inhalents.

SFX: *Wing Blades.* Step back the highest die in your attack action pool to add a d6 and step up physical stress inflicted by +1.

SFX: *Winged Charge.* Against a single target, step up or double Flight. Remove the highest rolling die and use three dice for your total.

Limit: *Gear.* Shutdown FLIGHT HARNESS to gain 1 PP. Take an action vs. the doom pool to recover.

Specialties

Acrobatic Master **10** Combat Master **10**
Covert Master **10** Crime Master **10**
Menace Expert **8** Psych Expert **8**
Science Expert **8** Tech Expert **8**
Vehicle Expert **8**

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Brilliant Tactician
1 XP when you make a battle plan with your allies.
3 XP when you use your intelligence to create an asset for an ally during an Action Scene.
10 XP when you either convince another hero to join your team, or you leave the team to pursue a solitary heroic career.

Independent
1 XP when you act in a way to distance yourself from your past as Batman's sidekick.
3 XP when you prove one of your decisions was best for your team.
10 XP when an older hero accepts you as your own hero and you finally emerge from Batman's shadow, or you realize that you will never be recognized as nothing more than Batman's ward and resolve to live with it.

PP

STRESS/TRAUMA

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- 10**
- 12**

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XP



History

Tim Drake was just a toddler when he was at Haly’s Circus and witnessed the Flying Graysons fall to their death. Tim was transfixed as Batman swooped down to console the orphaned Dick Grayson. The moment was burned into his memory. Years later, Tim was watching footage of Batman and Robin fighting Penguin and was amazed when Robin performed a quadruple somersault, a difficult maneuver that Dick Grayson and few others could perform. Tim was always a bright boy with incredible deductive abilities, so when he learned that Dick Grayson was Batman’s ward, he deduced that Bruce Wayne was Batman and Dick Grayson was Robin.

Tim followed the Dynamic Duo’s adventures for years, and when Tim saw news reports of an unhinged Batman becoming more and more violent following the death of the second Robin, Tim realized that Batman needed a new Robin. Tim tracked down Batman and, after revealing his deductions, argued for Batman’s need for a Robin to give the Dark Knight hope, especially during this dark time of his life. Though reluctant at first, Batman gave Tim the opportunity to prove that he was as good as his word. After months of grueling training, Tim Drake became the third Robin.

Tim excelled at the role of Robin, despite the constant struggle of balancing his crime-fighting life with the day-to-day battles of being a teenager. During his years as Robin, Tim’s mother was poisoned to death, and his father was later killed by Captain Boomerang. Still, Tim continued fighting crime as Robin until Batman was assumed dead. Dick Grayson took up the mantle of Batman and appointed Damian Wayne, Bruce Wayne’s biological son, to serve as his Robin. Not a little outraged, Tim decided to distance himself from the Batman legacy and embark on his own as a new hero: Red Robin. Even after Bruce Wayne returned to the mantle of Batman, Tim kept his distance.

Using his investigative skills to monitor various teenage super heroes, Tim eventually gathered some of these heroes together to form the Teen Titans. Despite a rocky beginning, the Titans are well on their way to becoming a well-oiled crime-fighting machine. Tim has even begun to develop feelings for fellow Titan, Wonder Girl, though she does not seem interested in reciprocating his feelings.

Personality

Tim is different from the past two Robins before him. While Dick Grayson was always quick with a joke, and Jason Todd was angry and stubborn, Tim is passionate and dedicated. He loved being Robin, but in a far different way than Dick Grayson. He views fighting crime as a vocation, and feels that he was cheated out of the job he loved, but rather than becoming lethargic or feeling sorry for himself, Tim has decided to continue his war on crime. He is a strict and by the book kind of hero, and while he admires Batman, he does not want to *be* Batman.

Abilities & Resources

















Like the previous Robins, Tim Drake was trained by Batman in martial arts, manhunting, and investigation. Before his training with Batman, Tim was already a brilliant boy with a knack for deductive reasoning. Batman has commented before that Tim may very well one day become a greater detective than him.

Along with his physical abilities, Red Robin employs various gadgets and electronics to assist him while fighting crime. He invented and now uses a flight harness that is meant to help him fight crime, as well as set him apart from his previous stint as Robin. The flight harness allows him limited flight and the wings can be used as weapons. His mask is equipped with infrared scanners and various other pieces of surveillance equipment.

As a former ward of Bruce Wayne’s, Tim Drake has a sizable trust fund to fall back on, though he prefers to use his own genius and inventions now. The Teen Titans are new and their base relatively limited in size and scope, but Tim can count on his new allies and their new base during his crime-fighting excursions. Even if his pride makes it difficult for him to forgive his adopted Bat-Family, Tim knows he can always count on them for assistance.



SHAZAM

Affiliations	SOLO  BUDDY  TEAM 
Distinctions	Earth's Mightiest Mortal Champion of Magic Brash & Bold  OR  +1 PP
Power Sets	<p>MYSTICAL MIGHT</p> <p>Adept Sorcery  Enhanced Reflexes </p> <p>Godlike Durability  Godlike Stamina </p> <p>Godlike Strength  Magical Lightning Blast </p> <p>Mystic Senses  Superhuman Speed </p> <p>Supersonic Flight </p> <p>SFX: <i>Area Attack.</i> Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Imbue with Power.</i> When you create a Mystic-related resource or stunt, step up the lowest die in the Doom Pool to step up the stunt or resource by +1.</p> <p>SFX: <i>Immunity.</i> Spend 1 PP to ignore Physical Stress or Trauma unless caused by mystical attacks.</p> <p>SFX: <i>Multipower.</i> Use more than one MYSTICAL MIGHT power in your pool. Step back each MYSTICAL MIGHT power by -1 for each die beyond the first.</p> <p>SFX: <i>SHAZAM!</i> Step up and double Magical Lightning Blast for one action, then shutdown MYSTICAL MIGHT. Recover power by activating an opportunity or during a Transition Scene.</p> <p>Limit: <i>The Extent of Sorcery.</i> When you add Adept Sorcery to any pool, you may only create assets and complications as your effect.</p> <p>Limit: <i>Noob.</i> Both 1s and 2s on your dice count as opportunities when using a MYSTICAL MIGHT power, but only 1s are excluded from being used for totals or effect dice</p>
Specialties	Combat Expert  Mystice Novice  [You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]
Milestones	<p>Just A Kid</p> <p>1 XP when a hero admonishes you for your childlike behavior.</p> <p>3 XP when you endanger yourself or other heroes to do something heroic or idealistic (and probably stupid)</p> <p>10 XP when an act of heroic self-sacrifice saves the day, or your impulsive actions causes widespread destruction.</p> <p>Super Hero Fan</p> <p>1 XP when you talk to a super hero and ask them questions about their most famous exploits.</p> <p>3 XP when you aid a super hero you adore in a Transition Scene.</p> <p>10 XP when you either realize that you are just like the super heroes you idolize, or see the faults in those you idolize and stop putting them on a pedestal.</p>

PP

STRESS/TRAUMA

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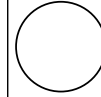
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XP

**History**

Rough treatment and continuous unfortunate circumstances turned plucky, innocent Billy Batson into a selfish and heartless youth. Eventually, Billy came to be adopted by Mr. and Mrs. Vasquez of Philadelphia. After a rough encounter with his fellow foster siblings, Billy stormed out of his new home and found himself magically transported to an ancient mystical fortress known as the Rock of Eternity where he encountered an aging wizard and was granted the ability to wield the Living Lightning, turning him into the Champion of Magic, Shazam.

At first, Billy sought to use his powers irresponsibly, but after stopping a robbery, the fledgling hero found merit in performing heroic duties. Meanwhile, the Wizard's former champion, Black Adam, was freed from his magical prison. Seeking out the Wizard's new champion, Black Adam left a trail of destruction behind him. Using his powers and learning to work with his foster siblings, Billy was able to defeat Black Adam and take up the mantle as the Wizard's new champion.

Personality

After having spent so many years building up a wall to protect himself from getting hurt, Billy is finally allowing that wall to come down and his role as Shazam has had no small part in this transformation. Billy loves being Shazam; saving the world and rubbing shoulders with heroes he has idolized since he was a toddler. Though to the world, Shazam may appear to be a mighty full-grown and very powerful man, inside Billy Batson is just a child with a strong sense of right and wrong, even if he is prone to childish and impulsive actions.

Abilities & Resources

Billy Batson is nothing but a young boy with no super powers. However, when shouting the word "Shazam!" with good intentions in his heart, Billy summons a bolt of lightning that transforms into Shazam. Shazam appears to be a full-grown male and possesses superhuman strength, stamina, speed, and durability. Shazam also possesses magical abilities, such as sorcery and the ability to conjure magical lightning bolts.

Even though he is the Champion of Magic, Shazam is wildly inexperienced. He knows nothing of magic, and what little he knows of combat comes from the few scraps he has had with bullies.



STARGIRL

Affiliations

SOLO

6

BUDDY

10

TEAM

8

PP

Distinctions

Girl Next Door
Strong-Willed Teen
Hollywood Hero

4
+1 PP

OR

8

Power Sets

COSMIC POWER STAFF

Cosmic Blast 8

Enhanced Durability 8

Gravity Control 8

Light Control 8

Subsonic Flight 8

Weapon 6

- SFX:** *Absorption.* On a successful reaction against a Cosmic or Electrical action, convert your opponent's effect die into a COSMIC POWER STAFF stunt or step up a COSMIC POWER STAFF power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.
- SFX:** *Afflict.* Add a d6 and step up your effect die by +1 when inflicting gravity-based complications on a target.
- SFX:** *Area Attack.* Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.
- SFX:** *Constructs.* Add a d6 and step up your effect die by +1 when using COSMIC POWER STAFF to create assets.
- SFX:** *Force Field.* Spend 1 PP to ignore Physical Stress or Trauma unless caused by mystical attacks.
- SFX:** *Full-Power.* Step up or double a COSMIC POWER STAFF power for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of your power die.
- SFX:** *Versatile, but Dangerous.* Split Cosmic Blast into 2d6, or 3d4.
- Limit:** *Gear.* Shutdown COSMIC POWER STAFF and gain 1 PP. Take an action vs. the doom pool to recover.

Specialties

Acrobatics Expert 8

Combat Expert 8

Psych Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Teenage Superhero Celebrity

- 1 XP when you give an interview about your work as a super hero.
- 3 XP when you spend a Transition Scene getting advice from an older female hero.
- 10 XP when you sign a contract to become a full-fledged celebrity with your own reality TV show and everything, or you see the vanity in such a life and instead shun the media to find a strong, older woman to be your heroic mentor.

One of the Team

- 1 XP when you give support to another hero.
- 3 XP when you're given an official place on a team.
- 10 XP when you either sacrifice something you hold dear for the benefit of your team, or walk away from your team to avoid that sacrifice.

STRESS/TRAUMA

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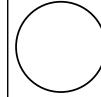
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XP

**History**

After her mother remarried and her new stepfather moved her away from her home city and friends, Courtney was angrily going through her stepfather's boxes. Among his belongings, Courtney found a strange staff and a blue outfit decorated with white stars. Pretending to be her favorite cartoon super hero, Yankee Poodle, Courtney put on the star-spangled outfit and used the staff to fight crime. Flying through LA, Courtney noticed a fire and quickly came to the rescue of the people inside. She became the overnight celebrity hero known as Stargirl. Though he was angry with her at first, Pat Duggan agreed to help train his stepdaughter on how to use the cosmic rod and defend herself. As Stargirl, Courtney has proven that she can handle herself and has quickly become a superhero heartthrob adored by the media and teenagers all over the world.

Personality

Bubbly, talkative, and upbeat, it would seem that nothing can get Stargirl's spirits down. Though she is still young and inexperienced as a hero, Stargirl won't let anyone tell her what to do. She is open to suggestions, of course, but don't assume that you can tell Courtney Whitmore how to live her life.

Abilities & Resources

















On her own, Stargirl has no superhuman abilities. She does, however, have some training in boxing and gymnastics from her stepfather.

The Cosmic Power Staff that Courtney uncovered gives her the ability to fly, shoot cosmic energy, manipulate gravity and light, and even create defensive force fields.

Young and without years of superhero activity to fall back on, Stargirl does not have a lot of resources at her disposal. Her greatest resource at this early stage in her super hero career is most likely her heroic mentor, her stepfather. As the media's favorite hero, she can get into most places with just a smile and a wink.



STATIC

Affiliations	SOLO  8	BUDDY  10	TEAM  6
Distinctions	Whizkid Street Smart  4 OR  8 Quick With A Quip +1 PP		
Power Sets	ELECTROKINESIS Electromagnetic Control  8 Electromagnetic Senses  6 Electric Blast  8 Enhanced Durability  8 Wallcrawling  6 <p>SFX: <i>Area Attack.</i> Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Energy Absorption.</i> On a successful reaction against an electricity-based attack action, convert your opponent's effect die into an ELECTROKINESIS stunt or double an ELECTROKINESIS power until used in an action. On a failed reaction, spend 1 PP to use this SFX.</p> <p>SFX: <i>EMP.</i> Target multiple robot or computerized opponents. For every additional target, add a d6 and keep an additional effect die.</p> <p>SFX: <i>Shock Storm.</i> Add a d6, d8, or d10 to an attack action using Electric Blast, and then add a die of the same size to the Doom Pool.</p> <p>SFX: <i>Unleashed.</i> Step up or double any ELECTROKINESIS power for one action. If that action fails, step back power by -1. Activate an opportunity to recover.</p> <p>Limit: <i>Grounded.</i> Shutdown ELECTROKINESIS vs. grounding or electricity-dampening attacks to gain 1 PP. Activate an opportunity to recover power.</p>		
	STATIC SAUCER Enhanced Durability  8 Flight  6 <p>SFX: <i>Controls On A Dime.</i> If a dice pool includes Electricity Control and Flight, step up the effect die.</p> <p>Limit: <i>Gear.</i> Shutdown STATIC SAUCER and gain 1 PP. Take an action vs. the Doom Pool to recover.</p> <p>Limit: <i>Powered by Electricity.</i> Shutdown STATIC SAUCER if ELECTROKINESIS is shutdown. Recover STATIC SAUCER by recovering ELECTROKINESIS.</p>		
Specialties	Combat Expert  8 Crime Expert  8 Science Expert  8 Tech Expert  8 [You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]		
Milestones	<p>Stand Up</p> <p>1 XP when you stand up for someone who is being bullied physically or emotionally.</p> <p>3 XP when you either deal out Physical Stress to an ignorant hater, or give advice to an ally struggling with their own insecurities.</p> <p>10 XP when you either start your own group of like-minded super heroes, or create a public platform to stand up for victims of bullying and ignorance.</p> <p>Brains Over Brawn</p> <p>1 XP when you use Science, or Tech specialties to create an asset or complication.</p> <p>3 XP when you create a stunt using your Electrokinetics and an everyday object.</p> <p>10 XP when you either leave your super hero career behind to devote yourself to science, or when you reject a great opportunity for research in order to remain a hero.</p>		

PP

STRESS/TRAUMA

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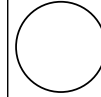
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XP



History

Born and raised in Dakota City, Virgil Hawkins was a bright student, though his mouth often got him into trouble. He was the subject of much bullying at school and when all the city's major gangs were scheduled to meet at the annual Big Bang event, Virgil thought he could finally stand up and end all the torment. When the police intervened, things went horribly awry and all present were exposed to a radioactive and mysterious gas. The gas killed over ninety percent of the people exposed to it and left the rest either horribly disfigured or with strange superhuman abilities. Virgil was one of the few that lived and found he had electromagnetic powers. Inspired by the superhero comics he read, Virgil decided to become the superhero, Static.

Static had a fruitful, albeit stressful career juggling school and fighting villains as a teenage hero. After his sister Sharon was targeted by villains, Static and his family relocated to New York City to escape the bad memories. Here, Virgil began an internship at the prestigious S.T.A.R. Labs and continued his super hero career in a new venue.

Personality

Virgil Hawkins is a courageous and good-hearted man with a gifted intelligence. Static often copes with the stress of his situation with a smart quip or snide remark. Shaped by the bullying he endured in school, Static stands up for the underdog and has a strong sense of right and wrong – even if he is prone to making mistakes.

Abilities & Resources

Granted powers by the mysterious gas at the Big Bang, Static now has the superhuman ability to generate and manipulate electromagnetic energy. By manipulating electromagnetic energy, Static can generate electromagnetic barriers to block and repel attacks. He can also manipulate the magnetic fields of objects in order to levitate them. He can even use his powers to tune into radio waves, allowing him to listen in to police broadband and music stations, as well as cell phones. By changing the polarity of his hands, Static can create a phenomenon he refers to as “static cling”, which allows him to cling to walls or other surfaces. Static can use his electrokinesis in more offensive ways by firing electromagnetic bursts.

Early in his career, Static manipulated the polarities of everyday objects such as manhole covers and trashcan lids for faster locomotion around the cityscape. Now, he uses a collapsible saucer that he himself designed for travel.

Though he began his career in solitary as the only hero in a remote city, Static's move to New York City gave him a network with other super heroes. He has worked with the Justice League at least once before and is good friends with other teenage heroes. In fact, Static helped design Red Robin's new winged hero costume.

As a teenaged hero, Static doesn't have the monetary wealth or years of experience to fall back on. He must rely on his wits and powers to fight crime and has on more than one occasional, invented ingenious ways to use his powers on the spot. As an intern at S.T.A.R. Labs, Static does however have access to the most advanced technology from Earth or from other worlds.



SUPERBOY

Affiliations

SOLO

10

BUDDY

6

TEAM

8

PP

Distinctions

Short-Tempered
Clone Experiment
Product of Two Worlds

4
+1 PP

OR

8

Power Sets

TACTILE TELEKINESIS

Superhuman Durability 10

Superhuman Senses 10

Superhuman Stamina 10

Superhuman Strength 10

Supersonic Flight 10

Telekinetic Blast 8

Telekinetic Mastery 10

SFX: *Absorb the Blow.* When using Superhuman Durability in your dice pool, redirect Physical Stress you take to Mental Stress at no cost. Spend 1 PP to step back redirected stress.

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Invulnerable.* Spend 1 PP to ignore Physical Stress or Trauma unless caused by mystical or kryptonite-based attacks.

SFX: *Kryptonian Ancestry.* Step up or double a TACTICLE TELEKINESIS die for one Scene, or spend 1 PP to do both. Take your second-highest rolling die of each subsequent action or reaction as Emotional or Physical Stress.

SFX: *Multipower.* Add more than one TACTICLE TELEKINESIS power die to your pool. Step back each TACTICLE TELEKINESIS power die in your pool for each die beyond the first.

SFX: *Telekinetic Constructs.* When using a TACTICLE TELEKINESIS power to create assets, add a d6 and step up your effect die by +1.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown TACTICLE TELEKINESIS. Recover TACTICLE TELEKINESIS when you recover that stress or wake up. If you take Mental Trauma, shutdown TACTICLE TELEKINESIS until you recover that trauma.

Specialties

Combat Expert 8

Menace Expert 8

Science Expert 8

Tech Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Superman's DNA

1 XP when you act in a heroic way because "it is what Superman would do."

3 XP when you give support to an ally.

10 XP when you either ask Superman to be your mentor and you devote yourself to his teachings in order to become a better hero, or you engage Superman in single combat to prove to him as well as yourself that you do not need his help in creating your own path.

Learning To Be A Hero

1 XP when you first take damage defending an ally or innocent.

3 XP when you allow another hero to talk you out of a dangerous situation.

10 XP when you find you are the last hero standing and either sacrifice yourself to save your allies, or defeat your foe in one-on-one combat.

STRESS/TRAUMA

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XP



History

Created by the secretive organization known as N.O.W.H.E.R.E. – an organization focused on controlling the new generation of superhumans – Project Superboy was created using the DNA of Superman and an unknown human donor. Superboy's first mission was to kill Wonder Girl, which brought him into direct conflict with her teammates the Teen Titans as well. Superboy managed to defeat them all, but realized that he was only a weapon created by N.O.W.H.E.R.E. to hurt others. Superboy fled the scene and went AWOL.

While free from N.O.W.H.E.R.E.'s influence, Superboy felt his first compulsion to act heroically when he stopped a superhuman couple after they had murdered a restaurant full of people. During this brief time, he also encountered his genetic cousin Supergirl, who gave him the name "Kon-El" (which means "abomination of the house of El" in Kryptonian). Determined to prove her wrong, Superboy returned to N.O.W.H.E.R.E. to defeat his creators, but was himself incapacitated and deposited in the dreaded Colony to participate in an annual Culling – where the superhuman prisoners of the Colony were forced to kill or be killed. It was with the help of the Teen Titans that Superboy and the other prisoners of the Colony escaped. In order to pursue the life of a hero, Superboy decided to join the Teen Titans.

Personality

Superboy is a typical angry, stubborn teenager. And on top of all the problems that come with being a teenager, Superboy struggles with feelings of inadequacy and self-worthlessness brought on by the means of his creation. Some may say Superboy's compulsion to heroics is stitched in his genes, but Superboy believes he should do right because it is the right thing to do. And as much as he admires his genetic template, he wishes to become his own man.

Abilities & Resources

Superboy is cloned from Kryptonian and human DNA, but his Kryptonian powers (if he possesses any) have yet to manifest. N.O.W.H.E.R.E. engineered Superboy with powerful tactile telekinesis, and as such Superboy possesses superhuman strength, durability, flight, enhanced senses, and the ability to telekinetically manipulate objects (such as stopping bullets in mid-air, throwing people and objects around, or vibrating the air in front of him to simulate Superman's heat vision). To make him a more efficient weapon, N.O.W.H.E.R.E. gave Superboy the ability absorb vast amounts of information in a small amount of time. He was also imbued with high level of intelligence during the time of his incubation.

Superboy has little of his own. He does manage to rent a small apartment in New York City near the Teen Titans headquarters with some money he "borrowed" from a bank – an act his fellow teammates are still trying to convince him is not right. Superboy has never had the luxury of having friends, but he believes his new teammates in the Teen Titans can be just that. While he still has an uneasy relationship with his genetic cousin, he does have a better relationship with his genetic template. Superman sees the potential hero Superboy could be and seeks to nurture him into a hero. In an attempt to further nurture his relationship with Superboy, Superman took the negative name of Kon and gave Superboy the human family name of Connor Kent.



SUPERMAN

Affiliations

SOLO BUDDY TEAM

Distinctions

The Last Son Of Krypton
 Kansas Farmboy OR
 Man Of Steel **+1 PP**

Power Sets

KRYPTONIAN PHYSIOLOGY

Godlike Durability Godlike Stamina
 Godlike Strength Heat Vision
 Space Flight Super Breath
 Superhuman Reflexes Superhuman Senses
 Superhuman Speed

SFX: *Area Attack.* Target multiple opponents. For every additional target, add a d6 and keep an additional effect die.

SFX: *Freeze Breath.* When using Super Breath to inflict a Binding, Entangling, or Freezing complication on a target, add a d6 and step up the effect die by +1.

SFX: *Invulnerability.* Spend 1 PP to ignore Physical Stress unless caused by mystical or kryptonite-based attacks.

SFX: *Multipower.* Use more than one KRYPTONIAN PHYSIOLOGY power in your pool. Step back each KRYPTONIAN PHYSIOLOGY power by -1 for each die beyond the first.

SFX: *Unleashed.* Step up or double any KRYPTONIAN PHYSIOLOGY power for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of your power die.

Limit: *Kryptonian Weaknesses.* Step up stress, trauma, or complications inflicted by kryptonite, or red solar light.

Specialties

Combat Expert Cosmic Expert
 Psych Expert Science Expert
 Tech Expert

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

The Never Ending Battle

1 XP when you encounter an old foe.
 3 XP when you show compassion to an old foe.
 10 XP when you either convince an old foe to leave behind their villainous ways through impassioned pleas, or you realize that your old foe will never change and give up on trying to understand them.

The Last Son

1 XP when you discuss your Kryptonian heritage.
 3 XP when your Kryptonian heritage becomes the center of a conflict.
 10 XP when you create a monument to the Kryptonians that will echo through eternity forever, or find a way to create a new Krypton and repopulate it with your lost people.

PP

STRESS/TRAUMA

P

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XP



History

Kal-El's native world of Krypton orbited an unstable red sun. The red sun exploded and destroyed Krypton, but not before Kryptonian scientist Jor-El and his wife Lara rocketed their son to safety, hoping against hope that this spacecraft would find him a new home in the vast reaches of the universe.

The spacecraft made its way to Earth and landed in a field near Smallville, Kansas, where farmers Jonathan and Martha Kent found the wrecked spacecraft and the infant Kryptonian it contained. Raising the infant as their own, the kind Kents named the boy Clark. As the Kents taught Clark about morality and goodness, Clark's Kryptonian physiology reacted to the yellow sun and he developed super strength and invulnerability at an early age.

The Kents eventually passed away from old age and Clark moved to Metropolis to begin his new life as a mild-mannered reporter for the Daily Planet, making friends with young photographer Jimmy Olsen and intrepid reporter Lois Lane. While he lived his life as Clark Kent, the reporter, he fought crime as Superman, the Man of Steel, and overcame the initial mistrust of the Metropolis public after saving the city from an alien invasion.

Years later, Superman joined up with a group of superhumans to repel another alien invasion, this one on a much grander scale. After saving the Earth, the heroes came together and became the Justice League. Since then, Superman has found a kindred spirit and lover in fellow Justice Leaguer Wonder Woman, a stranger to this world just like him.

Personality

Above all, Superman is a brave and kind-hearted hero with a strong sense of justice, morality, and righteousness. He adheres to a strict moral code of values taught him by his adoptive parents. He operates inside the law and expects others to do so. Having lost his home world, Superman is fiercely protective of Earth, especially his friends and close allies. The loss of his planet, his adoptive parents, and his constant struggle as an alien in a strange world has caused Superman to feel lonely on Earth. Superman fights for the underprivileged and the oppressed, standing up for those who don't have a voice. Superman's secret identity, Clark Kent, is an unassuming, mild-mannered, and somewhat clumsy person.

Abilities & Resources

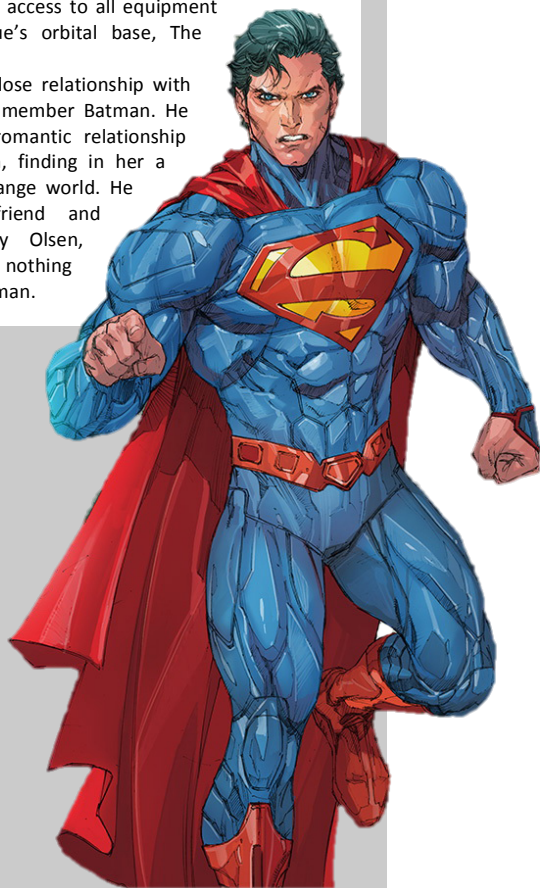
As a Kryptonian, Superman's cells absorb yellow solar energy and this fuels all of his powers and abilities. When under the influence of a yellow sun, Superman gains superhuman strength, invulnerability, longevity, stamina, speed, senses, the ability to fly, super breath, super vision, and enhanced mental faculties. Superman does not have to be constantly under the solar rays of a yellow sun for his powers to work, however. His body stores up the energy and allows him to retain his powers under roofed structures or even at night, although he will eventually need the rays of a yellow sun to recharge his powers.

Superman is vulnerable to magic and Kryptonite, radioactive rocks from his home world that found their way to Earth. Lead blocks Superman's vision powers. If Superman is ever exposed to the same red solar radiation as Krypton's red sun, he loses all of his powers and must expose himself to yellow sunlight to reverse this effect.

Along with his Kryptonian powers, Superman has been trained in hand-to-hand combat. He has learned more advanced fighting styles from both Wonder Woman and Batman. Superman also has a genius-level intelligence and is a skilled reporter.

Superman's Fortress of Solitude is secluded deep in the Arctic wilderness. Here, he keeps all sorts of equipment from his journeys and even some creatures and artifacts from alien worlds. Superman has access to all equipment on the Justice League's orbital base, The Watchtower.

Superman has a close relationship with fellow Justice League member Batman. He has even started a romantic relationship with Wonder Woman, finding in her a kindred alien in a strange world. He also is a good friend and roommate of Jimmy Olsen, although Jimmy knows nothing of Clark's life as Superman.








WONDER GIRL

Affiliations SOLO  BUDDY  TEAM 


Distinctions Sketchy Past
World-Renowned Thief  OR 
Teenage Powerhouse **+1 PP**

Power Sets

SILENT ARMOR







Enhanced Reflexes  Enhanced Speed 
Subsonic Flight  Superhuman Durability 
Superhuman Strength 

SFX: *Invulnerable.* Spend 1 PP to ignore Physical Stress or Trauma unless caused by mystical attacks.
SFX: *Powerhouse.* Against a single target, step up or double a SILENT ARMOR die. Remove the highest rolling die and use 3 dice for your total.
SFX: *Surge of Emotion.* Use your current Emotional Stress die as your effect die, then step up your Emotional Stress by +1.
Limit: *Emotional Turmoil.* Change any SILENT ARMOR power into a complication and recover Emotional Stress equal to that power's die size. Activate an opportunity or remove the complication to recover the power.

LASSO OF LIGHTNING
Weapon 

SFX: *Entangling.* Add a d6 and step up the effect die when creating entangled or restraining-related complications.
SFX: *Shocking Grasp.* Add a d6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up physical stress by +1.
Limit: *Gear.* Shutdown LASSO OF LIGHTNING and gain 1 PP. Take an action vs. the doom pool to recover.

Specialties

Acrobatic Expert  Combat Expert 
Crime Expert  Covert Master 
Mystic Expert  Tech Expert 

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Honor Among Thieves

1 XP when you use your Crime or Covert specialty to give you insight on a subect.
3 XP when you reveal a resource or stunt linked to your Crime or Covert specialties.
10 XP when you either give up the life of a thief to be a hero, or you resolve to use the Silent Armor to become the greatest thief ever.

Heavy Armor

1 XP when you discuss the difficulties you've faced in dealing with the Silent Armor.
3 XP when you spend a Transition Scene with a teammate and bring up how difficult the Silent Armor makes your life.
10 XP when you either uncover the true origin and purpose of the Silent Armor so that you can gain mastery over it, or you get rid of the Silent Armor forever and find a new way to be a super hero.

PP

STRESS/TRAUMA

P







M







E







XP



History

Cassandra and her mother traveled the world, going from one archeological dig to the next, though Cassandra’s interests weren’t so much in the ancient treasures that her mother unearthed, but rather on the priceless artifacts of famous nearby museums. While robbing a museum in China, Cassandra encountered another teenage thief named Diesel. It was “lust at first sight” and Diesel followed “Cassie” around the world, convincing her to indulge more and more in her criminal lifestyle. In Cambodia, the couple stumbled upon a long-forgotten chamber and suit of enchanted armor. When the armor bonded with Cassie, Diesel’s lust for power drove him to attack Cassie to claim the armor as his. During the fight, the chamber collapsed and Cassie used the armor to escape.

Afterwards, Cassie parted with her mother and began using her armor to pull off bigger and more rewarding heists. The media dubbed her “Wonder Girl” because of her archaic armor and employment of a magical lasso of lightning during her feats. Her superhuman exploits drew the attention of N.O.W.H.E.R.E. (a clandestine organization intent on manipulating the younger generation of superhumans). Fortunately for Cassie, N.O.W.H.E.R.E. was not the only person tracking Wonder Girl’s exploits. When the operatives of the organization targeted her directly, Red Robin thwarted their efforts. The former Boy Wonder tried to recruit Cassie to help him form a team of super-powered teens, dedicated to bringing down N.O.W.H.E.R.E. and protecting super-powered teenagers across the world. Though she was opposed to this idea at first, Cassie decided it the best option for her self-preservation and helped from the Teen Titans as the incredible Wonder Girl.

Personality

Strong in both body and spirit, Wonder Girl never backs down from a challenge. Though she skitters a blurred line with her moonlighting as a world-renowned thief as well as a teenaged superhero, Wonder Girl has a strong sense of justice. Having been on her own for the last few years since her confrontation with Diesel and parting with her mother, Wonder Girl sees herself as a bit of a lone wolf, looking out for and caring for Number One. However, her recent interactions with the Teen Titans have shown her that maybe there is more to life than just looking out for yourself and maybe she found this armor for a reason more noble than purloining priceless paintings.

Abilities & Resources

Wonder Girl wears an archaic suit of armor known as the Silent Armor, which is somehow mystically linked to the demon Trigon. The armor itself preys on the emotions of the wearer and wearer must have the willpower to control the armor and keep it “silent”. While wearing the suit, the wearer may choose for it to become invisible or manifest itself in a way that does not show its true, full form. Wonder Girl usually decides to manifest the armor as a red hooded suit with golden gauntlets. The Silent Armor grants its wearer superhuman strength, durability, reflexes, speed, and even flight.

During one heist, Wonder Girl managed to secure a lasso composed purely of lightning. She employs the lasso as a weapon in combat and a tool in her late-night museum visits.

Besides the superhuman abilities that her equipment grants her, Cassie is an accomplished thief, known around the world even before her superhuman exploits gained her notoriety as Wonder Girl. She knows a small amount of archaeology and mystic matters from her time spent traveling the world with her mother.

Wonder Girl has a sizable amount of money and resources to fall back on thanks to her history of thieving. While her exploits have gained her more enemies than friends in most parts of the world, there is no favor that money cannot buy.



WONDER WOMAN

Affiliations	SOLO	BUDDY	TEAM
Distinctions	Amazon Warrior Ambassador of Peace OR Stranger to Man's World +1 PP		
Power Sets	<p>DIVINE EMPOWERMENT</p> <p>Enhanced Speed Godlike Strength </p> <p>Subsonic Flight Superhuman Durability </p> <p>Superhuman Reflexes Superhuman Stamina </p> <p>SFX: <i>Beserk</i>. Borrow a die from the Doom Pool for one action. After the action, step it up by +1 and return it to the Doom Pool.</p> <p>SFX: <i>Immunity</i>. Spend 1 PP to ignore stress, trauma, or complications from aging, disease, and poison.</p> <p>SFX: <i>Second Wind</i>. Before you make an action including a DIVINE EMPOWERMENT power, you may move your Physical Stress die to the doom pool and step up the DIVINE EMPOWERMENT power by +1 for this action.</p> <p>Limit: <i>Exhausted</i>. Shutdown any DIVINE EMPOWERMENT power to gain 1 PP. Recover by activating an opportunity or during a Transition Scene.</p> <p>AMAZON ARTIFACTS</p> <p>Godlike Durability Weapon </p> <p>SFX: <i>Bracelets of Submission</i>. In a reaction pool against a ranged attack that includes Superhuman Reflexes and Godlike Durability, step up your effect die by +1.</p> <p>SFX: <i>Lasso of Truth</i>. Add a d6 and step up your effect die by +1 when creating entangled complications or complications that compel the opponent to tell the truth.</p> <p>SFX: <i>Sword of Hephaestus</i>. Add a d6 and step back the highest die in your attack pool by -1. Step up Physical Stress inflicted by +1.</p> <p>Limit: <i>Gear</i>. Shutdown any AMAZON ARTIFACTS power or SFX and gain 1 PP. Take an action vs. the doom pool to recover.</p>		
Specialties	Acrobatic Expert Combat Master Menace Expert Mystic Expert <div style="text-align: center; font-size: small;">[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]</div>		
Milestones	<p>A New World</p> <p>1 XP when you comment on how man's world is strange to you.</p> <p>3 XP when your actions get you into trouble with the law, the media, or your teammates.</p> <p>10 XP when you either choose to forsake your home of Themyscira and stay in the world of man, or you return to Themyscira, leaving the world of man and your allies behind you.</p> <p>Hell Hath No Fury</p> <p>1 XP when you talk to a woman about her power.</p> <p>3 XP when you inflict stress on someone who is oppressing another based on their gender, race, class, or religion.</p> <p>10 XP when you take a female hero under your tutelage so you may train her in the ways of war, or you dismiss the female hero, encouraging her to find her own path.</p>		

PP

STRESS/TRAUMA

P

M

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XP



History

Diana was raised thinking she was the perfect Amazon, born of no man, but rather made of clay and given life by her mother's strong desire to have a child. What Diana did not know was that her mother, Queen Hippolyta of the Amazon Island of Themyscira, had a romantic tryst with Zeus, the Olympic god of thunder. The truth of Diana's birth was hidden to protect Hippolyta and her daughter from the notorious wrath of Zeus' wife, Hera. As a demigod, Diana quickly rose to be the greatest of the Amazons: Wonder Woman.

Diana was raised on Themyscira, a land free of any males, and had no contact with the outside world until United States Air Force pilot Steve Trevor accidentally crash-landed on the island. Diana saved Trevor from the crash and her fellow Amazonians, and the two became friends. Because of their friendship, Diana was selected to escort Trevor back to the world of man and serve as Themyscira's ambassador of peace to the rest of the world.

Diana was enthralled with the world of man and when Darkseid and his forces invaded Earth, Wonder Woman rose up to defend it. Together with the Justice League, Wonder Woman repelled the alien invasion and went on to save the world countless times over. Despite her mother's wishes, Diana has become quite entangled in the world of man and has even begun a romantic relationship with fellow stranger to man's world: Superman.

Personality

Diana is a proud and fierce Amazon warrior. Having spent most of her life on Paradise Island, Wonder Woman is baffled by the world of man. She is confident, impulsive and brash. Though she is Themyscira's ambassador of peace, Wonder Woman is trained for combat and has no qualms with killing, which differentiates her from most heroes.

Abilities & Resources

As a demigod, Wonder Woman is far more powerful than a regular Amazon. She possesses superhuman strength, durability, speed, reflexes, stamina, senses, and even flight. As a child, she was put through rigorous training that taught her swordplay, archery, tactics, and strategy.

As Themyscira's champion, Diana was given ancient Amazon artifacts, all crafted by Hephaestus, the Olympic god of the forge. Her sword is nearly unbreakable and can cut through most substances. Her lasso is enchanted to force

whomever is bound by it to obey the commands of whomever is holding the lasso. Her bracelets are forged from the shards of Zeus' Aegis Shield. The bracelets are indestructible and can be used to deflect gunfire, small missiles and other projectile weaponry. Having been made from Zeus' shield, the bracelets can absorb electricity.

Despite being a founding member of the world's premiere super hero team and well-known across the world, Diana often finds herself struggling with feelings of loneliness. Being from a different world than most of her allies, Wonder Woman often finds herself distanced from them. She has, however, found a kindred alien spirit in Superman and the two have even begun a romantic relationship.

Despite her disposition with her mother once the truth of her birth was revealed to her, Diana may still call upon the strength and armories of Themyscira should she need them. She also has the technology and resources of the Justice League's orbital space station, the Watchtower, at her disposal.



ZATANNA

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP

Distinctions

Earth's Arcane Defender
Well-Connected Hero
Party Girl Exterior

4

OR

8

+1 PP

Power Sets

HOMO MAGI

Enhanced Durability 8

Flight 6

Mystic Blast 10

Mystic Resistance 10

Sorcery Mastery 10

Telepathy 8

Teleport 10

Transmutation 10

SFX: *Aera Kcatta*. Target multiple opponents. For each additional target, add a d6 and keep an additional effect die.

SFX: *Emoceb A Tibbar*. Add a d6 and step up your effect die by +1 when inflicting entangled, stunned, or transformed complications on a target.

SFX: *Eruc Lleps*. Add Sorcery Mastery to your pool when helping others recover stress.

SFX: *Kard Cigam*. Step up or double any HOMO MAGI power for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of that power.

SFX: *Lepsid*. Spend 1 PP to ignore stress, trauma, or complications from magical attacks.

SFX: *Lufstif Fo Cigam*. Add more than one HOMO MAGI power to your dool. Step back each HOMO MAGI dice in your pool once for each die beyond the first.

Limit: *Verbal Components*. If asleep, unconscious, or unable to talk, shutdown HOMO MAGI. Recover HOMO MAGI when stress is recovered or you wake up. If Mental Trauma is taken, shutdown HOMO MAGI until trauma is recovered.

Limit: *The Extent of Sorcery*. When you add Sorcery Mastery to any pool, you may only create assets and complications as your effect.

Specialties

Combat Expert 8

Mystic Master 10

Psych Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Dark Magic

1 XP when you first use your *Kard Cigam SFX*.

3 XP when you allow another hero to talk you into using your magic in a way you consider dangerous or immoral.

10 XP when you sacrifice yourself to avoid using dangerous or immoral magic, or you choose to use dangerous or immoral magic to save yourself and your allies.

Hopless Romantic

1 XP when you choose to express your affection for another hero.

3 XP when you turn down aid in order to be alone with your chosen hear in a perilous situation.

10 XP when you either watch your chosen hero take d10 or more trauma, or break off your relationship to save them.

STRESS/TRAUMA

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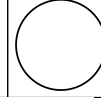
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XP

**History**

Zatanna Zatara was born the daughter of famed magician Giovanni Zatara and mystic Sindella. When Zatanna was just a young child, Sindella disappeared, leaving Zatanna under the care of her father. Zataro traveled the world with his daughter and taught her how to harness her natural magical abilities, until an evil curse swept him away to a different dimension. Left alone and without answers in the world as a young girl, Zatanna embarked on a constant, fruitless search for her natural parents.

Later, Zatanna discovered her father's diary and created a stage persona for herself. While she practices prestidigitation and hat tricks on stage, Zatanna is the occult defender of the realm, battling demons and magical cults behind the scenes. As the realm's primary magical authority, Zatanna has often been called in to work alongside heroes (especially Batman and the Justice League) on their stranger, mystical cases.

Personality

At first, Zatanna may seem like a typical party girl, but that is just her stage persona. Zatanna is actually a very serious magician, willing to sacrifice herself to keep the dark forces of magic from taking over the world. Her flirtatious attitude has led to her having many short-term romantic flings (one of them even being with Batman).

Abilities & Resources

Zatanna's mother was a member of the mystical race Homo Magi. As such, Zatanna was born with the natural ability to manipulate magic. This ability is supplemented by her father's magical training. She can cast enchantments, read minds, teleport, cure disease, and fire blasts of magical energy. Zatanna is able to break most enchantments, and teleport any location in the world and even to other dimensions. In order to focus and cast her spells, Zatanna must speak her spells backwards.

Zatanna is the foremost expert on occultism and is one of the greatest magicians in the world. She has basic training in hand-to-hand combat. She is very skilled at creating elaborate illusions and various stage magic tricks.

Zatanna owns a mansion called Shadowcrest that exists in a different dimension, but appears on the material plane just outside of Gotham City. Here, she keeps a vast library of magical tomes as well as an arsenal of powerful magical relics.

Having been the realm's mystical defender for many years, Zatanna is well known throughout the super hero community. In fact, she has more than likely worked with more than half of the super heroes of the world in some capacity or not. As such, she can call on many friends from many different corners of the world for favors.

